# Methods

## Experimental design

with opensesame (Mathôt et al., 2012) with psychopy (Peirce, 2007) as backend.

* Which rewarded
* Response side
* Reward reverse

## Stimuli

The stimuli used in the main experiment were 16 scene-object pairs, with half of the pairs comporting a semantic link between the scene and objects. The semantic links are taken from previous experiment on contextual value of objects (Bar & Aminoff, 2003) and on consistency between scene and object (Lauer et al., 2018). Thus the objects chosen were strongly associated to a specific context (e.g. the umbrella to the beach), contrary to objects with low contextual values (e.g. keys, rubber band…).

The stimuli used were all rescaled (from higher resolutions) to size 600\*600px, and shown at a scale of 0.35 against a white background.

The stimulus used in the distractor/localizer task are from previous experiments from the group (REF unknown)

The rest of the stimuli are mainly from two databases. The objects are from the BOSS database (Brodeur et al., 2014), and the scenes from the SUN09 database (Choi et al., 2010), except from the 4 distractor stimuli shown in the first phase (preconditioning) which are free-to-use images from the internet.

The object stimuli were double-balanced across reward and semantinc link condition, regarding to naming accuracy, familiarity and outside/inside associated context, with the data from the Boss database. Thus the 8 semantically linked and the 8 not semantically linked pairs had non significantly different averages in those three categories; and similarly the 8 rewarded and the 8 non rewarded pairs had non significantly different averages in those 3 categories.

## References

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