**TASK 1 AND 2**

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| **VALUE** | **DEFINITION** |
| **Accuracy** | **Average Daily Accuracy**, defined as the percentage of green target squares (D4) touched within the allotted time (Treact) on a working day. |
| **Reaction Time** | **Average Daily Reaction Time**, defined as the reaction time to touch the green target squares (D4) within the allotted time (Treact) on a working day. |

**TASK 3**

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| **VALUE** | **DEFINITION** |
| **Accuracy** | **Average Daily Accuracy for squares not preceded and preceded by an alert signal** (AccDay), defined as the percentage of green target squares D4 touched within the allotted time Treact **not preceded and preceded by an alert signal**, on a working day. |
| **Reaction Time** | **Average Daily Reaction Time** **for squares not preceded and preceded by an alert signal** (ReactTimeDay), defined as the reaction time to touch the green target squares D4 within the allotted time Treact **not** **preceded and preceded by an alert signal**, on a working day. |

**TASK 4**

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| **VALUE** | **DEFINITION** |
| **Accuracy** | **Average daily accuracy** obtained from the average of the following values:   * **Average daily accuracy for target squares not preceded and preceded by cue squares** (AccDay), defined as the percentage of green target squares (D2 or D6, collectively considered) touched within the allotted time (Treact)**not preceded and preceded by cue squares**, on a working day. * **Average daily accuracy for stay target squares** (AccStayDay), defined as the percentage of green stay target squares (D2 or D6, collectively considered) touched within the allotted time (Treact)**regardless of whether they are followed or not by cue squares**, on a working day. **Stay target squares** are those preceded by a target square placed on the same side of the screen in the previous sequence: e.g., target square D2 preceded by a target square D2 or target square D6 preceded by a target square D6. * **Average daily accuracy for change target squares** (AccChangeDay), defined as the percentage of green change target squares (D2 or D6, collectively considered) touched within the allotted time (Treact)**regardless of whether they are followed or not by cue squares**, on a working day. **Change target squares** are those preceded by a target square placed on the opposite side of the screen: target square D2 preceded by a target square D6 or target square D6 preceded by a target square D2. |
| **Reaction Time** | **Average daily reaction time** obtained from the average of the following values:   * **Average daily reaction time for target squares not preceded and preceded by cue squares** (ReactTimeDay), defined as the reaction time to touch the green target squares (D2 or D6, collectively considered) within the allotted time (Treact)**not preceded and preceded by cue squares**, on a working day. * **Average daily reaction time for stay target squares** (ReactTimeStayDay), defined as the reaction time to touch the green stay target squares (D2 or D6, collectively considered) within the allotted time (Treact)**regardless of whether they are followed or not by cue squares**, on a working day. As defined in a previous paragraph, **stay target squares** are those preceded by a target square placed on the same side of the screen: target square D2 preceded by a target square D2 or target square D6 preceded by a target square D6. * **Average daily reaction time for change target squares** (ReactTimeChangeDay), defined as the reaction time to touch the green change target squares (D2 or D6, collectively considered) within the allotted time (Treact)**regardless of whether they are followed or not by cue squares**, on a working day. As defined in a previous paragraph, **change target squares** are those preceded by a target square placed on the opposite side of the screen: target square D2 preceded by a target square D6 or target square D6 preceded by a target square D2. |

**TASK 5**

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| **VALUE** | **DEFINITION** |
| **Accuracy** | **Average daily accuracy** obtained from the average of the following values:   * **Average daily accuracy for "valid" target squares preceded by cues on the same side** (AccValidDay), defined as the percentage of green target squares (D2 or D6, collectively considered) touched within the allotted time (Treact) **preceded by cues on the same side**, on a working day. * **Average daily accuracy for "invalid" target squares preceded by cues** **on the opposite side** (AccInvalidDay), defined as the percentage of green target squares (D2 or D6, collectively considered) touched within the allotted time (Treact) **preceded by cues on the opposite side**, on a working day. |
| **Reaction Time** | **Average daily reaction time** obtained from the average of the following values:   * **Average daily reaction time for "valid" target squares preceded by cues on the same side** (ReactTimeValidDay), defined as the reaction time to touch the green target squares (D2 or D6, collectively considered) within the allotted time (Treact) **preceded by cues on the same side**, on a working day. * **Average daily reaction time for "invalid" target squares preceded by cues** **on the opposite side** (ReactTimeInvalidDay), defined as the reaction time to touch the green target squares (D2 or D6, collectively considered) within the allotted time (Treact) **preceded by cues on the opposite side**, on a working day. |