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|  | **DAD version (from mini-Basque)** | **Phillip’s version** |
| Learning | | |
| Experiment structure | Demonstration, Practice, RSSSSR | Demonstration, Practice, RSSSSR |
| Trial number | 60 trials per block (60 random for the random blocks, 6 x 10 for the sequence blocks) | 60 trials per block  (60 random for the random blocks, 6 x 10 for the sequence blocks) |
| Trial timing | 100 ms ISI  Stimulus presentation for 3000 ms or until ANY button press | 100 ms ISI  Stimulus presentation for 3000 ms or until ANY button press |
| Random structure | Both R rounds appear to be completely random | Both R rounds appear to be completely random (the same order as in the DAD version) |
| Explicit recall (immediately after learning) | | |
| Experiment structure | Round 1, Round 2 | N/A |
| Trial number | 10 trials per block | N/A |
| Trial timing | Round 1:  Infinite amount of time per trial  Round 2: (weird…)  1000 ms per trial (no ISI, you could just look at the first slide for 10 s and the round would end itself) | N/A |
| Retention | | |
| Experiment structure | Demonstration, Practice, RSR | Demonstration, Practice, RSR |
| Trial number | 60 trials per block (60 random for the random blocks, 6 x 10 for the sequence blocks) | 60 trials per block  (60 random for the random blocks, 6 x 10 for the sequence blocks) |
| Trial timing | 100 ms ISI  Stimulus presentation for 3000 ms or until button press | 100 ms ISI  Stimulus presentation for 3000 ms or until button press |
| Random structure | Both R rounds appear to be completely random (and different from the ones during the Learning phase) | Both R rounds have the *same* item order (though a different one from either of the random sequences during Learning) |
| Recall (retention) | | |
|  | Appears to be identical with immediate recall in all aspects | N/A |