Metadata Log Subject ID: _____ [Space]: next room [B]: previous room [R]: reset rooms Room #1: Hello Code: Hello ☐ Pass ☐ Fail Room #2: Face Code: Face ☐ Pass ☐ Fail Room #3: CAPTCHA Code: Velvet ☐ Pass ☐ Fail Room #4: Find Letters Code: Church ☐ Pass ☐ Fail Room #5: Color Vision Letters: \square A \square I \square S □ Y Code: Daisy ☐ Fail ☐ Pass Room #6: Proximity [P]: pop balloon Code: Red ☐ Pass ☐ Fail

| Room #7: MOCA Recall | | | | | | | | |
|-------------------------|-------------------|------------------|-----------|------------------|---------------------|--|--|--|
| Recall: | ☐ Face | ☐ Velvet | ☐ Church | ☐ Daisy | ☐ Red | | | |
| Code: Recluse | | ☐ Pass | | ☐ Fail | | | | |
| Room #8: Wingspan | | | | | | | | |
| [U]: reveal letter | | | | | | | | |
| Code: Cave | | ☐ Pass | | ☐ Fail | | | | |
| Room #9: Fitness | | | | | | | | |
| [M]: reveal letter | | | | | | | | |
| Code: Motivation | | ☐ Pass | | ☐ Fail | | | | |
| Room #10: Puzzle | | | | | | | | |
| Code: Deafening | | ☐ Pass | | ☐ Fail | | | | |
| Room #11: Reaction Time | | | | | | | | |
| Letters: | ☐ F 1000ms | □ L 750ms | □ A 500ms | □ S 250ms | ☐ H 150ms | | | |
| Code: Flash | | ☐ Pass | | ☐ Fail | | | | |
| Room #12: Ceiling | | | | | | | | |
| Code: Finally | 1 | ☐ Pass | | ☐ Fail | | | | |

| Room #13: Language | | | | | | | | | |
|-------------------------------|-----------------------|---------------------|----------------------|-----------------------|--|--|--|--|--|
| Utterances / Attention: | □ Seb Hindi | ☐ Ponggo Chinese | French | ☐ (R)ingo Japanese | | | | | |
| | ☐ Yabloko Russian | ☐ Manzan Spanish | _ , | ☐ Tufaah se Arabic | | | | | |
| Code: Apple | | ☐ Pass | ☐ Fail | | | | | | |
| Room #14: Pattern | | | | | | | | | |
| Code: I can | | ☐ Pass | ☐ Fail | | | | | | |
| Room #15: Frame Rate | | | | | | | | | |
| Observation: | ☐ The 7.5 I | world is | Of course 15 Hz | □ Nothing 30 Hz | | | | | |
| | □ But 60 F | | Conception 120 Hz | Of it 240 Hz | | | | | |
| Room #16: MOCA Animals | | | | | | | | | |
| Lion | | Rhinoceros | ☐ Camel | | | | | | |
| Room #17: MOCA Serial 7 | | | | | | | | | |
| □ 93 | □ 86 | □ 79 | □ 72 | □ 65 | | | | | |
| Room #18: MOCA Delayed Recall | | | | | | | | | |
| Recall: | ☐ Face | ☐ Velvet ☐ | Church | sy 🗌 Red | | | | | |
| Code: Recluse | | ☐ Pass | | ☐ Fail | | | | | |

| Room #19: Abstraction | | | | | | | | | |
|---|---------------------|---------------------------|--------------|--|----------|--|--|--|--|
| Abstraction: | ☐ Transp Train + | ortation, vehicle Bike | | Measuring device Watch + Ruler | , etc. | | | | |
| Room #20: MOCA Language | | | | | | | | | |
| [C]: play sentence 1 [V]: play sentence 2 | | | | | | | | | |
| □ Sentence 1: I only know that John is the one to help today. □ Sentence 2: The cat always hid under the couch when dogs were in the room. | | | | | | | | | |
| Room #21: Ei | nstein | | | | | | | | |
| Code: Einstein | | ☐ Pass | | ☐ Fail | | | | | |
| Room #22: MOCA Orientation | | | | | | | | | |
| Orientation: | ☐ Date | ☐ Mon | th 🗆 ` | Year 🗆 | Day | | | | |
| Room #23: Close Vision | | | | | | | | | |
| Lines: | ☐ The | ☐ Code is | ☐ Equal to | ☐ Three times | s four | | | | |
| Code: Twelve | | ☐ Pass | | ☐ Fail | | | | | |
| Room #24: Distance Vision | | | | | | | | | |
| Lines: | ☐ Life | ☐ Is better | ☐ Within the | e 🔲 Digital pla | ayground | | | | |
| Code: Digital playground | | ☐ Pass | | ☐ Fail | | | | | |