



cue indicates value of the items in WM  
 - vary the difference in value to guide prioritisation  
 50:50 / 60:40 / 70:30 / 80:20 / 100:0

Two block types:  
 1 - participants can choose which item they report  
 2 - participants are required to report a specific item

behavioural questions:

- do people always choose the more valuable item?
- does this lead to behavioural benefits similar to retrocues? (i.e. more accurate responses)
- is error actually lower for more valuable items? or error is the same, just reward is higher

optionally:

- does this reward-guided prioritisation result in similar confidence changes to retrocues?
- are people more confident when reporting more valuable items? (i.e across trials)
  - are they also better, or is this increased confidence isolated?

neural investigations:

- does presentation of reward generate a lateralisation of alpha power similar to retrocues?
- does this lateralisation vary as a function of the value difference between items?
- when the value difference is low, how do people make decisions on what to report?
  - do they choose the item they encoded better (lateralisations at encoding?)
  - do they choose the item they maintained better? (lateralisations during maintenance?)
  - could it be spontaneous? do they choose the item they might be spontaneously lateralised towards just prior to choice?