

Naming Conventions

TASKTYPE_DEDICATEDCELLLABEL

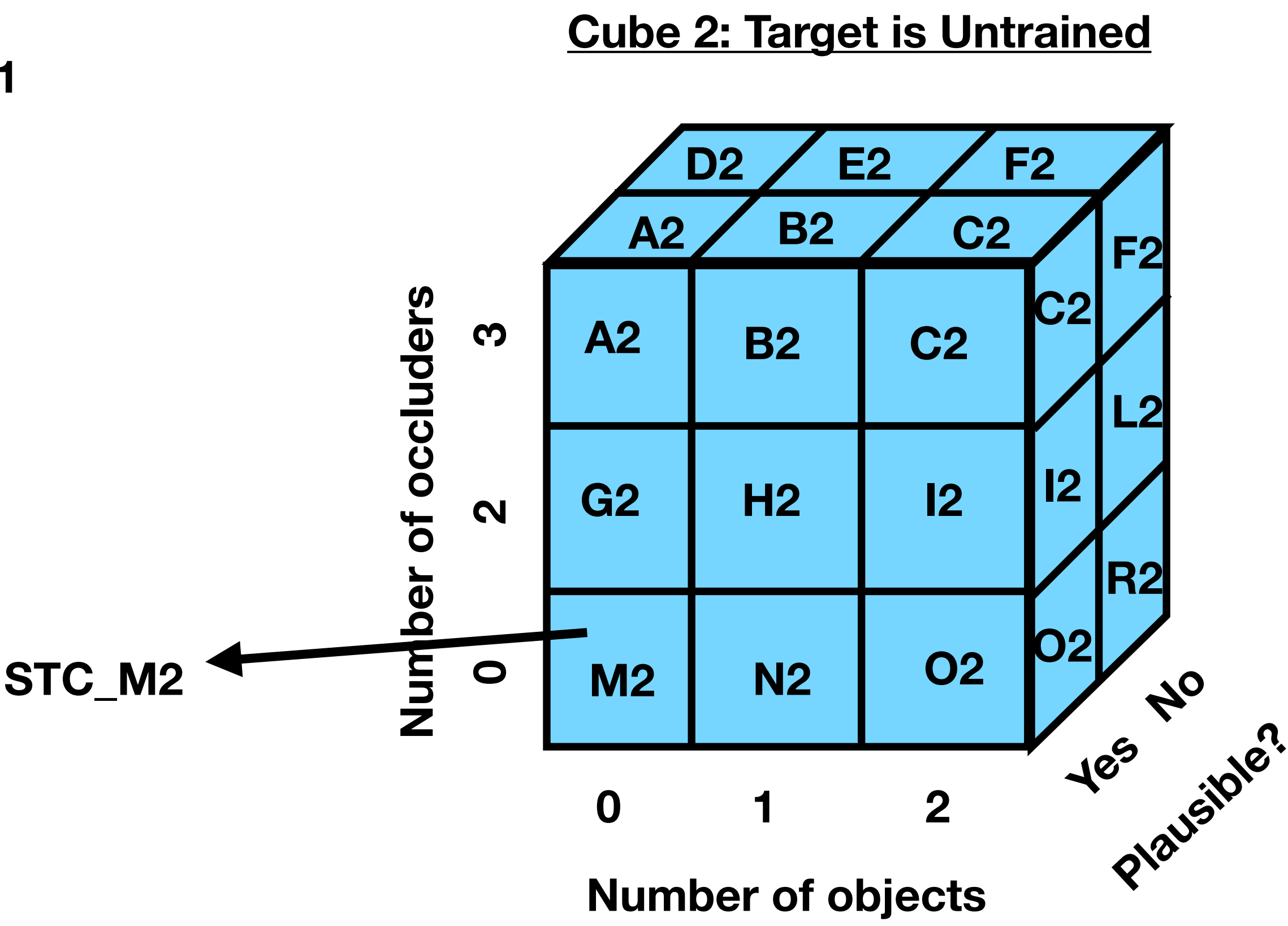
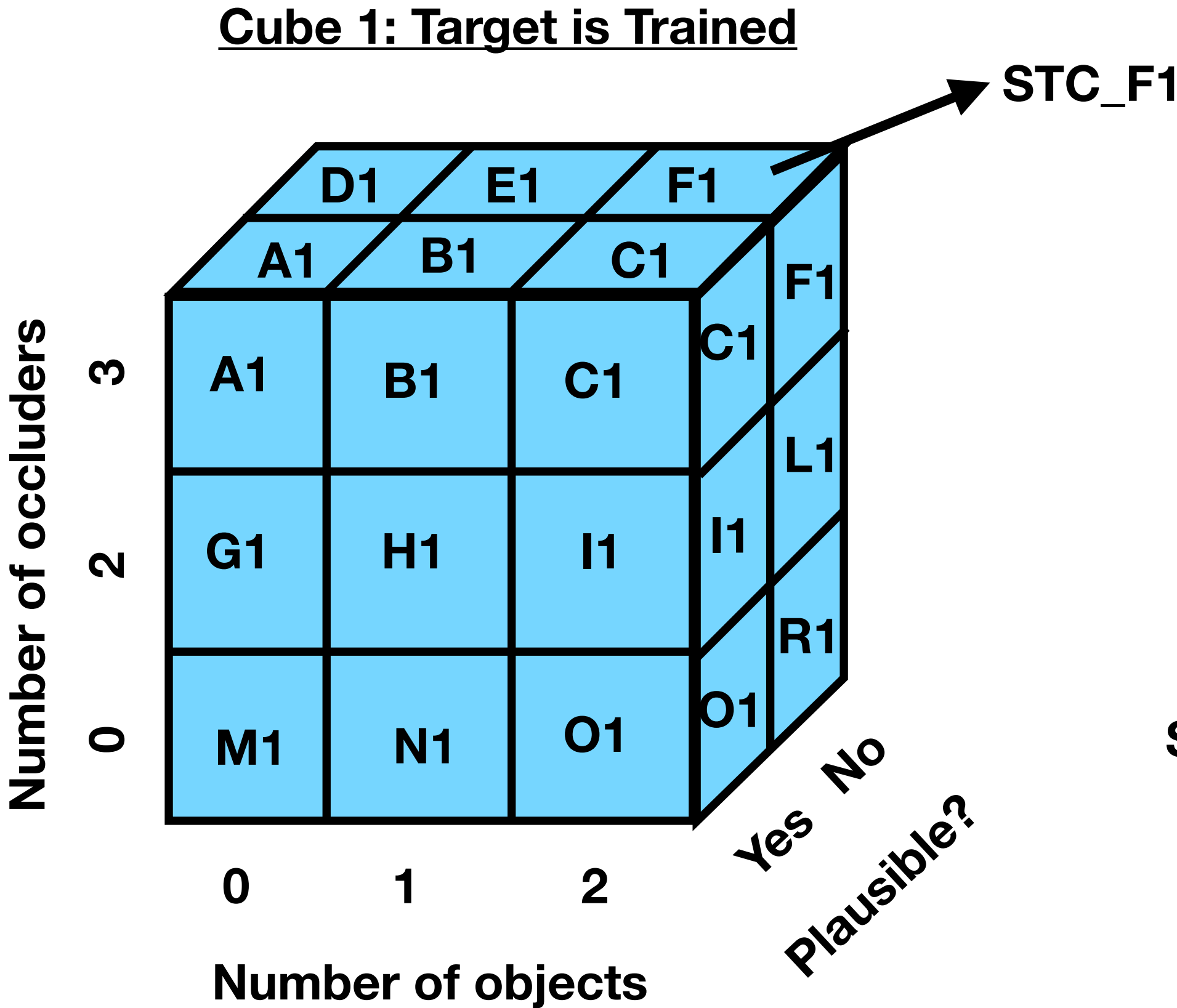
- Object Permanence : OBJP**
- Spatiotemporal Continuity : STC**
- Shape Constancy : SHAP**
- Gravity/Support : GRAV**
- Interactive Tasks with Occluder Tests : INTOCC**
- Interactive Tasks with Container Tests : INTCON**
- Interactive Tasks with Obstacles : INTOBS**

-Each dedicated cell has a number and letter. The letter tells you which of the cells it is in any particular cube, with respect to design slice details. I elected for a short and less informative naming strategy so the string wasn't incredibly long; we will have to refer to the cubes as we test/evaluate for correspondences between the design details and the letter labels. The number tells you which cube you are in.

-I pulled out a couple sample cells from each cube and labeled them, so you can see the labeling as it should look.

ST Continuity Design - Base Set (Part 1)

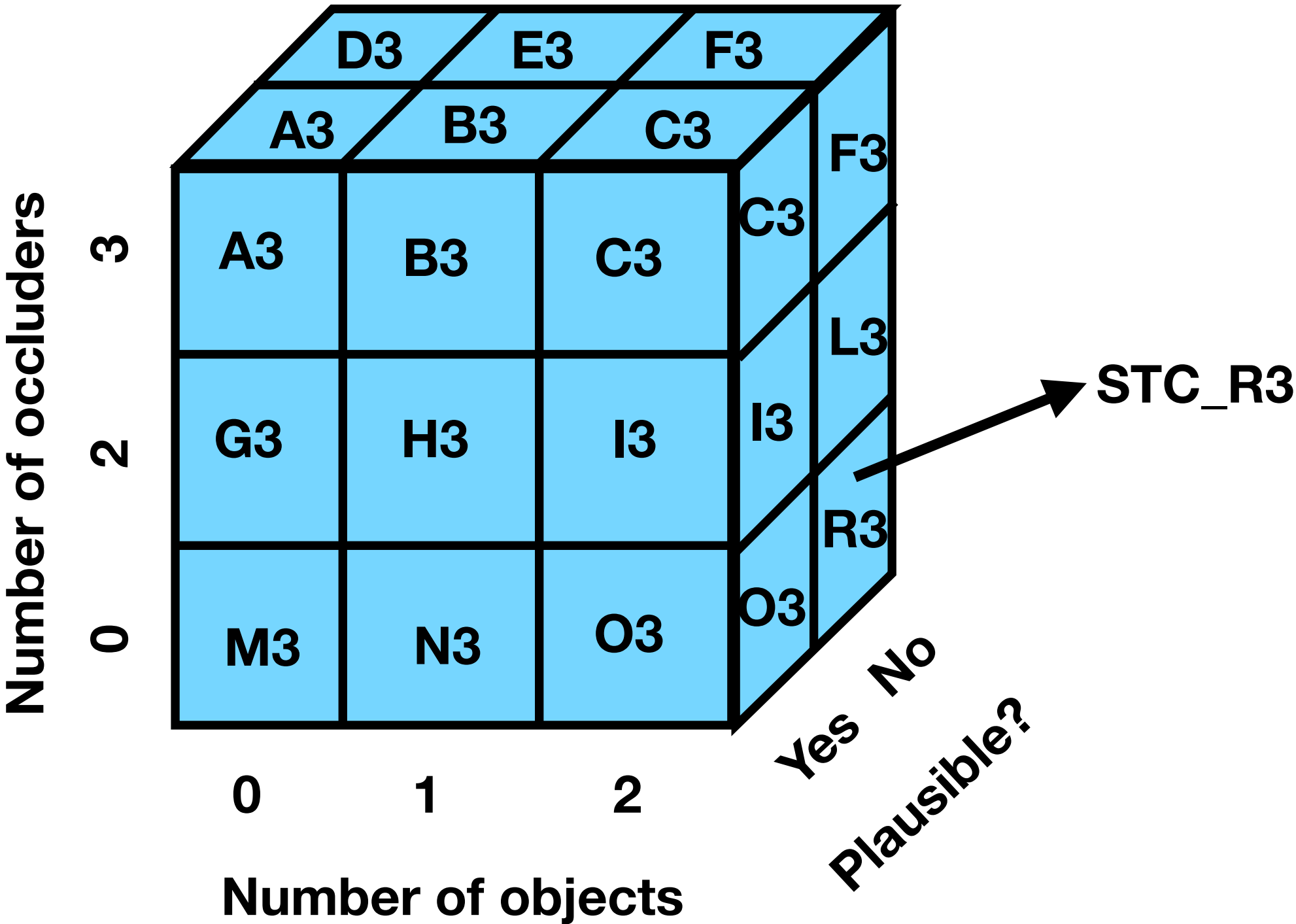
Non-Target (if present) is Trained for Cube 1 and Cube 2



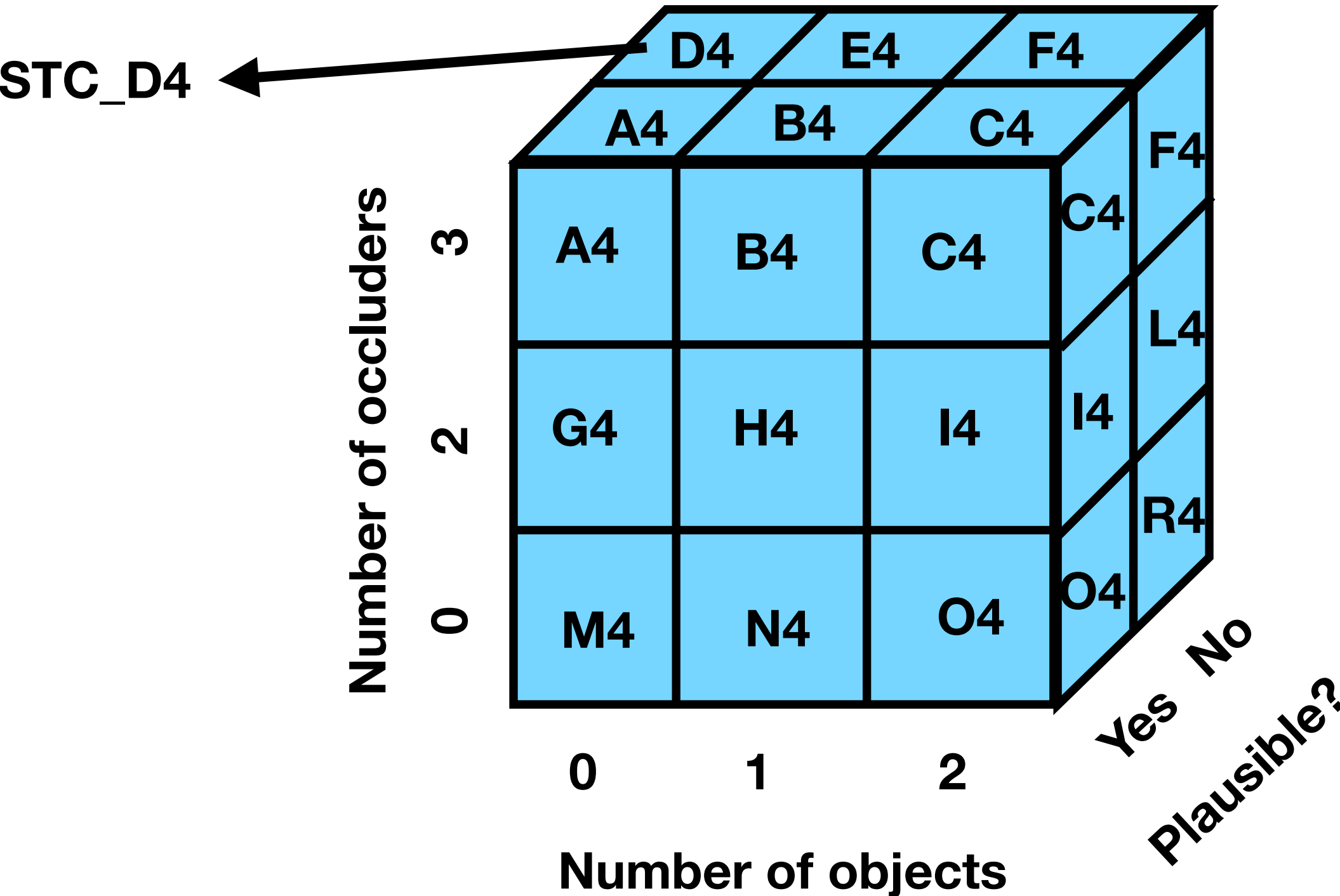
ST Continuity Design - Base Set (Part 2)

Non-Target (if present) is Untrained for Cube 3 and Cube 4

Cube 3: Target is trained



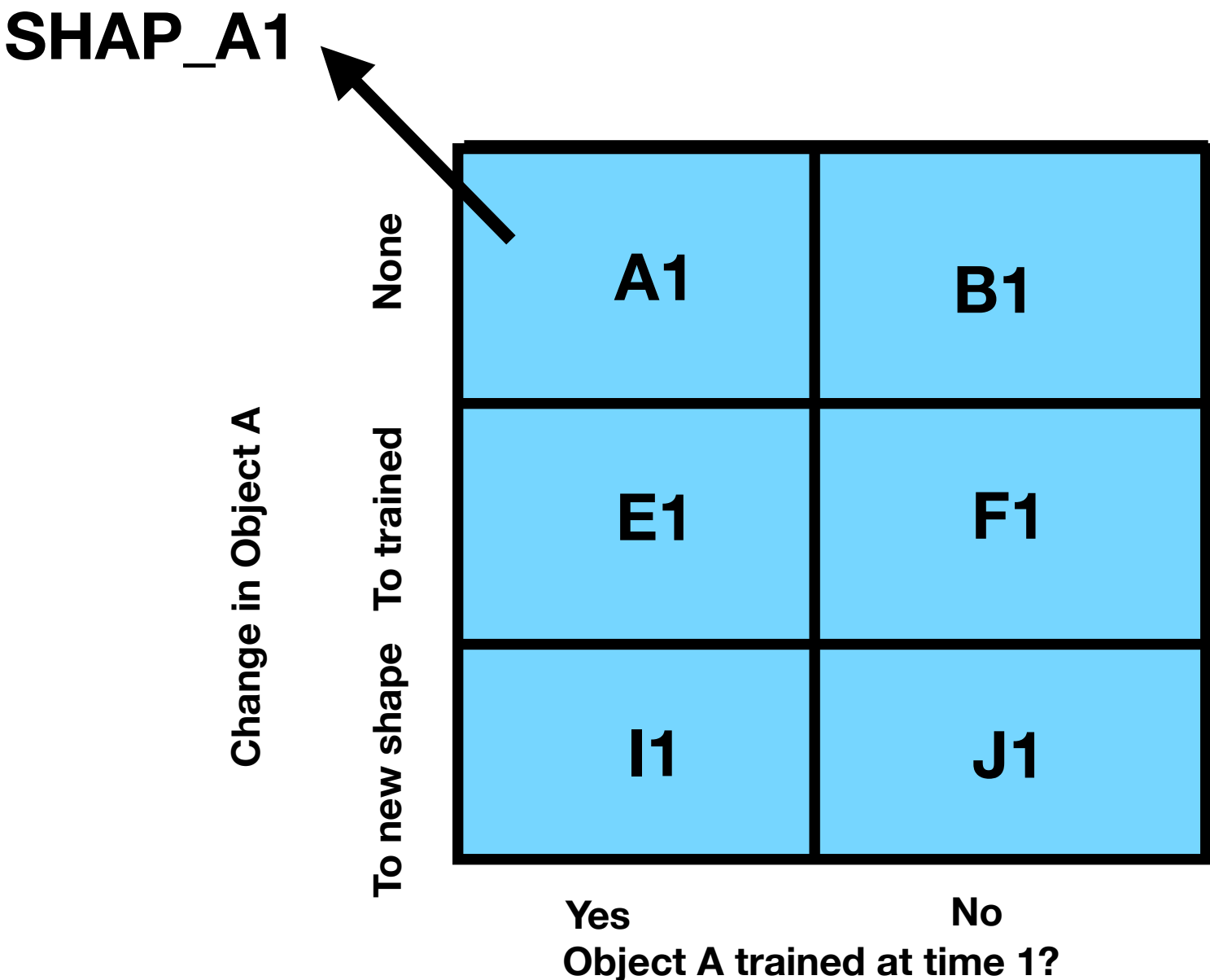
Cube 4: Target is Untrained



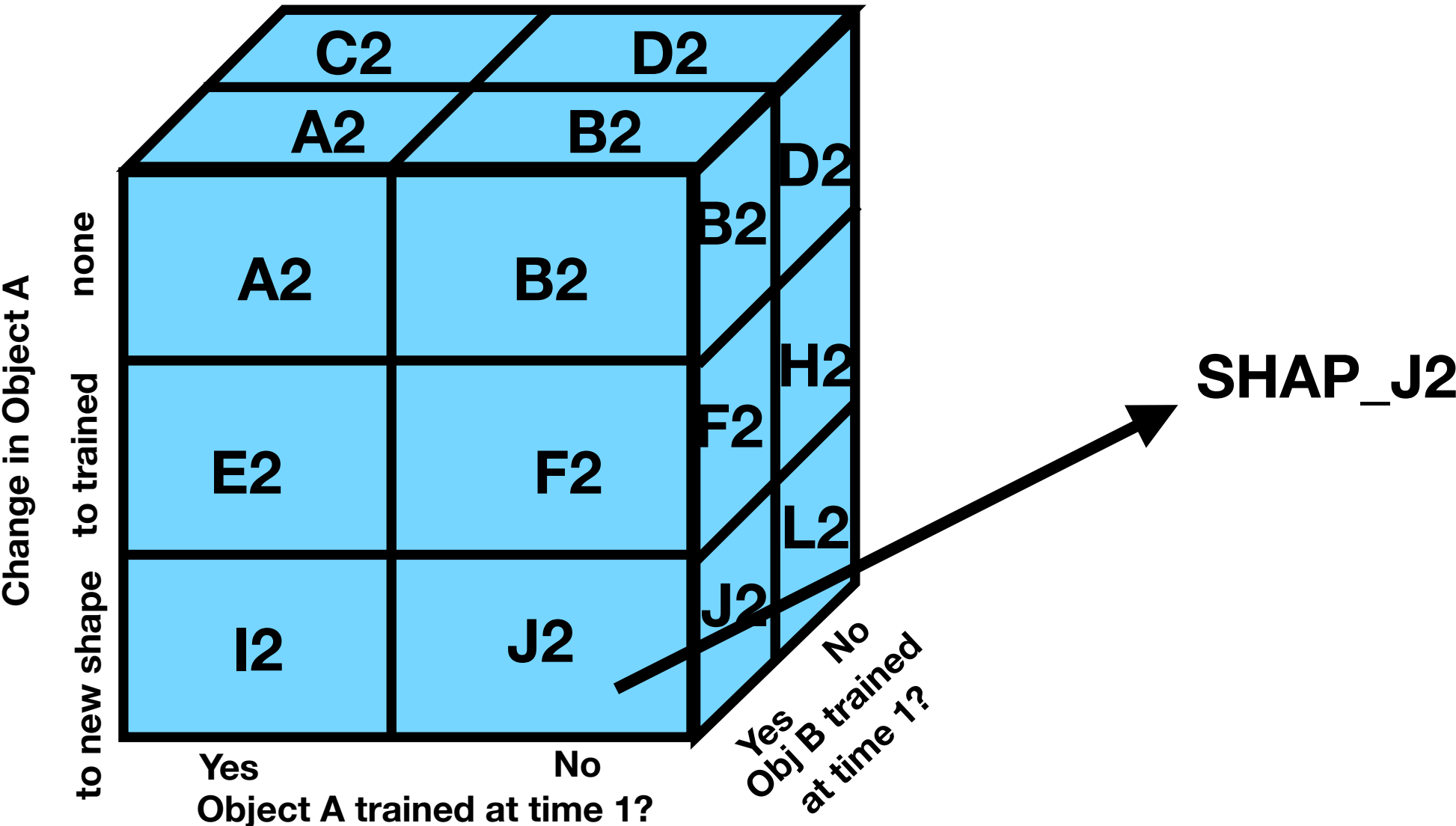
Shape Constancy Design - Base Set (Part 1)

(Cube 2-4: Two objects)

Cube 1: One object



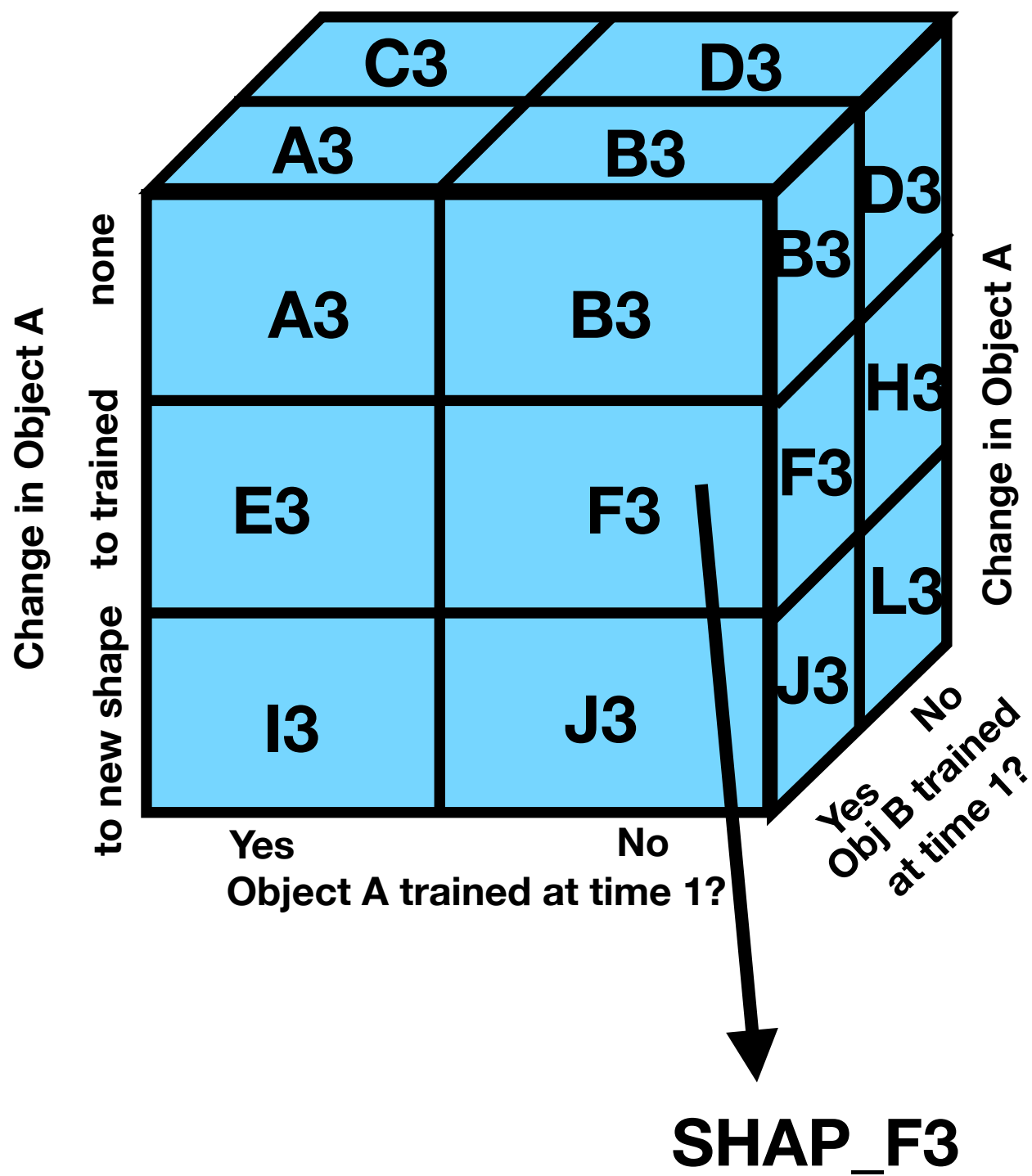
Cube 2: No change to Obj B



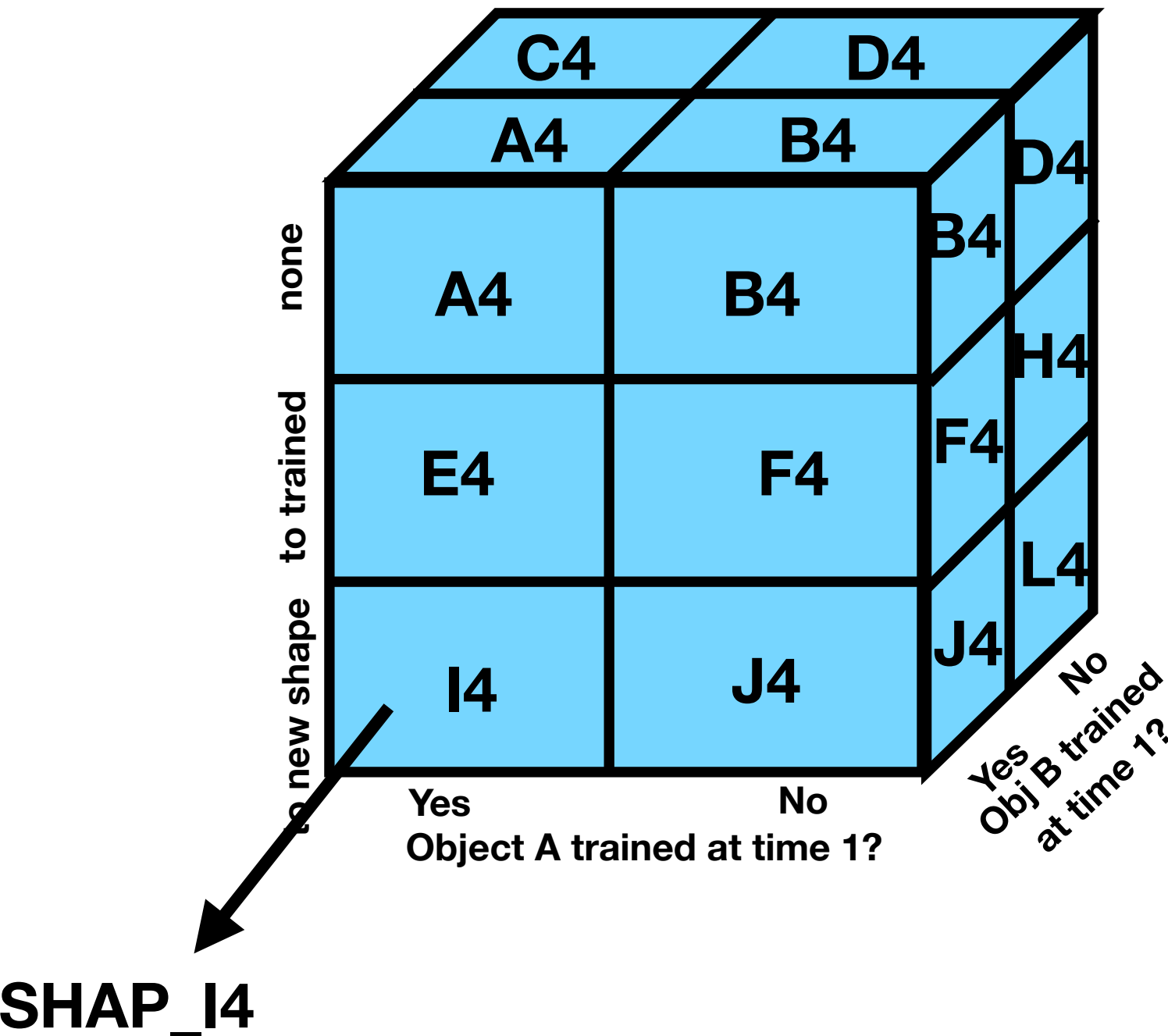
Shape Constancy Design - Base Set (Part 2)

(Cube 2-4: Two objects)

Cube 3: Obj B changes to trained



Cube 4: Obj B changes to new shape



Object Permanence Design - Base Set (Part 1)

Cube 1: One Object

Change in Object	Object Novelty		
	None	New Size	New Shape
Disappear	A1	B1	C1
Appear	J1	K1	L1
None	S1	T1	U1

An arrow points from the cell containing 'L1' (Appear, New Shape) to the label 'OBJP_L1'.

Cube 2: No change to Object B

OBJP_D2

Change in Object A

Disappear

Appear

None

Object A Novelty

None

New Size

New Shape

Object B Novelty

None

New Size

New Shape

A2

B2

C2

J2

K2

L2

S2

T2

U2

D2

E2

F2

G2

H2

I2

C2

L2

U2

F2

O2

X2

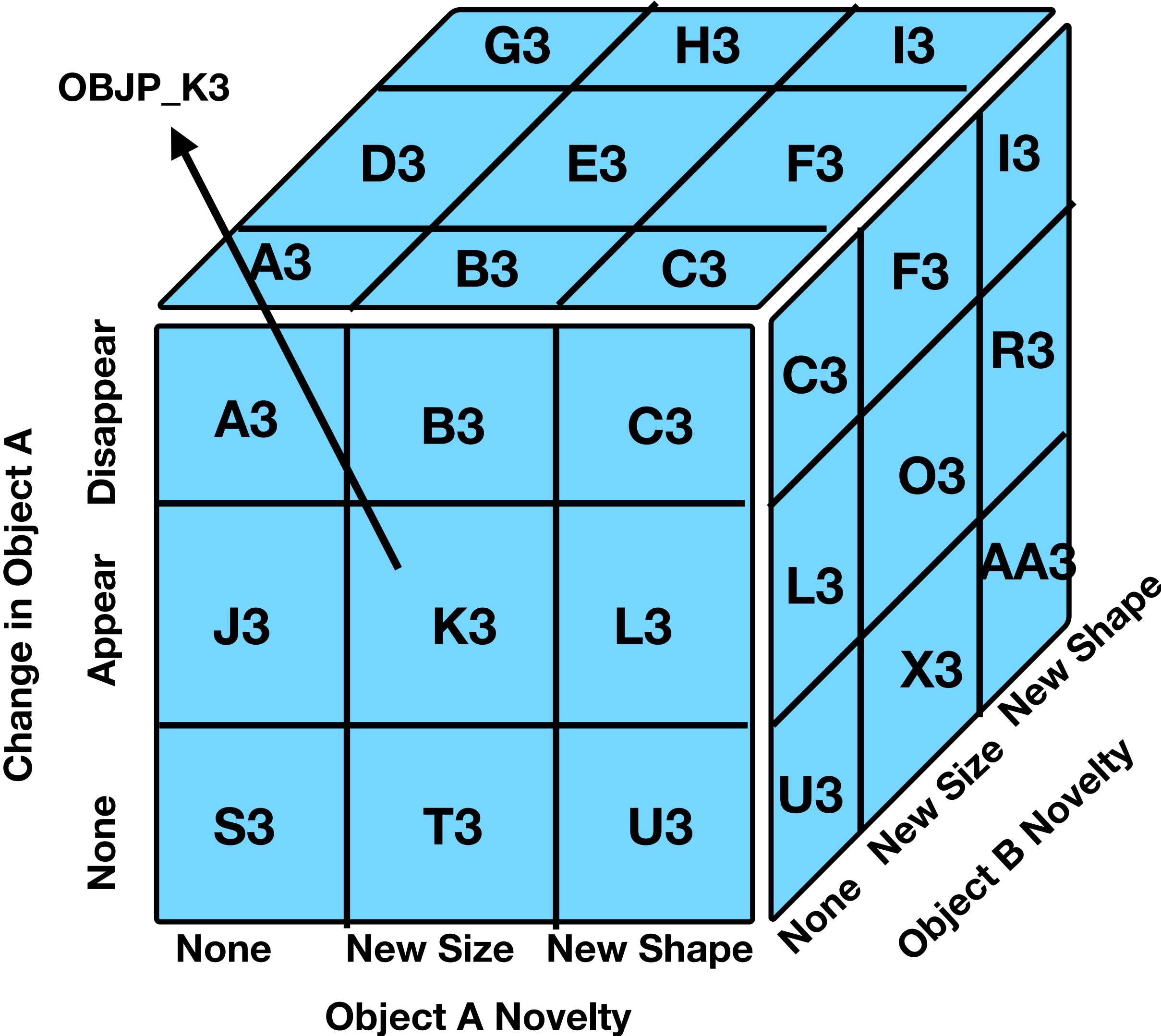
I2

R2

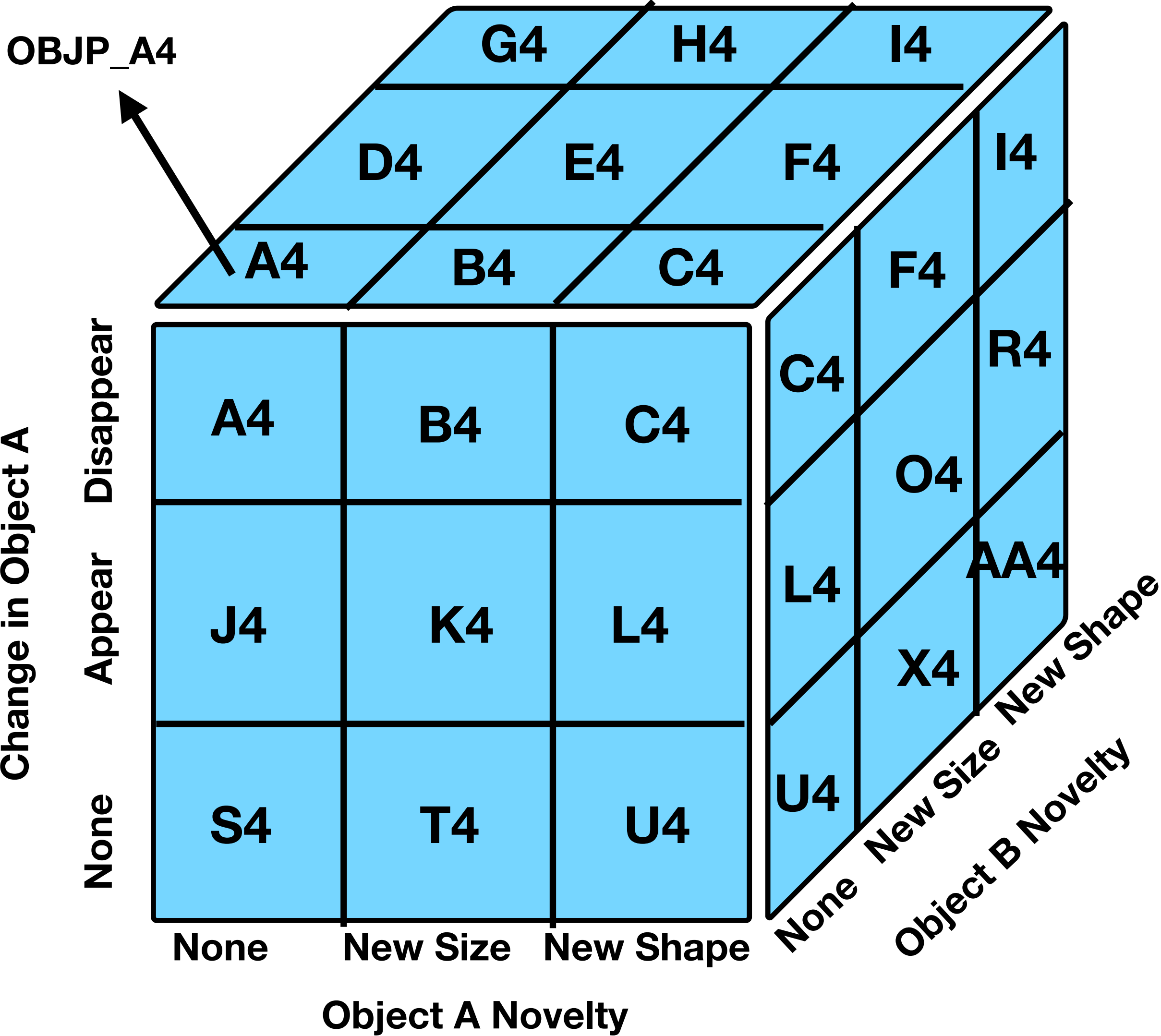
AA2

Object Permanence Design - Base Set (Part 2)

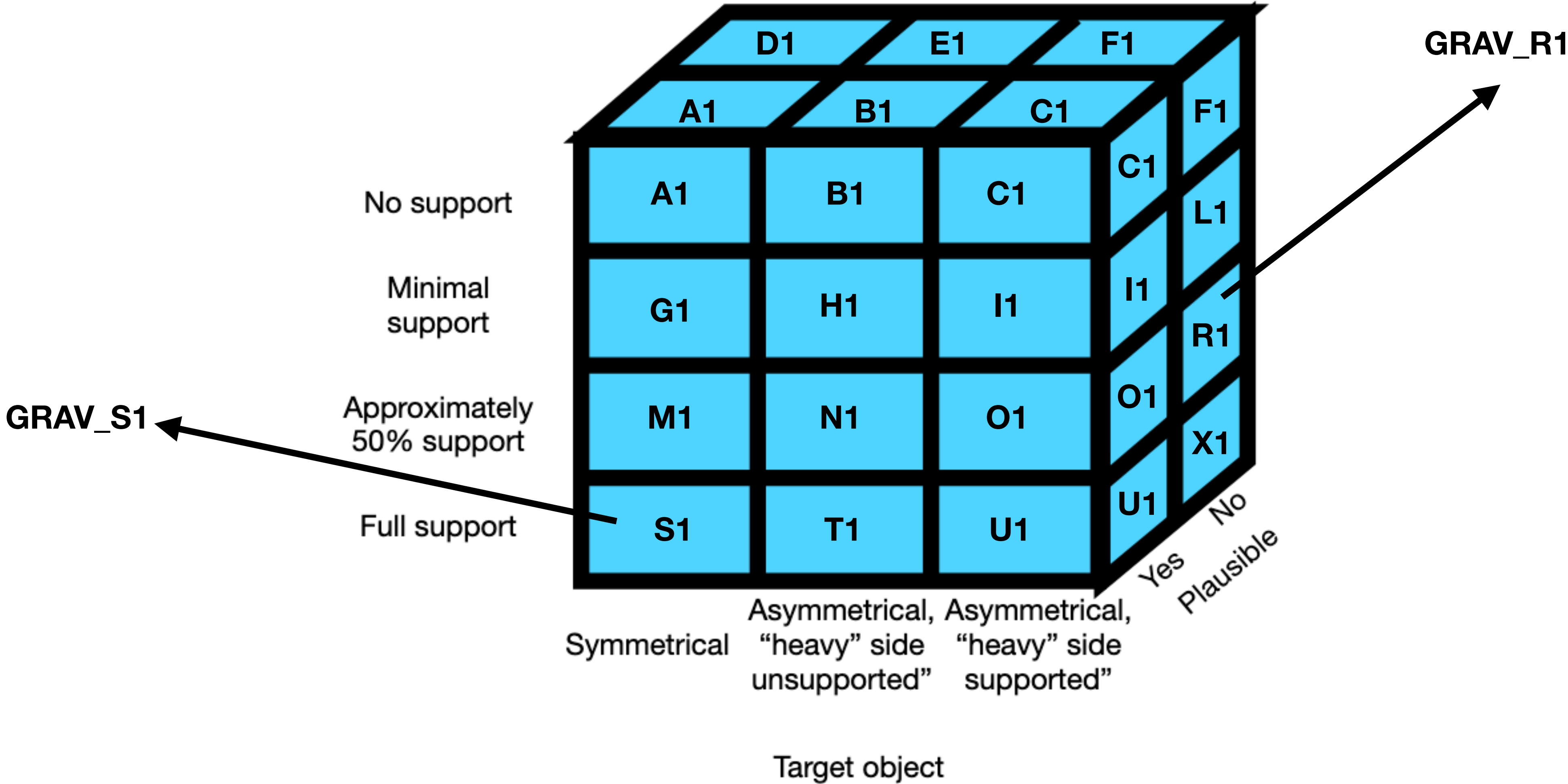
Cube 3: Object B Appears



Cube 4: Object B Disappears

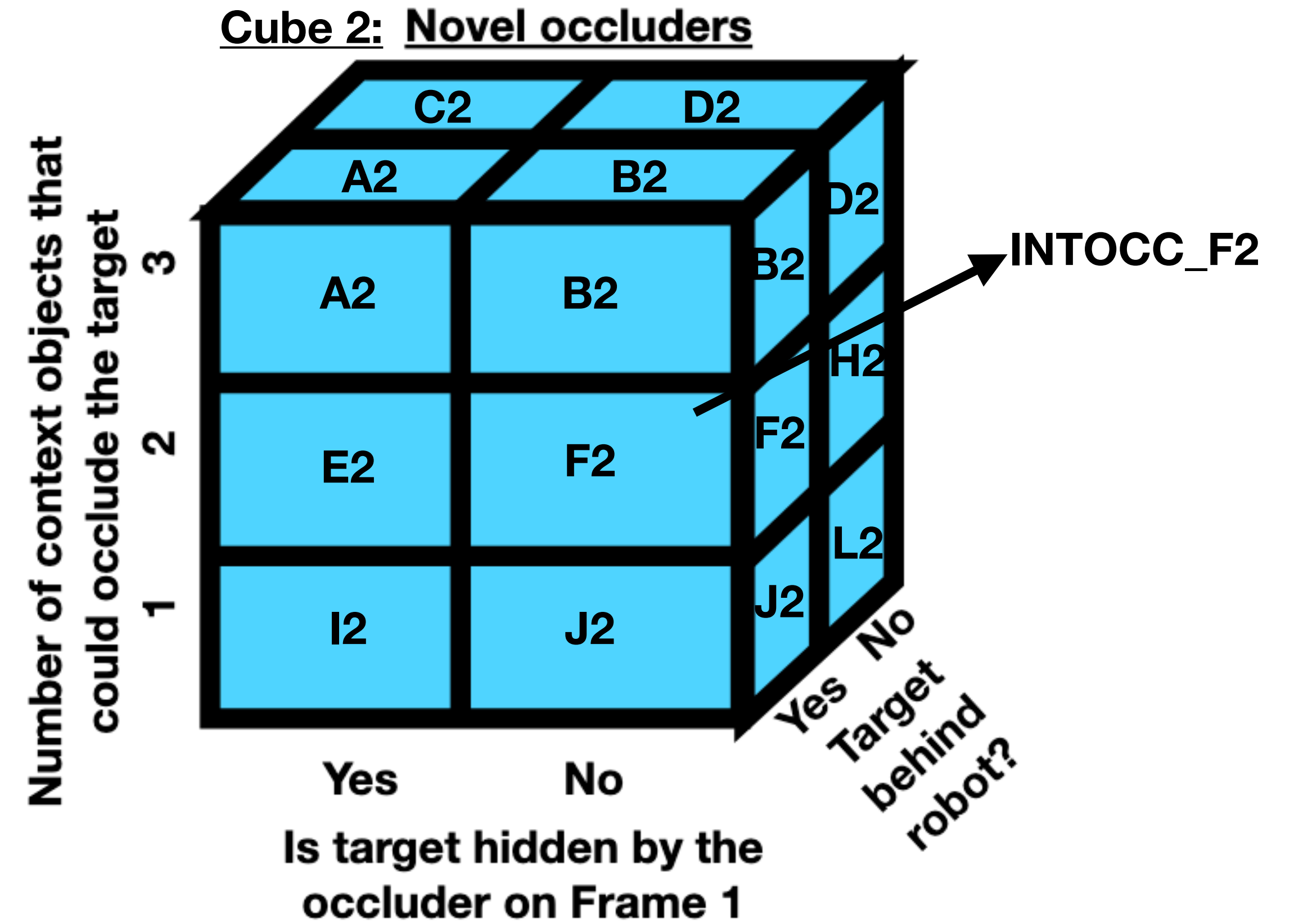
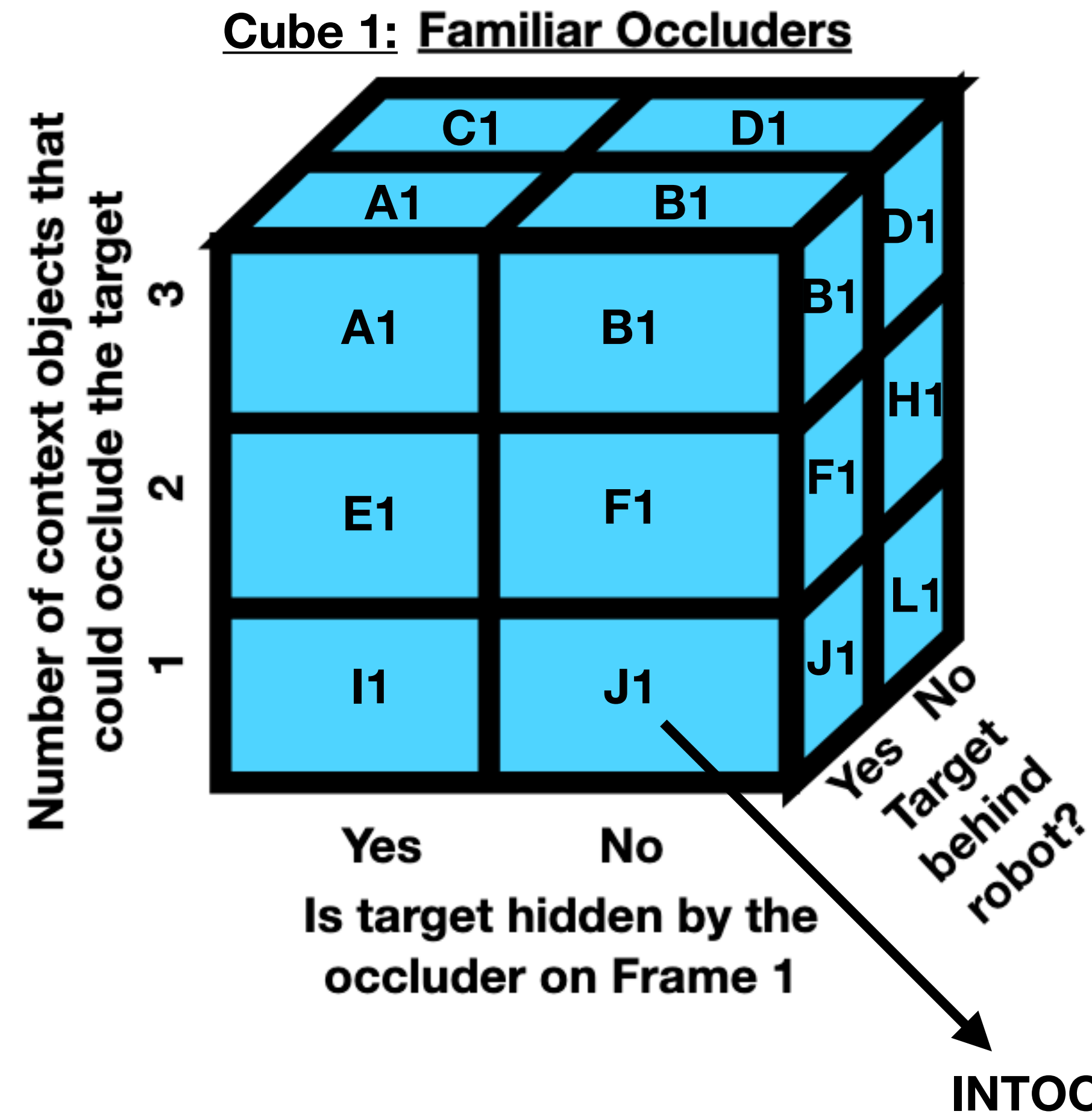


Support Relations / Gravity Base Set



Interactive tasks involving occluding objects

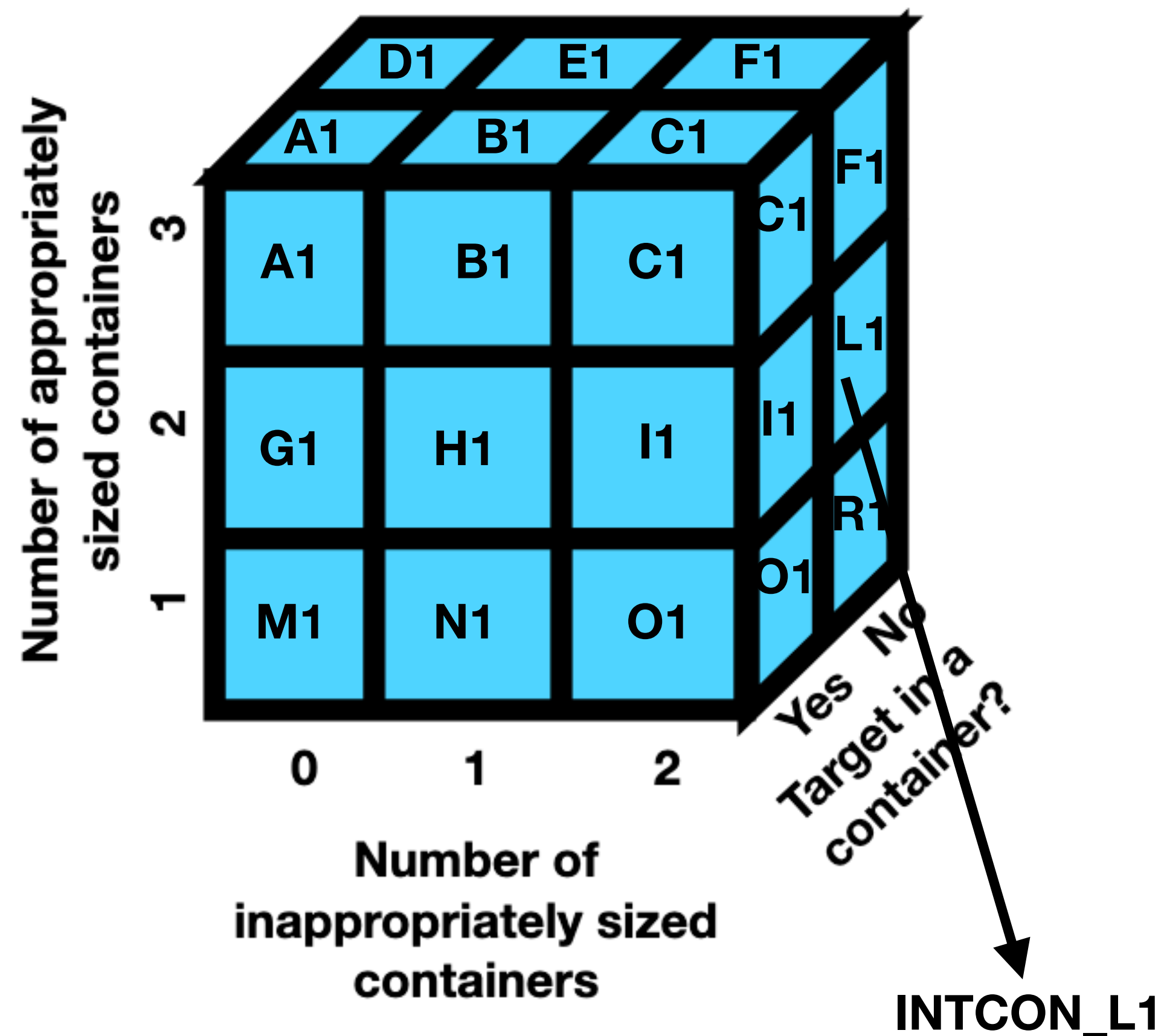
N = 24 tasks in the base set



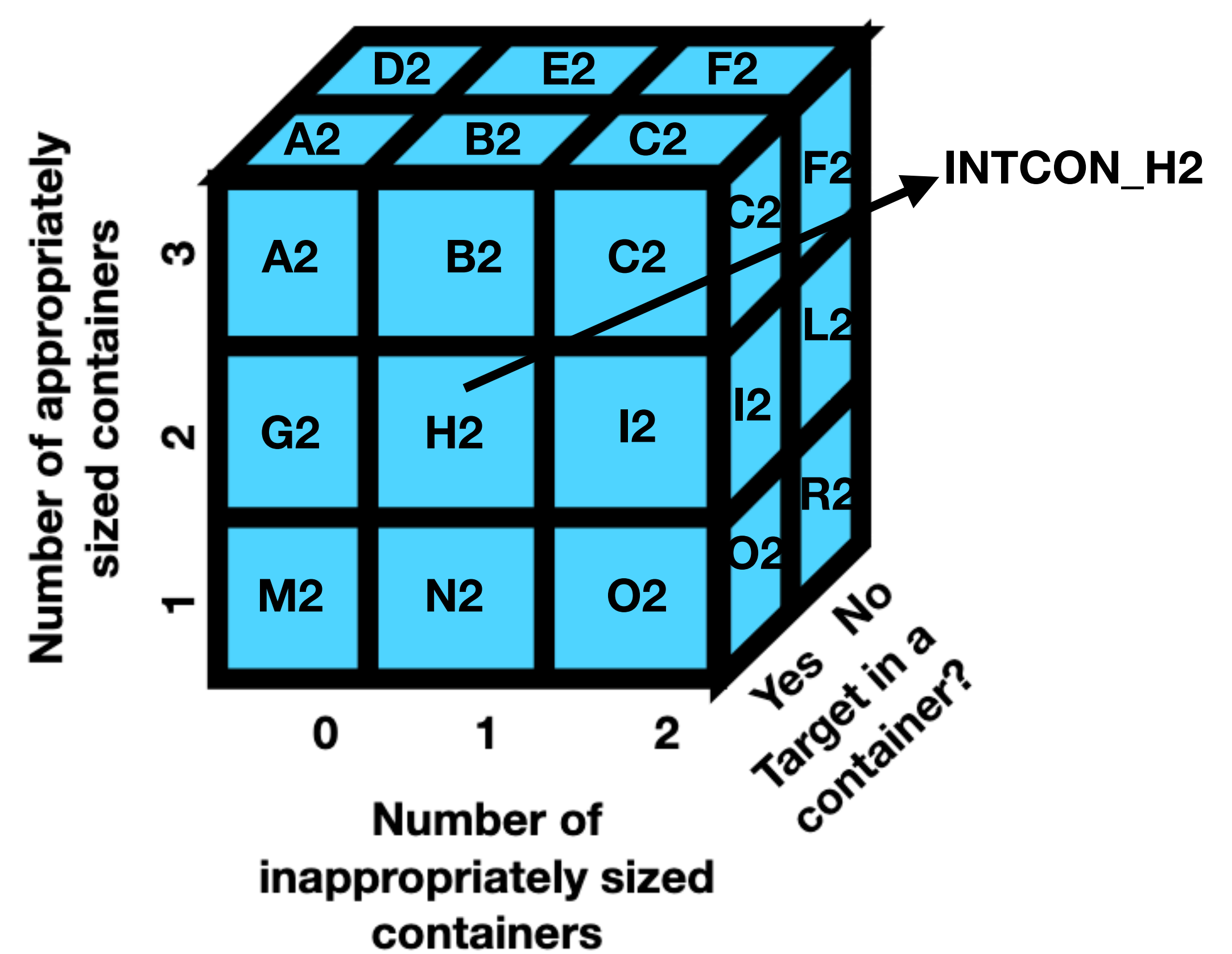
Interactive tasks involving containment

N = 36 tasks in the base set

Cube 1: Familiar Containers



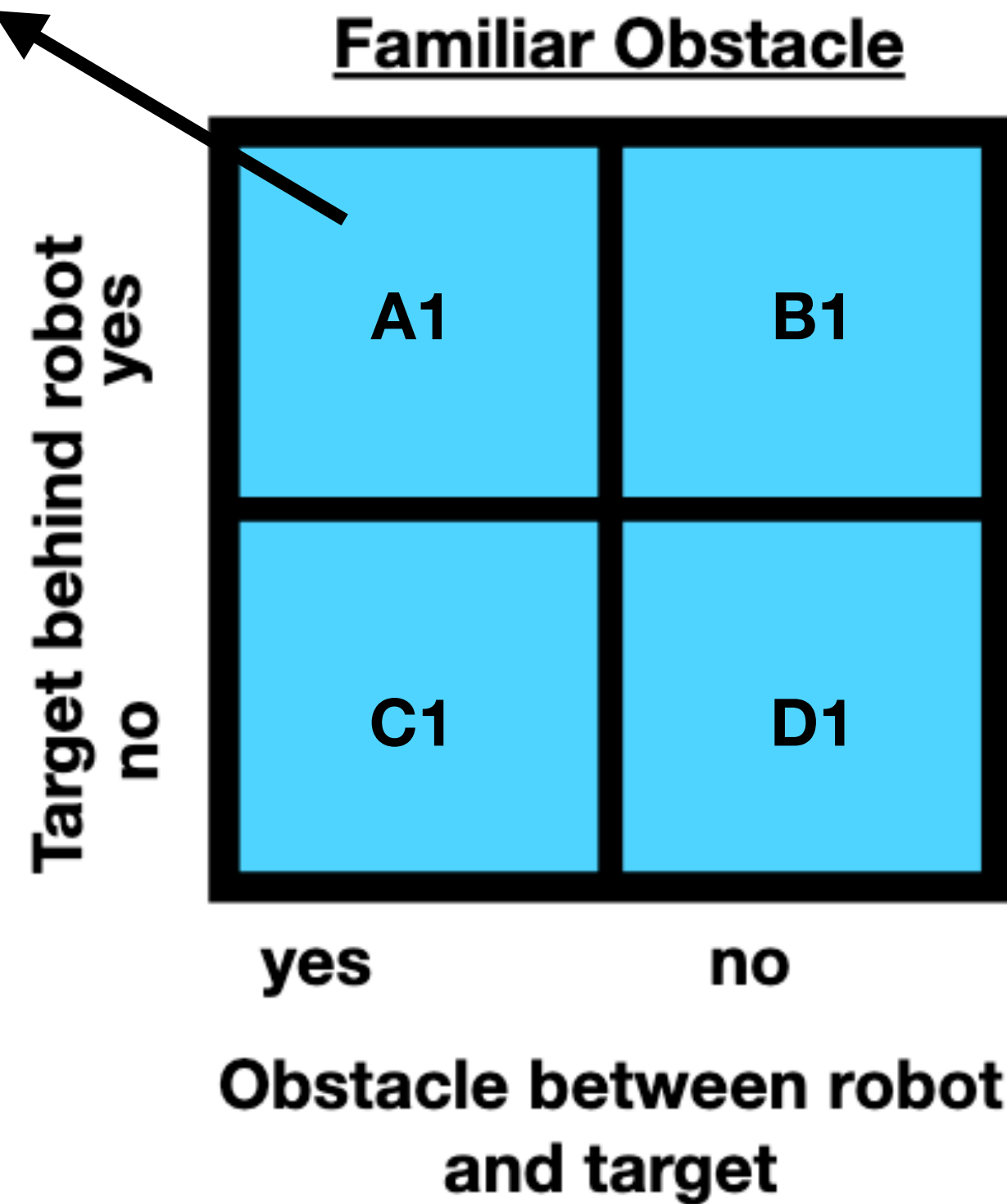
Cube 2: Novel containers from a familiar category



Interactive tasks involving obstacles

N = 8 tasks in the base set

INTOBS_A1



Novel obstacle from a familiar category

