

Instructions to subjects for the TEXSYN TOOLBOX
(freely downloadable at synesthete.org)

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All programs can be accessed by typing in *Texsyn* at the MATLAB command line. That will pop up a menu with all available program names. Alternatively, any program can be run by typing in the individual name.

Texsyn

Displays a clickable menu with all the available programs.

GraphemeColor

This program allows you to select the colors that you associate with numbers and/or letters. When you begin, you will see a color palate and a grapheme (either a number or a letter). Using the mouse, click around on the palate to select the color that you associate with that symbol. You can also use the *left* and *right* arrow keys to make the selected color lighter or darker. If you want to choose the color black, simply select a color and use the left arrow key to make it as dark as possible. The same applies for white and the right arrow key. If you do not associate any color with a particular grapheme, simply select the bottom bar that reads 'No Color'. Once you have selected your best color for a grapheme, press SPACEBAR to move on to the next symbol. This test takes about 20 minutes to complete.

Congruence Test

On each trial, you will see a grapheme flashed on the screen for exactly 1 second. The grapheme is surrounded by a thick colored border; in some of the trials, the border color is congruent with the synesthetic color you reported earlier (in *GraphemeColor*), in other trials the border color will be incongruent. On each trial, you will report as *quickly as possible* whether the synesthetic color of your letter was congruent with the border. Takes about 3 minutes.

GraphemeContrastColor

This program allows you to select the colors that you associate with numbers and/or letters that are presented at different contrasts from light to dark. When you begin, you will see a color palate and a grapheme (either a number or a letter). Using the mouse, click around on the palate to select the color that you associate with that symbol. You can also use the *left* and *right* arrow keys to make the selected color lighter or darker. If you want to choose the color black, simply select a color and use the left arrow key to make it as dark as possible. The same applies for white and the right arrow key. If you do not associate any color with a particular grapheme, simply select the bottom bar that reads 'No Color'. Once you have selected your best color for a grapheme, press SPACEBAR to move on to the next symbol. This test takes about 20 minutes to complete.

This test takes about 5 minutes.

WeekdayColor , MonthColor

Same instructions as *GraphemeColor*, above, but with weekdays or months instead of graphemes.

Each takes about 5 minutes to complete.

Memory Test

You will be presented with 4 matrices of numbers. Each time a matrix appears on the screen, you will have 1 minute to study the numbers and memorize as many as you can. When the matrix disappears, you have unlimited time to write down all of the numbers you can remember. Please do your best to remember the location of the numbers in the matrix, because it will make it easier for you to write down the numbers when the matrix is gone. Once you have written all the numbers you can remember, press the SPACEBAR and the next matrix will appear. Takes between 5-8 minutes.

Other functions:

GraphemeDisplay, GraphemeContrastDisplay, WeekdayDisplay, MonthDisplay

These functions all take a subject's initials and display the results and scores from the corresponding tests, above.