**Meaning IGT metrics:**

1. **Netscore**: a variable corresponding to the number of "advantageous" choices (C or D) minus the number of "disadvantageous" choices (A or B).
2. **Win Stay (WS)** and **Lose Shift (LS):** two variables reflecting the proportion of trials in which participants selected again the same deck after an outcome which involved no loss (WS) and the proportion of trials in which participants selected a different deck after an outcome involving a loss (LS).
3. **H(choice):** a variable reflecting the entropy of the entire choice sequence of the subject. The maximal value of 2 (bits) implies that the participant explored all decks evenly. The lowest the value the more uneven the exploration of the different decks. The minimal value of 0 implies that the participant constantly selected the same deck.
4. **MI successive choices**: a variable reflecting the statistical mutual information of successive choices. Higher values imply that one could predict to some extent the choice in trial t+1 by observing the choice made in trial t. This variable can thus be seen as reflecting the autocorrelation of successive choices.
5. **SE3 and SE4**: They correspond respectively to the frequency at which participants selected 3 different decks over 3 consecutive trials (DE3: theoretic chance level:0.3333) or 4 different decks over 4 consecutive trials (DE4: theoretic chance level at 0.0938).