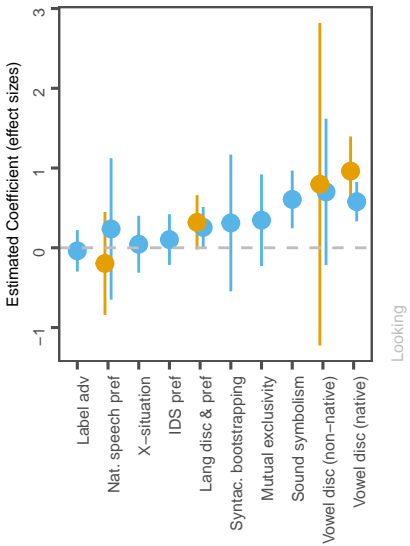


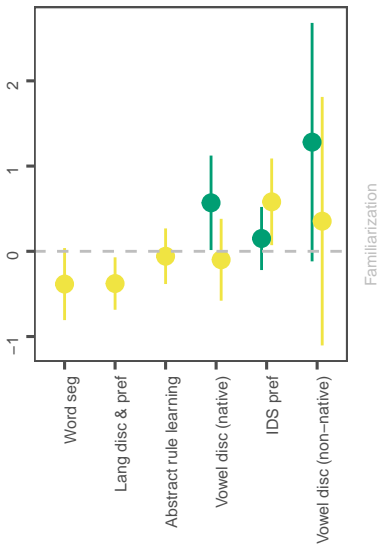
Behavioral Measure
(Baseline: looking)

Sucking HPP



Stimuli Exposure Method
(Baseline: Familiarization)

Conditioning Habituation



Stimuli Naturalness
(Baseline: Artificial stimulus)

