



Data Collection Worksheet

Please Note: The Data Collection Worksheet (DCW) is a tool to aid integration of a PhenX protocol into a study. The PhenX DCW is not designed to be a data collection instrument. Investigators will need to decide the best way to collect data for the PhenX protocol in their study. Variables captured in the DCW, along with variable names and unique PhenX variable identifiers, are included in the PhenX Data Dictionary (DD) files.

Summary of the Child Version of the Iowa Gambling Test™ Developed by Garon and Moore (2004)

Participants are given a starting loan of 15 pieces of candy and then instructed that the goal of the task is to win as much candy as possible by drawing cards one at a time from four separate decks. All cards reward the participant with candy, while some both give and take away candy from the participant. Two of the decks are "disadvantageous" resulting in an equivalent net loss in the long run, while the other two decks are "advantageous" resulting in an equivalent net gain over time.

To account for the developing mental capabilities of children instead of adults, the child version of the Iowa Gambling Test™ limits the length of the test to 40 card choices (instead of 100) and varies rewards and contingencies over five card blocks (instead of 10 card blocks). Additionally, the child version includes a four question awareness test at the end to determine whether the child knew what was occurring during the test (i.e., which decks are "good" to choose from and why, which decks are "bad" to choose from and why).

Scoring

Several summary scores can be derived, including total amount of candy won, total number of cards selected from each deck, and the total scores from the awareness portion of the test (see Garon & Moore, 2004, for more details).

The Iowa Gambling Test™ is a trademark of PAR, Inc.

Protocol source: <https://www.phenxtoolkit.org/protocols/view/530201>