

User Case Rule Based- Information Integration Task

Rule Based Task

The experiment starts with the following instructions:

*You will be observing a series of striped circles in the center of the screen.
You will have to categorize each circle by pressing keys (left or right) in your keyboard.
You need to learn to categorize them correctly.
At the beginning, you will not know, but you will be provided visual feedback (the words
CORRECT or WRONG).
This feedback will guide you in the learning process.
Press any key to start.*

After a key is pressed, the instructions disappear, and 200 trials are presented. Each trial starts with the presentation of a fixation cross for 1 sec. After the fixation cross, a Gabor patch is presented with an answer prompt to select either left or right to indicate the category of the Gabor.

After the subject responds a feedback message is presented for 2 seconds. 80% of the time the subjects receive the adequate feedback and 20% of the time, they receive the opposite feedback

Information Integration Task

After the first 200 trials have been presented, the information integration task begins. The task starts with the following instructions:

*The first part of the experiment is over.
You can take a break before continuing if you want.
Again, you will be observing a series of striped circles in the center of the screen.
You will have to categorize each circle by pressing keys (left or right) in your keyboard.
You need to learn to categorize them correctly.
You will be provided visual feedback (the words CORRECT or WRONG).
This feedback will guide you in the learning process.
Press any key to continue.*

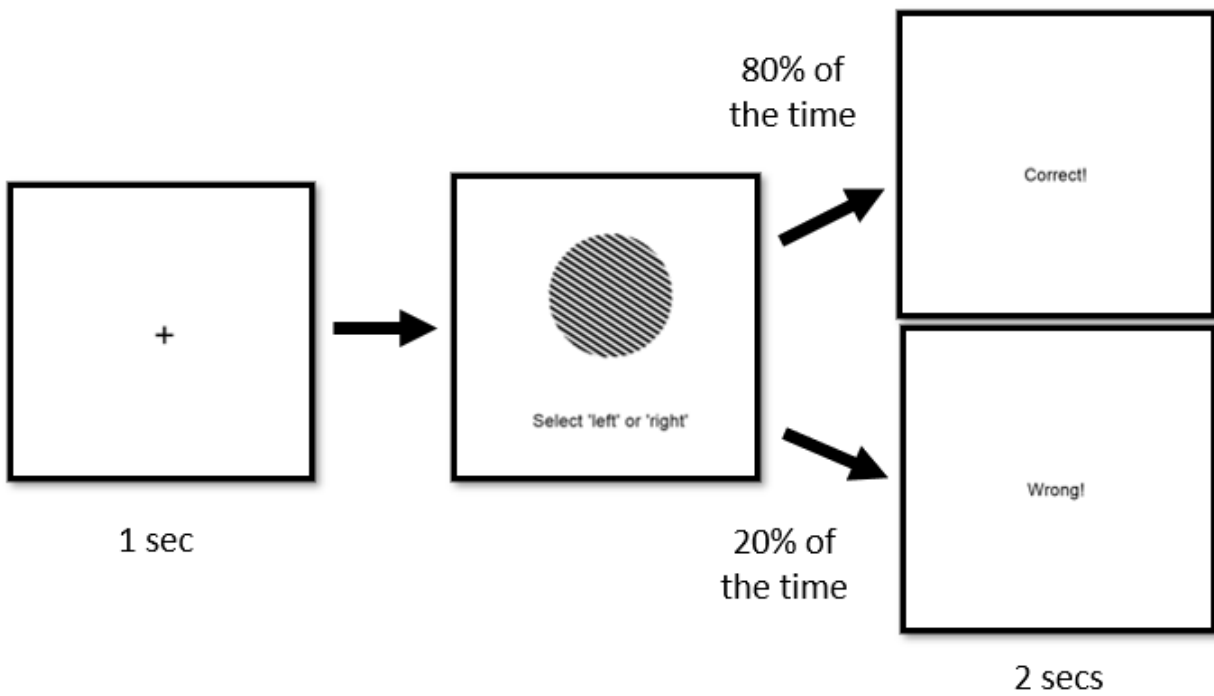
Just like the previous task, after a key press the instructions disappear, and 200 trials are presented. Each trial starts with the presentation of a fixation cross for 1 sec. After the fixation cross, a Gabor patch is presented and with the answer prompt to select either left or right to indicate the category of the Gabor.

After the subject responds a feedback message is presented for 2 seconds. 80% of the time the subjects receive the adequate feedback and 20% of the time, they receive the opposite feedback.

During any moment of the experiment, if the 'escape' key is pressed, the program is closed.

Trials

Flow of a correct trial



Flow of an incorrect trial

