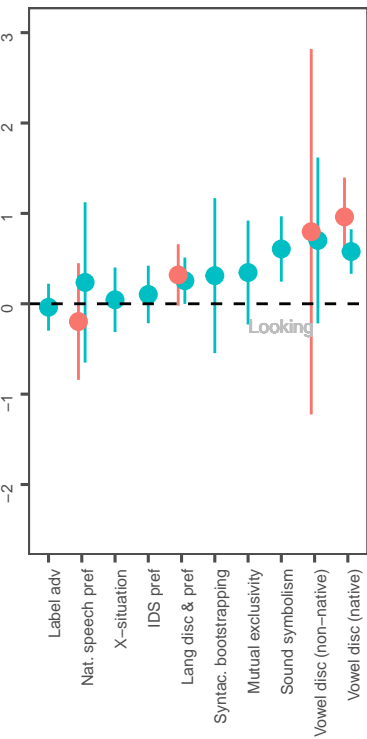


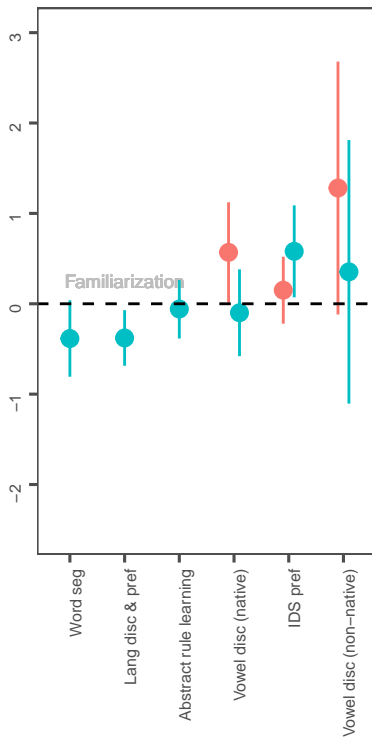
Behavioral Measure  
(Baseline: looking)

Sucking Manual



Stimuli Exposure Method  
(Baseline: Familiarization)

Conditioning Habituation



Stimuli Naturalness  
(Baseline: Artificial stimulus)

