

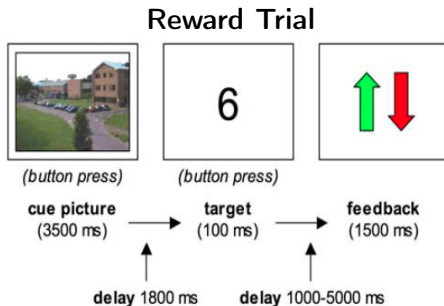
# Delayed Monetary Incentive Reward Task

November 6, 2013

# General Overview

- 2 conditions (blocks)
  - Reward
    - 135 reward trials; 45 neutral trials
  - Neutral
    - 45 reward trials; 135 neutral trials
- Each lasted 36 minutes in Schott paper
- But they did PET over 2 days!
- So, I suppose we would aim for approximately 20 minute blocks?

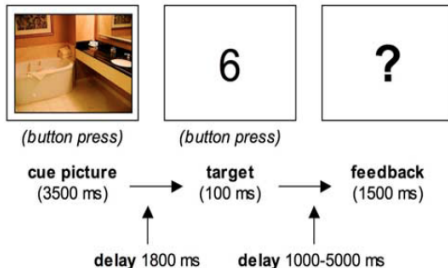
# Reward Condition



- In this example, outdoor scene is reward cue (counterbalanced with indoor scene across subjects)
- See green arrow if correct ( 80%) of trials
- See red arrow if incorrect or too slow to respond; ( 20%) of trials
- Gain 50 cents on correct trials; lose 20 cents on incorrect trials

# Reward Condition

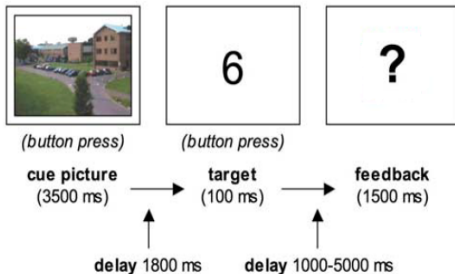
## Neutral Trial



- In this example, indoor scene is neutral cue (counterbalanced with outdoor scene across subjects)
- Always see a question mark as the outcome

# Neutral Condition

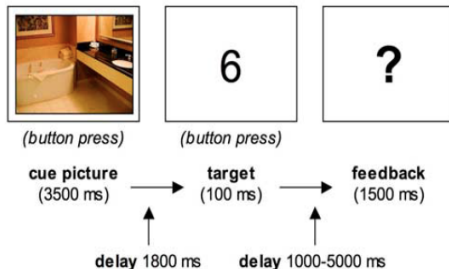
## Reward Trial - Bogus!



- In this example, outdoor scene is reward cue (counterbalanced with indoor scene across subjects)
- But subjects see a question mark as the outcome! - Bogus!

# Neutral Condition

## Neutral Trial



- In this example, indoor scene is neutral cue (counterbalanced with outdoor scene across subjects)
- Always see a question mark as the outcome

## Some Important Notes

- Subjects responded with a button press to indicate whether they saw an indoor or outdoor scene
- Neutral condition contains inverse trial structure from reward condition to minimize sensorimotor and cognitive processing differences
- Subjects were explicitly told the trial structure of the blocks.

# Lingering Questions

- Block Length?
- Jitter in between cue and number comparison?