# General questions page

1. Were the game instructions clear? If not, please help us improve them.
2. Was the number of toys you had to "find" too high? Should we make it less or more?
3. Were '+ trial\_dur\_sec +' seconds enough on each trial to make your choice and learn from feedback?
4. 'Did you complete the experiment in fullscreen mode? (You will not be penalised if you did not. We just need to know)
5. 'Is there anything that would make the game easier or more fun?

# Phase debriefer:

How did you learn which ' + iConcept.concept\_object + ' was hiding which toy? Did you have any strategy for memorizing?', rows: 3, columns: 100},

Did you make any drawings or take any screenshots or pictures to help remember which '+iConcept.concept\_object+' was hiding which toy? (you will not be penalised if you did, we just need to know so we can correctly analyze the data)