Psykinematix is a comprehensive software package dedicated to Visual Psychophysics running on Mac OS X computers that requires no programming skills to create and run complex experiments. Psykinematix can present spatio-temporal visual stimuli, run standard psychophysical protocols, collect subjects’ responses, and analyze results on the fly. It also follows an intuitive experimental design based on the Method / Procedure / Stimulus paradigm illustrated below:

*** Psykinematix Features: ***

- Easy experimental design
  - no programming required
  - simple hierarchical structure
  - "canned" experiments
- Standard methods
  - constant stimuli
  - staircase
  - Bayesian adaptive estimation
- Standard procedures
  - nAFC
  - yes/no
  - discrimination
  - adjustment
- Large variety of stimuli
  - shape, grating, checkerboard
  - expression-based (Matlab-like)
  - 1st–, 2nd–order stimulus
  - multi-elements stimulus
  - multimedia
- Temporal properties
  - fusion, flickering, contrast reversal
  - timeline (SOA, ISI)
  - time-varying parameters
- Display calibration
- Enhanced contrast resolution
- Data plotting & fitting
- Data management & logbook
- Communication with external devices
- Easy export of stimuli, graphs & data
- Built-in documentation
- Tutorials and numerous examples
  ... and much more!

Psykineomatix is an affordable experimental package starting from 200$ USD for a student license (v1.5) and 400$ USD for a single-user license (v2.0 GPU). Discounts for volume licensing and support packages are also available. For more information, please visit our website.

Download a 15-day* trial version at www.psykinematix.com

* after expiration it can still be used as a FREE educational tool to introduce visual perception and illustrate psychophysical concepts in the classroom.

Minimum System Requirements (v1.5 only):
- Mac OS X 10.4, G4 800Mhz, 32MB VRAM

Recommended System Requirements:
- Mac OS X 10.8, 2.4GHz Intel Core, 256MB VRAM

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Visual Psychophysics Made Easy!

- No programming required
- WYSIWYG stimulus creation
- Experimental design in no time
- Streamlined workflow

Student, GPU, Bits# / Display++
Editions Available!
**EASY DISPLAY CALIBRATION**
- Geometry
- Gamma correction
- Color: Yxy, L(λ)
- Interfacing with colorimeters

**EASY EXPERIMENTAL DESIGN**
- No programming required
- Simple hierarchical structure
- Design wizard

**CREATE COMPLEX STIMULI**
- Static & dynamic composing
- Timeline, conditional
- RDK, multi-elements field
- Text, image, movie & sound
- Time-varying parameters

**DATA PLOTTING & FITTING**
- Reaction time histogram
- Threshold & slope
- Graph customization
- Choice of psychometric functions

**A Large Variety of Visual Stimuli**

**Standard Methods**
- Examples
- Constant Stimuli
- Staircase
- Bayesian
- Conditions

**Standard Procedures**
- Which? nFC Yes/No
- On/Off
- Adjust
- Trial Properties
  - Subject’s Response with:
    - Keyboard
  - In post-stimulus interval
    - Time-limited
  - Ends Stimulus/Trial
    - Options:
      - Auditory Indicators
      - Response Feedback
      - Fixation Mark
  - Temporal Modulation:
    - None

**Calibrate Design Analyze**

**Complete Streamlined Workflow**