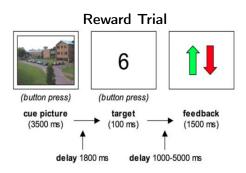
## Delayed Monetary Incentive Reward Task

November 6, 2013

#### General Overview

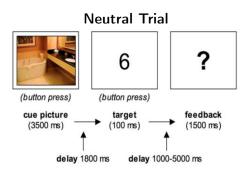
- 2 conditions (blocks)
  - Reward
    - 135 reward trials; 45 neutral trials
  - Neutral
    - 45 reward trials; 135 neutral trials
- Each lasted 36 minutes in Schott paper
- But they did PET over 2 days!
- So, I suppose we would aim for approximately 20 minute blocks?

#### 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

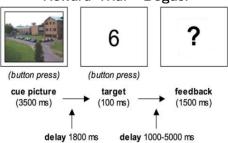
#### Reward Condition



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

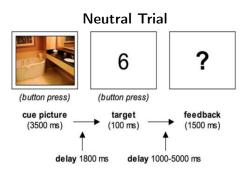
#### Neutral Condition





- 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**



- 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 the saw an indoor or outdoor scene during cue phase
- 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 Quesitons

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

# REWARD (correct)

here indoor is the reward cue

## CUE for 3.5s



## 1.8s wait

review of task

### Number for 0.1s

2

# variable response window (80% correct)

you respond correctly and in time

### wait for 1 to 6 secs

# see reward/loss for 1.5s



# REWARD (incorrect)

here indoor is the reward cue

## CUE for 3.5s



## 1.8s wait

### Number for 0.1s

4

# variable response window (80% correct)

you respond incorrectly or not in time

0000000 0000000

reward block - reward incorrect

### wait for 1 to 6 secs

# see reward/loss for 1.5s



### **NEUTRAL**

here outdoor is the neutral/unrewarded cue

## CUE for 3.5s



## 1.8s wait

### Number for 0.1s

6

#### wait for 1 to 6 secs

response doesn't matter

# see reward/loss for 1.5s



# REWARD (correct)

here indoor is the reward cue

## CUE for 3.5s



## 1.8s wait

### Number for 0.1s

2

### wait for 1 to 6 secs

# see reward/loss for 1.5s



#### **NEUTRAL**

here outdoor is the neutral/unrewarded cue

## CUE for 3.5s



## 1.8s wait

### Number for 0.1s

8

### wait for 1 to 6 secs

response doesn't matter

# see reward/loss for 1.5s

