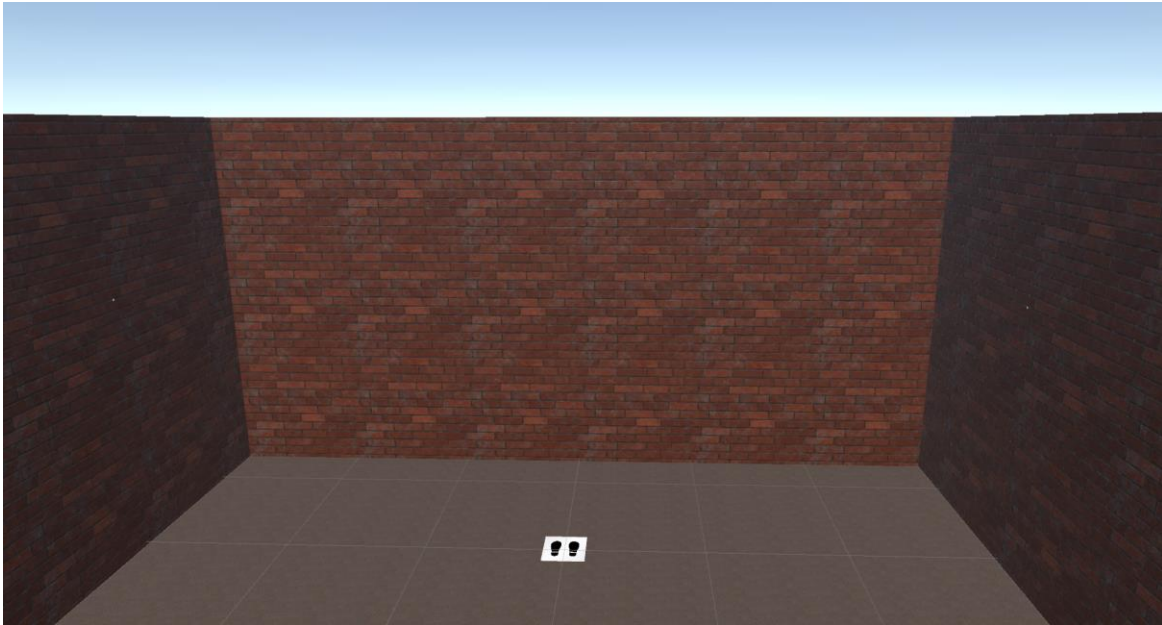
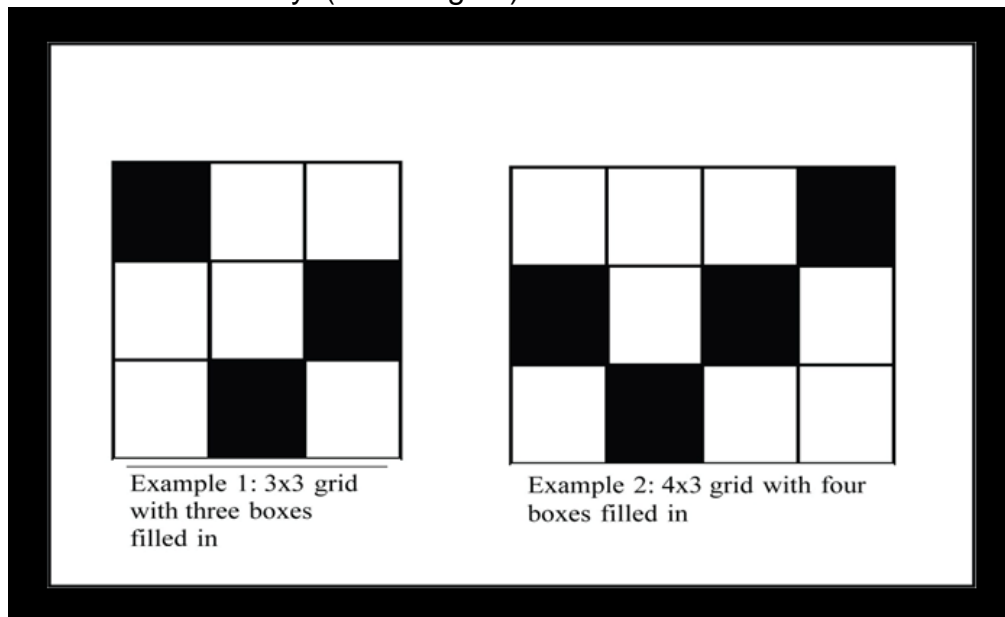


# Immersive Visual Pattern Test

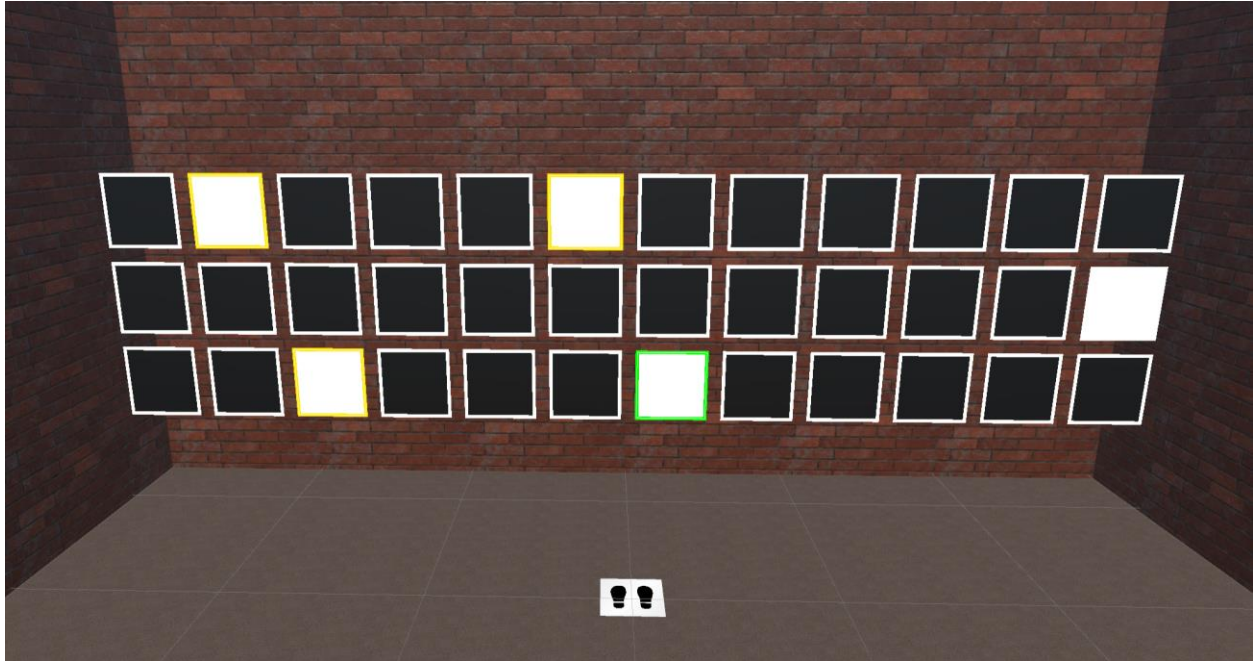
1. The experiment space: You are **safe** to move around and **protected** by the instructor. You may explore the space during the training. (*Training task 1*)



2. Visual Pattern Test
  - a. Traditional Visual Pattern Test: examines short term visual memory. (see image a)
  - b. Immersive Visual Pattern Test: examines visuospatial memory and kinesthetic memory. (see image b)

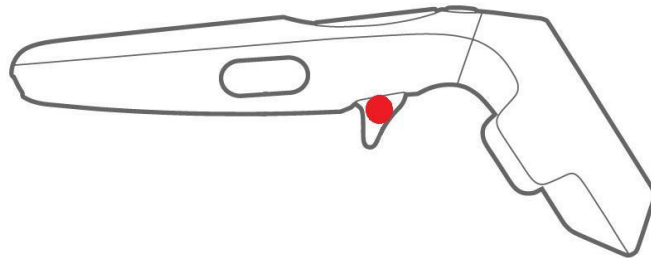


(a)

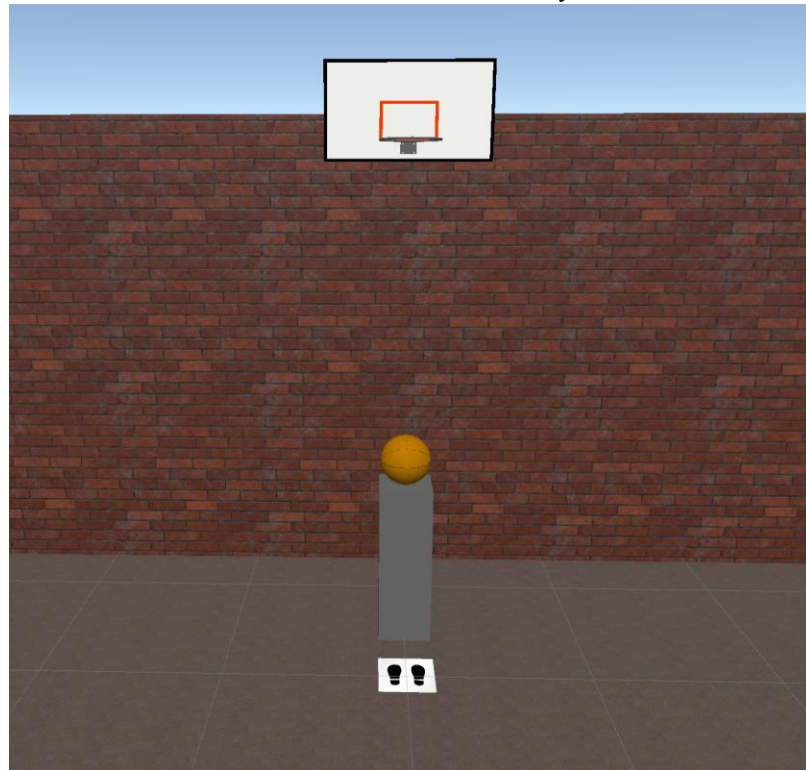


(b)

3. The experiment has three phases: **prepare**, **acquisition**, **play**, **retrieval** and **result**.
4. Prepare phase:
  - a. Stand at the original position and press a button to go to the acquisition phase when you are ready.
5. Acquisition phase:
  - a. There are **five** white cards out of 36 cards. You need to remember the position for all the white cards. (image b)
  - b. When you see any white card, its border turns yellow. Then you need to touch it to activate your kinesthetic memory. The border of a white card will turn green when you've both seen and touched it. (*Training task 2*)
  - c. You have a **15 seconds** timer to perform the memorisation.
  - d. After you've seen and touched all the white cards, you will be navigated to the play phase.
6. Play phase:
  - a. You have **15 seconds** to play a basketball game. You can pick up the ball using the **trigger** button. The ball will be reset when it hits the ground. (*Training task 3*)



- b. You will see the score on the wall in front of you.



(c)

7. Retrieval phase:

- You need to select (touch the card) 5 cards as you remembered. (*Training task 4*)
- There is no time limit for this phase.
- You cannot undo what you've selected.
- Press a button to confirm your answer.

8. Result phase:

- You will see the result on the wall, eg. Result: 4 / 5.
- Press a button to go to the prepare phase for the next trial.

9. Note: when you see the image below, go back to the original position. (*Training task 5*)

