C3 Experiment - Cranks Cognitive Capabilities and How it May Serve WICKED

Username: xCaitlvn
Rank: Junior Researcher
Subject: killers_OPS
Location: Offices.

Elaboration: In this experiment, I plan on testing the extent of a cranks cognitive capabilities. The flare virus is thought to have an effect on this, I would like to test the extent of it. In order to do this, the experiment will be split into 3 sections testing different cognitive functions. First, I will explain how this may benefit WICKED if the experiment is successful.

Note: test subject agreed to turn into a crank.

How could this benefit WICKED?
All of these cognitive functions test how well the crank is able to communicate and understand me. If they can understand, then it is possible that we can teach the cranks against aggression and violence, resulting in a safer environment. We could also train them, which could be useful in attacks against The Right Arm.

What is cognition?
Cognition is the process of gaining and retaining knowledge, all cognitive procedures take place in the brain.

What is a cognitive function?
Cognitive functions are skills involved with the acquisition of knowledge, the functions I will be testing are: memory, attention, and brain processing speed.

Pre-experiment:

XX:23 - I injected the test subject with the flare virus via a serum. Subject was okay with being a crank.
XX:24 - Explained the experiment. Subject became stage 2.
XX:25 - Do you have any questions with regards to the experiment?
Nope.
XX:26 - Subject became a crank (stage 4).

Section 1:

Memory and understanding commands.

In this section, I will associate 4 colours with different actions. When I repeat the word, the crank should do the action associated with it. There will be a 30 second pause in between each command.

Key:
Blue - run to the other side of the room and back.
Purple - jump once.
Green - spin once.
Yellow - crouch.

XX:30 - I explained the section to the crank.
XX:32 - “Blue.”
Crank did the associated command almost instantly, showing no hesitation.
XX:33 - “Purple.”
Crank jumped however there was a brief pause.
XX:33 - “Green.”
Crank took a while to interpret this, however didn’t need any prompts.
XX:34 - “Yellow.”
Performed instantly, contrary to what I expected judging by the previous reaction.
XX:35 - “Purple.”
The crank seemed distracted, after hesitating the crank still did the action.
XX:35 - “Yellow.”
The crank experienced no issue with the command, however it seemed agitated.
XX:37 - End of section.

Note: after this section, the server crashed. We rejoined and continued the experiment.

Section 2:

Ability to communicate.

I will ask the crank 3 arithmetic-based true or false questions. I will direct them to one side of the room if they believe the answer is true, and the opposite if they think the answer is false.

XX:52 - I explained section two to the crank.
XX:54 - “Q1) 8 x 3 = 24. True or false?”
Crank decided it was true, didn’t take it long to think about it.

XX:55 - “Q2) 8 x 8 = 72. True or false?”
Crank said it was false, however the crank made its decision quickly.
XX:57 - “Q3) 24 + 9 = 33. True or false?”
Crank picked true, it hesitated quite a bit.
XX:58 - End of section.

Section 3:

Brain processing speed.

When I say “go”, the crank must run to the other side of the room and back, I will time how long it takes them to react.

XX:00 - Explained section three to the crank.
XX:01 - 2.9 seconds.
XX:01 - 3.79 seconds.
XX:03 - 3.06 seconds.
XX:03 - 2.8 seconds.
XX:04 - 5.29 seconds.
XX:05 - End of section.

Summary - it generally took the crank longer to react each time, with the exception of the anomaly as expected.

Conclusion:

Overall, I think this experiment was successful. The crank was able to interpret commands and carry them out. It showed excellent understanding of what I was saying but had some difficulty with acting quickly. I believe cranks could have the ability to serve WICKED.