Milestone 4: Team Brownie

Steps

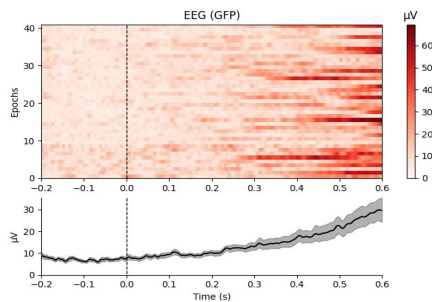| Step	Done	Remaining
Preprocessing	- Detect/remove noisy channels - Filter (frequency; trials - exclude first 4) - Epoching - ICA - Basic impl, marking bad components for some subjects - p2p rejection	- p2p rejection - 40uV point-to-point - implement manually?
Sensor-space	- Evoked data per condition	- Interpretation
Find outliers		- After all subjects' info available
Contrast	- Contrasting win vs loss conditions using the pipeline	- Interpretation

Milestone 4: Team Brownie

Sanity Checks

Check	Expectation	Rationale
unfiltered vs filtered dataset	- **unfiltered** dataset **noisier** than filtered for high-reward slots on cue onset	- subjects **learn pattern** to react accordingly, i.e. pulling the right arm instead of random guessing
Cue onset in high and low casinos	- all cue ERPs similar	- no difference in slot probabilities within the casino, i.e. subjects shouldn't prefer one slot over another
Cue onset for medium casinos	- high cue ERPs similar - low cue ERPs similar - avg low cue ERPs ≠ avg. high cue ERPs	- same as above - in theory subject should be "happy" about high cue and "sad" about low cue - not really though as **only 3ct** per win…
The **unexpected** occured: losing when pulling correct arm	- Mismatch Negativity maybe visible? - or larger P3? - N400?	- surprise ERPs

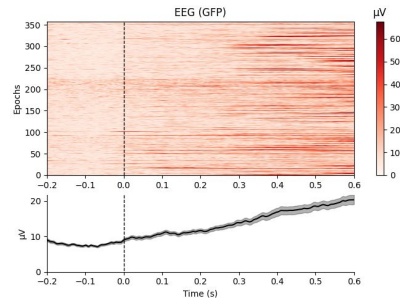Take all Sanity Checks with a grain of salt → Not enough data points for each slot!
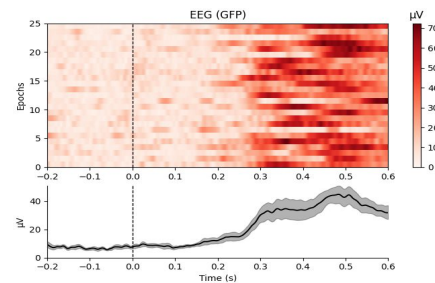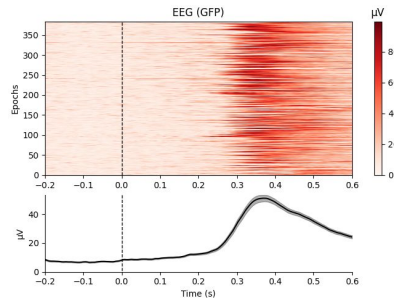
Example Results

S27S2

S28S2

Paper Results

S27All

S28All