

Advanced topics in browser-based experimentation

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This workshop focusses on building advanced studies with the lab.js online experimental software. We will focus on use-cases that go (even further) beyond what is possible through the graphical user interface, specifically custom designs and stimuli. My goal is also to give you an intuition of how lab.js, and the internet more generally, works behind the scenes, and a sense of where to look when debugging issues should they occur.

The workshop will consist of both technical information around JavaScript, and specific case studies built around participants' research. I strongly encourage (and may require) you all to provide a sketch of a study you're working on, and could use support with, beforehand so that I can get a chance at incorporating your questions into the workshop materials. Our last meeting will be a follow-up to address remaining issues and, if desired, discuss topics of your choosing in more depth. Throughout, I will presuppose a solid familiarity with lab.js in general; the workshop is designed so that those of you who have taken the introductory course last semester will feel at home, and can pick up where we left off.