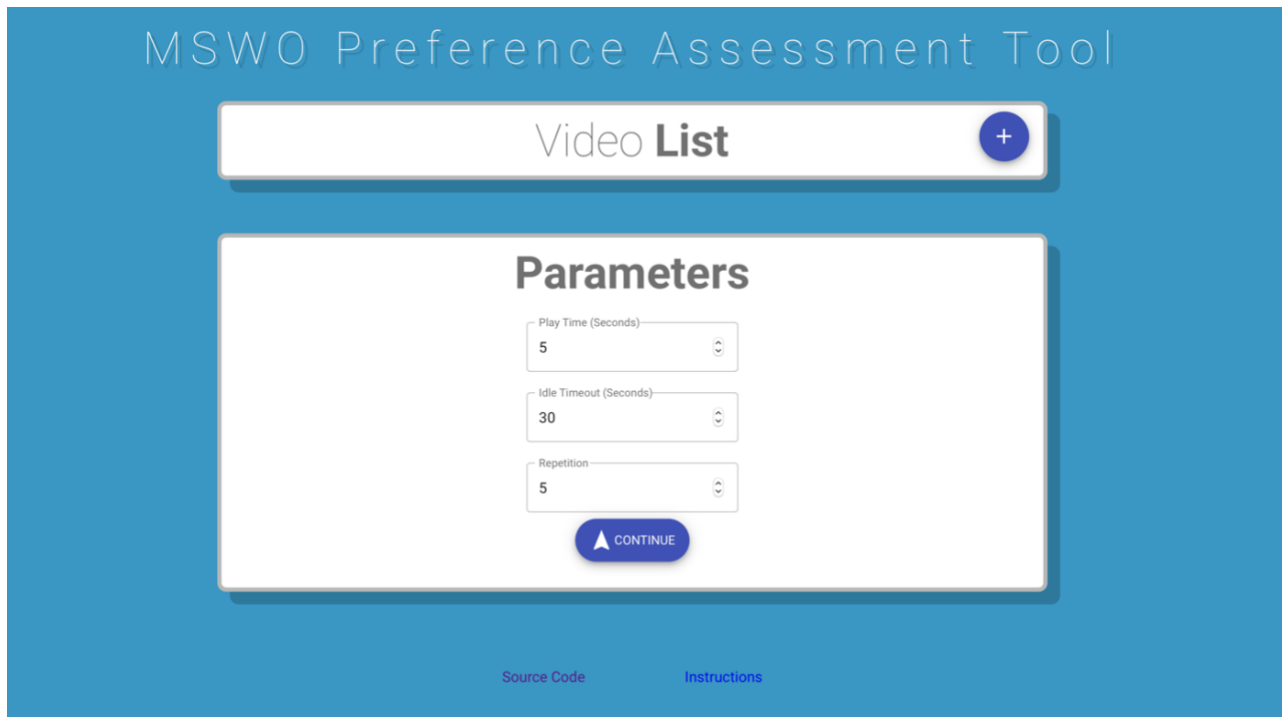# MSWO Preference Assessment Tool Instructions

Purpose

This program is designed to identify preferences for video (YouTube) content. The program uses the multiple-stimulus-without-replacement (MSWO) preference assessment methodology (Carr, Nicolson, & Higbee, 2000; Deleon & Iwata, 1996). The design and functions are based on the web-based MSWO program described in Curiel, Curiel, Li, Deochand, and Poling (2018). The program can be accessed at https://mswopat.utrgv.edu.

Program Screen

To Add Videos

1. Expand Video List. Click the "+" button. The *Name* and *URL or ID* textboxes will be displayed.
2. Add the video name. In the *Name* textbox, the user can input a video name of the user's choice.
3. Add the video's URL or ID. In the *URL or ID* textbox, the user must add the video's URL or ID. The URL is the Uniform Resource Locator. The video ID is the video's identifier; the ID is the series of characters embedded within the URL. The ID consists of characters that follow *"v="*. Some IDs are embedded between the "*v=*" and the "*&*" characters. See the three examples below.

   - URL example: https://www.youtube.com/watch?v=HnyYwWlenJg

- Video ID without "&" character embedded in URL example (see underlined sequence): https://www.youtube.com/watch?v=HnyYwWlenJg

- Video ID with "&" character embedded in the (hypothetical) URL example (see underlined sequence): https://www.youtube.com/watch?v=HnyYwWlenJg&xx00

4. Sync video. Click *ADD VIDEO* button. The video name will appear in the Video List box.
5. Add additional videos. Repeat these steps for each video.
6. Select videos. The videos with a checked box next to the titles will be included in the assessment. To exclude videos from assessment, click the check box and uncheck box.
7. Clear video list. The *Refresh* (red button) will clear all videos from the video list.

To Add Parameters

1. Insert *Play Time (seconds)*. The Play Time is the duration of time the videos will play when selected.
2. Insert *Idle Timeout (seconds)*. The idle timeout is the duration of time allotted to elapse without a response. If the idle timeout duration is met, the subsequent repetition will be presented.
3. Insert *Repetition*. The repetition is the number of times the assessment will repeat all video selections. The repetitions will be presented continuously.

To Complete Assessment

1. Start assessment. Click *CONTINUE* button.

2. Complete assessment. The videos can be selected with a single mouse click, pad click, or touch. The selection type will depend on the device. Each video will automatically play for the programmed duration when selected. Each video will be removed from the display after it is selected and played. A new repetition (all videos re-displayed) will occur when the last video is selected and played, or if the idle timeout is met.
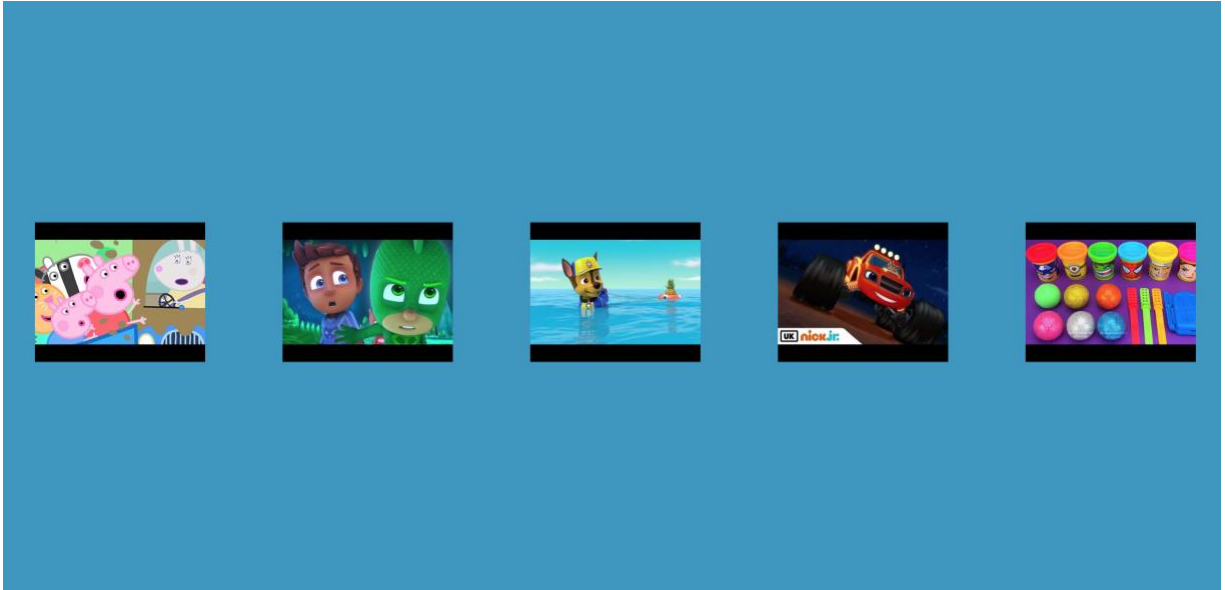
To Access Results

1. Access results. The Assessment Complete screen will be displayed when the assessment is completed.
2. See results. Click on *SEE RESULTS* button. The results will be displayed as a column graph. The calculations are based on the percentage of selection per video.
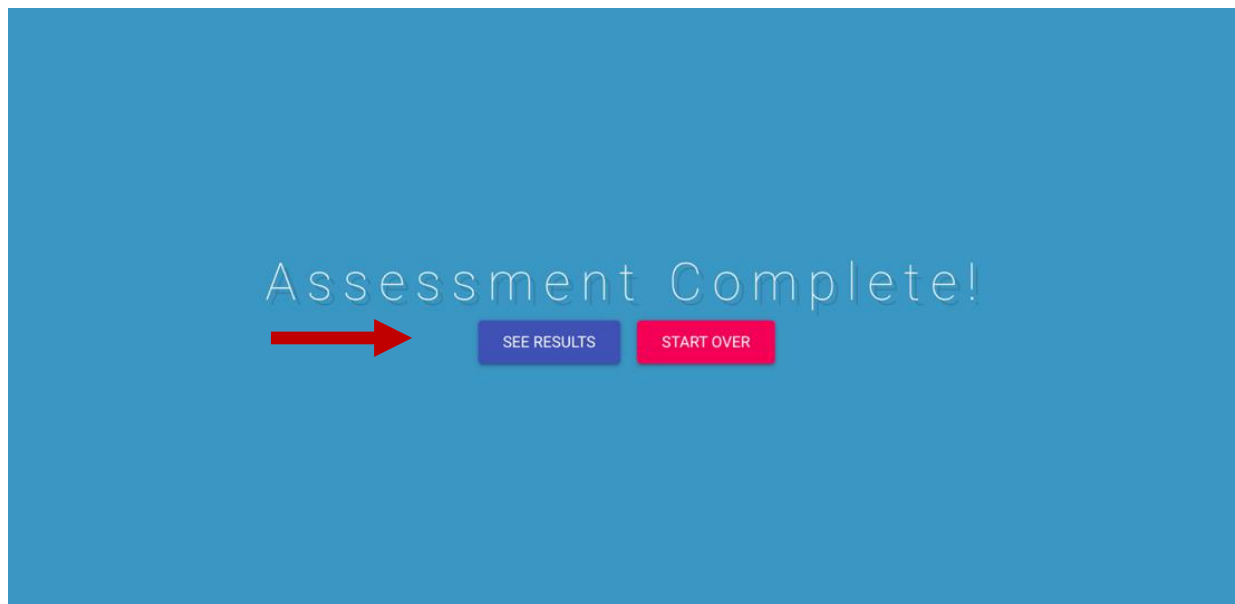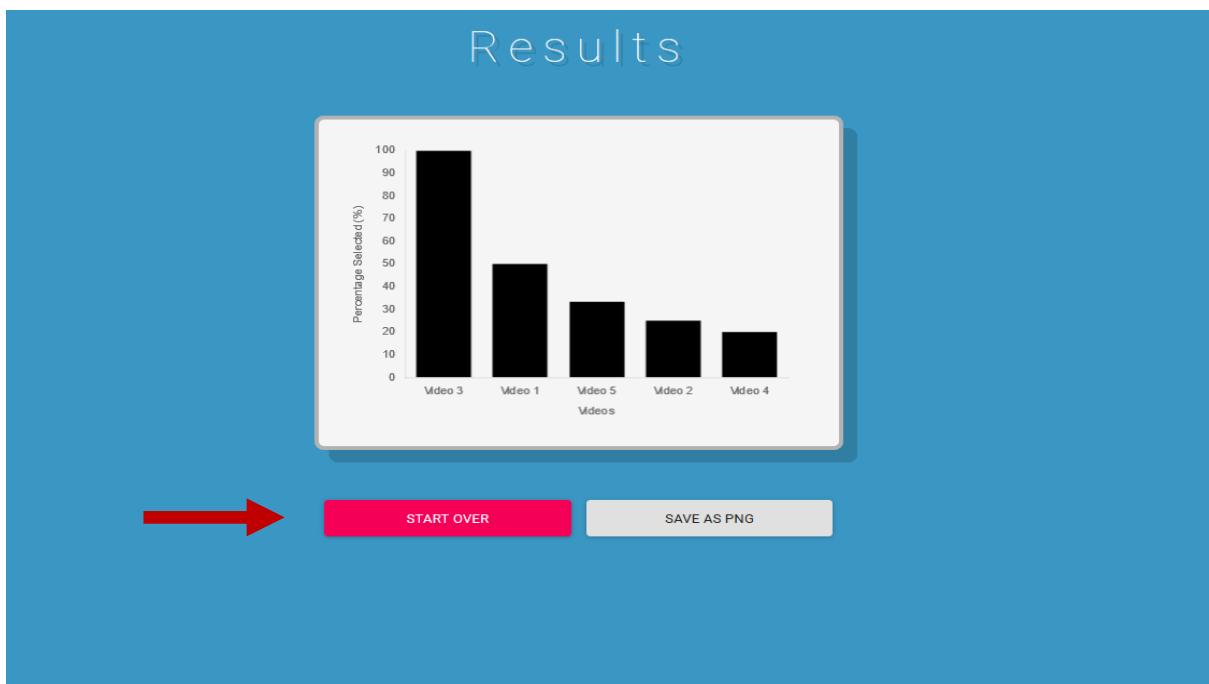
3. Download graph. To download a PNG, click on *SAVE AS PNG* button.

To Access Home Screen

1. Start over. Click *START OVER* button.

References

Carr, J. E., Nicolson, A. C., & Higbee, T. S. (2000). Evaluation of a brief multiple-stimulus preference assessment in a naturalistic context. *Journal of Applied Behavior Analysis, 33,* 353–357.

Curiel, H., Curiel, E. S. L., Li, A., Deochand, N., & Poling, A. (2018). Examining a web-based procedure for assessing preference for videos. *Behavior Analysis in Practice, 11,* 406–410.

DeLeon, I. G., & Iwata, B. A. (1996). Evaluation of a multiple-stimulus presentation format for assessing reinforcer preferences. *Journal of Applied Behavior Analysis, 29,* 519–533.