

To install simply unzip the .zip file into any folder, add that folder to the matlab path, and run
open `godiva`

Then you can simply follow the instructions shown in the model view:

1) click on the 'word input' link to define/modify the 'word' input for `godiva` (a 'word' is created by concatenating multiple 'syllables', and this gui allows you to edit/add/remove each of the syllables of the desired target word)

2) then click on the 'play' icon (in the middle of the menubar at the top of the simulink model window) to start the simulation

This allows you to define different word inputs and explore the behavior of the `godiva` model and the activation of its different components (you can also pause the simulation at any time and run it step by step to more carefully follow what is going on at the different components of the model).

If you feel more adventurous you can then edit any of the excel data files used to define the different `godiva` representations (if you are on a windows machine you can simply click on the links under 'additional options' to edit these files in excel):

1) edit/modify the `godiva_phonemes.csv` file to change the set of valid phonemes (the IFS representation). Currently this is set to the 48 english phonemes using their IPA arpabet encoding.

2) edit/modify the `godiva_frames.csv` file to change the set of valid structural syllabic frames (PreSMA representation). Currently this is set to the 16 possible combinations of the form `[CCC]V[CCC]` (e.g., V, CV, VC, CVC, VVCV, etc.)

3) edit/modify the `godiva_productions.csv` file to change the set of valid productions (soundmap representation of learned productions). Currently this is simply set to random combinations of valid frames/phonemes. You can modify this file to add and remove 'learned' sequences and evaluate how `godiva` performs the desired words depending on the currently learned segments.

The next level of 'adventurous' would be to change the simulink model itself (e.g. you can click on the delay lines and change the delays between the different areas in `godiva`, you can click and drag any of the arrows to disconnect and/or reconnect some of the model components and see how `godiva` behaves under these circumstances).