How do humans learn concepts and strategies?

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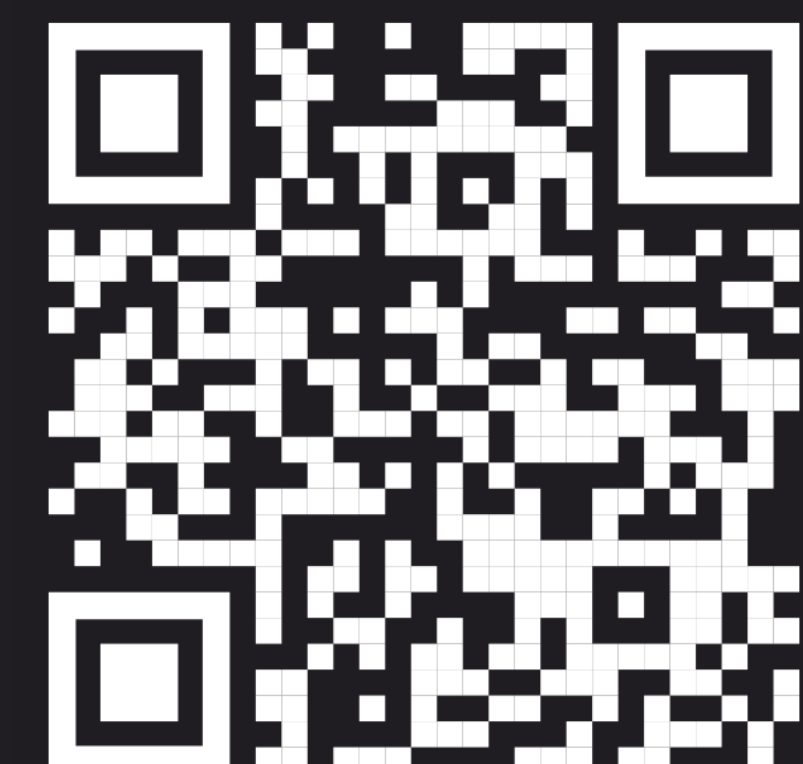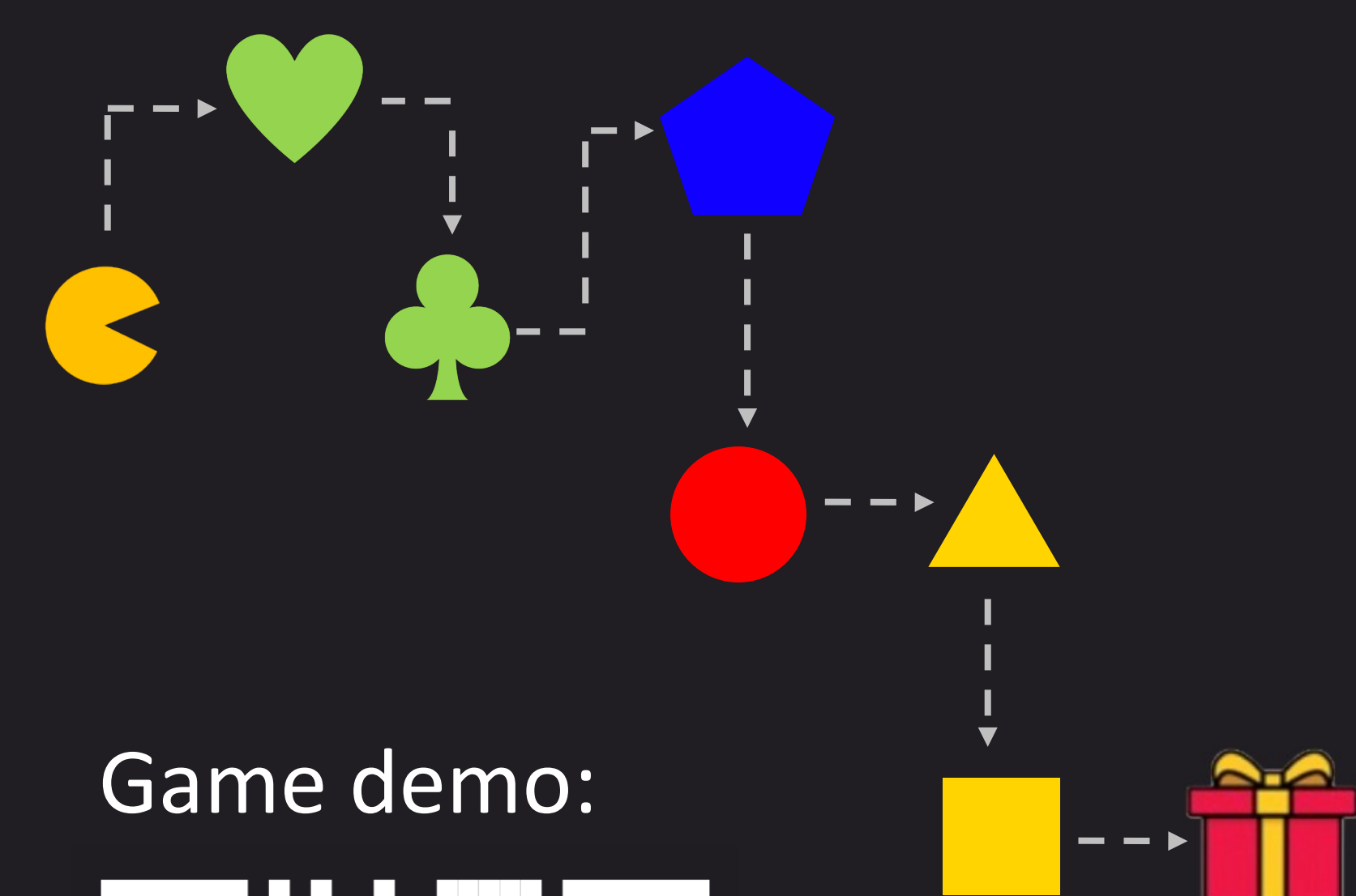**Escape room maze:** navigate avatar 🟡 to reach goal 🎁

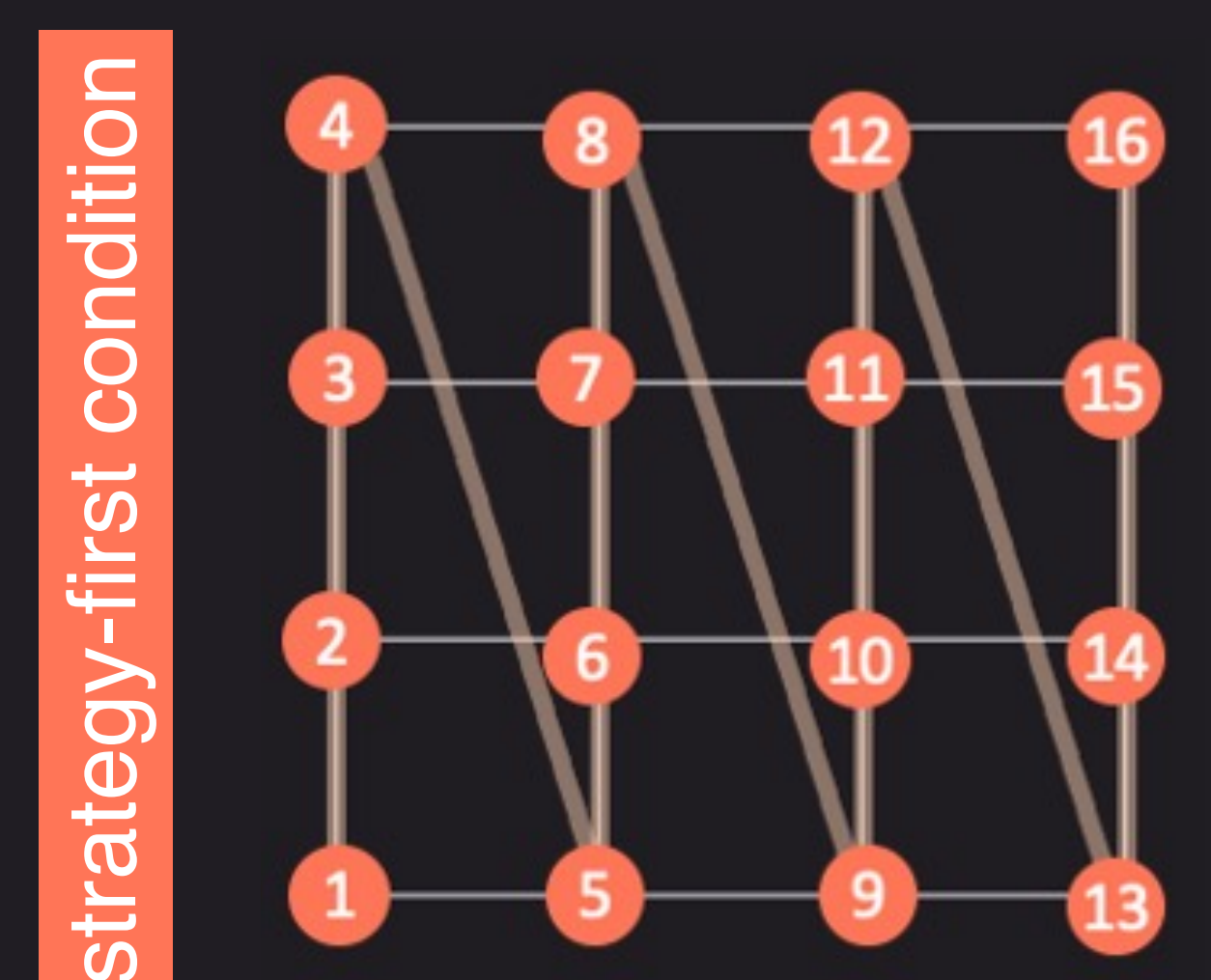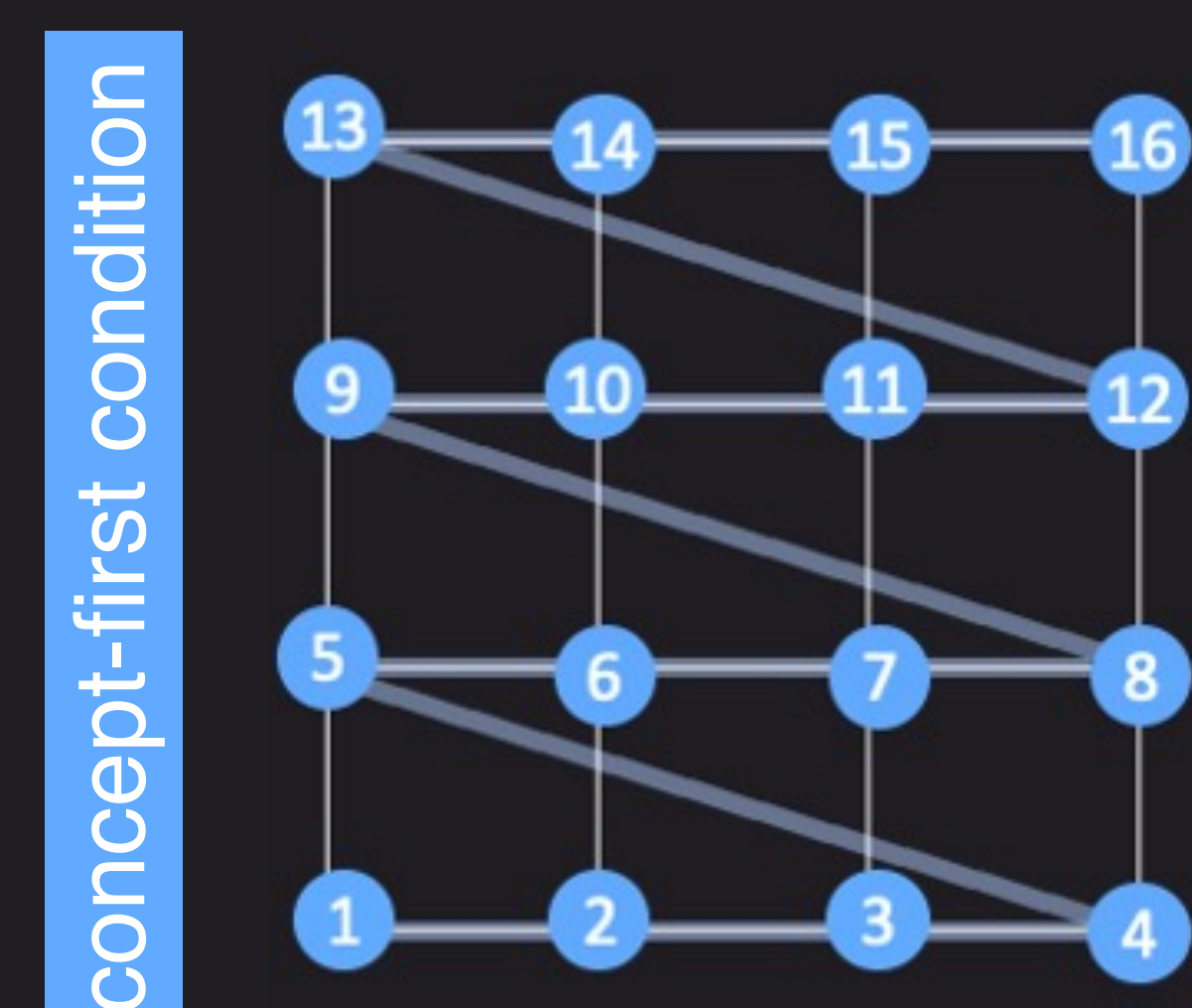## Concepts:

tools that transition player between rooms

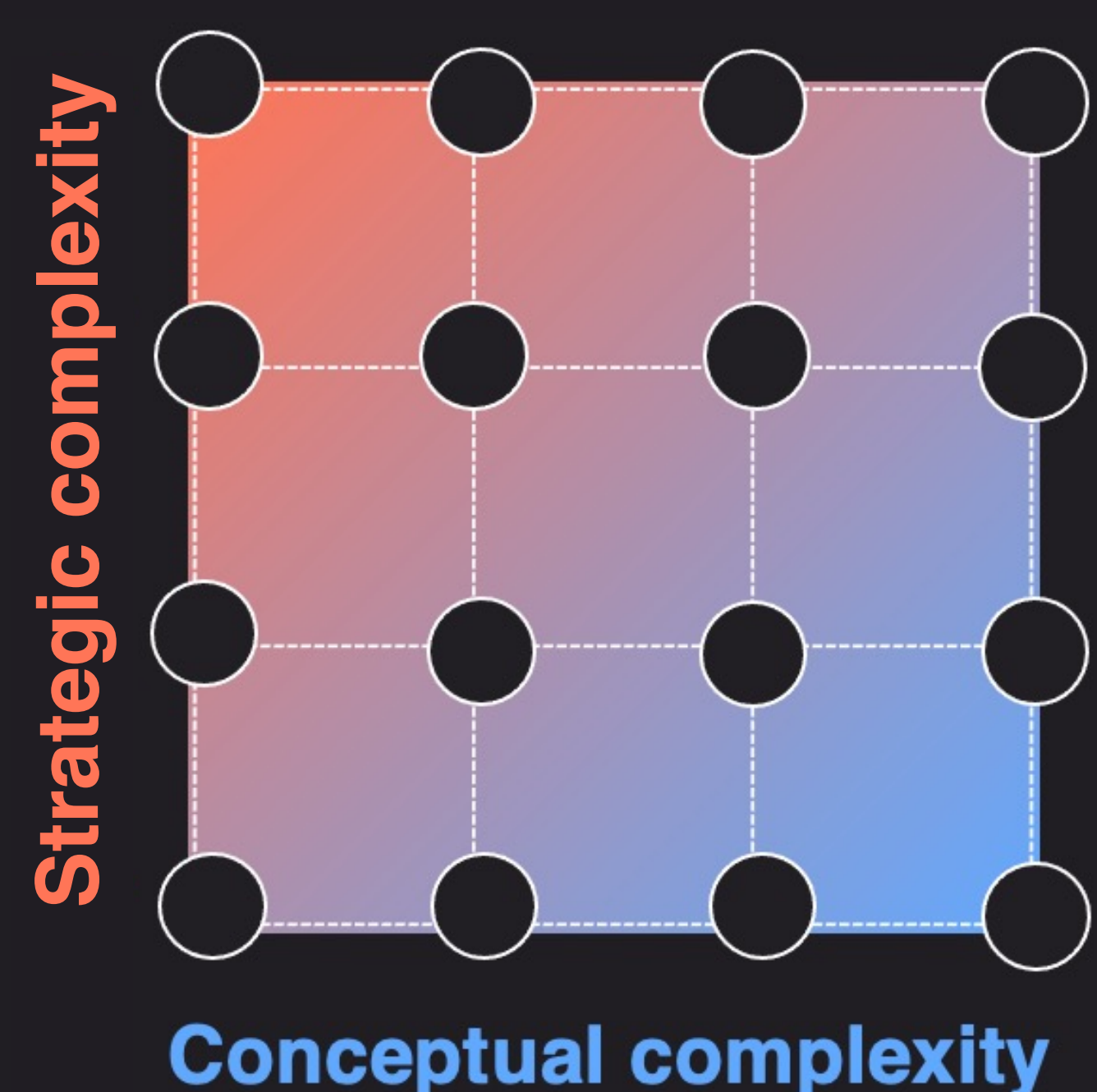|		
🟨	🟪	doors
🟢	🟡	teleporters
⬟	⬟	catapults
🔺	🔺	keys
💙	💚	levers
♣	♣	portals
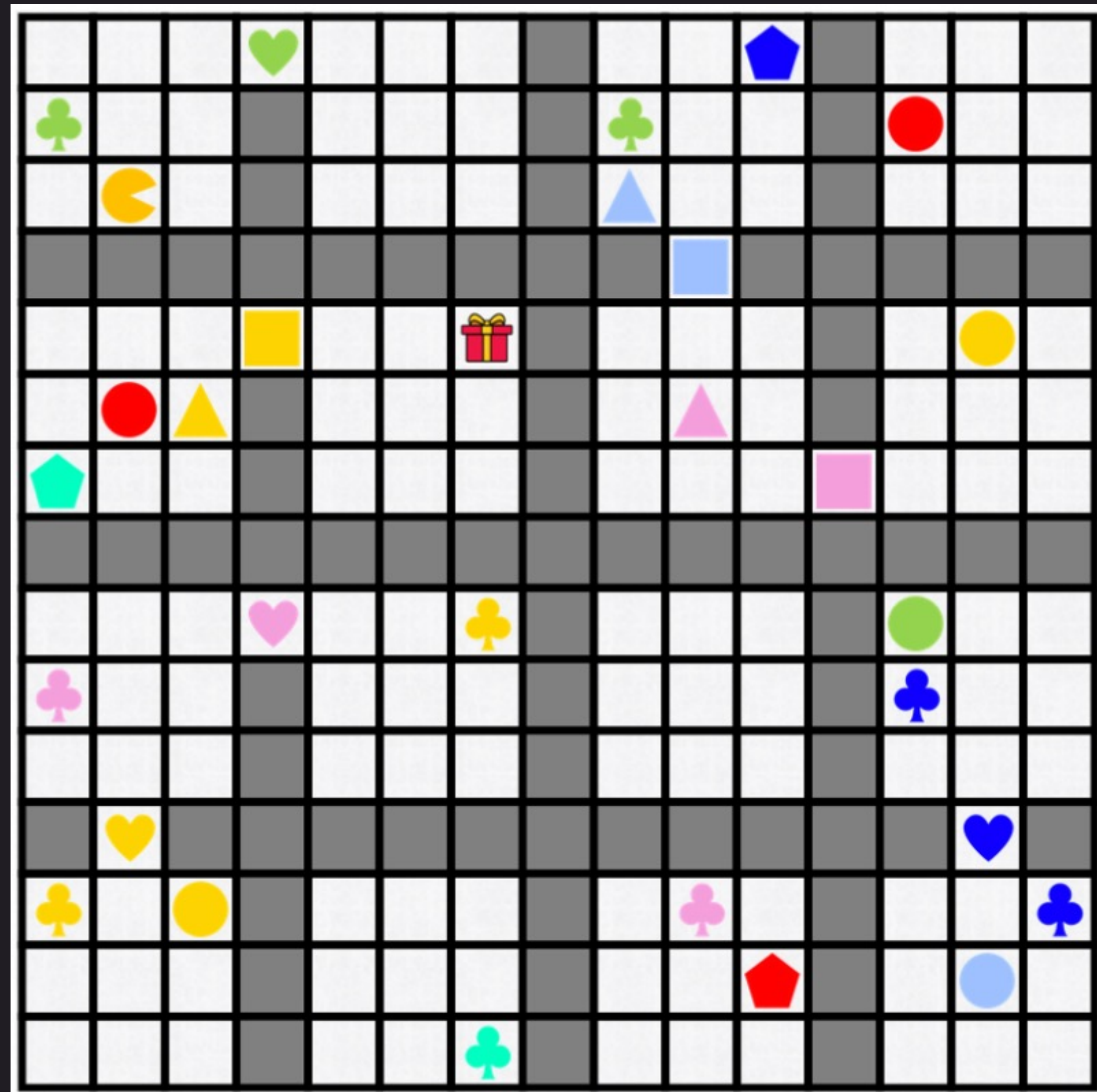
Strategies:
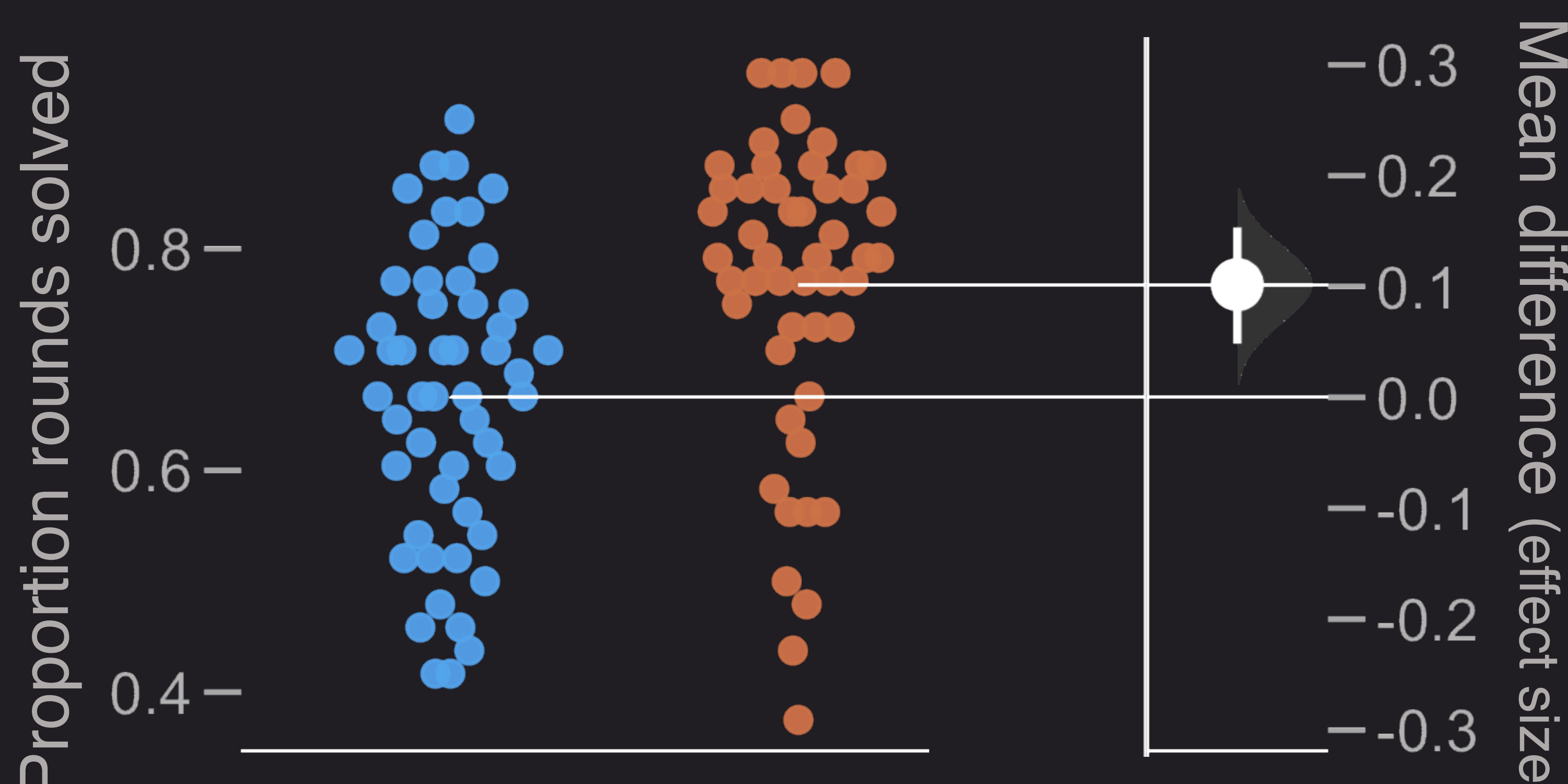
plan chaining concepts to reach goal

Game demo:

Game rounds as trials; condition manipulates curriculum (game order).

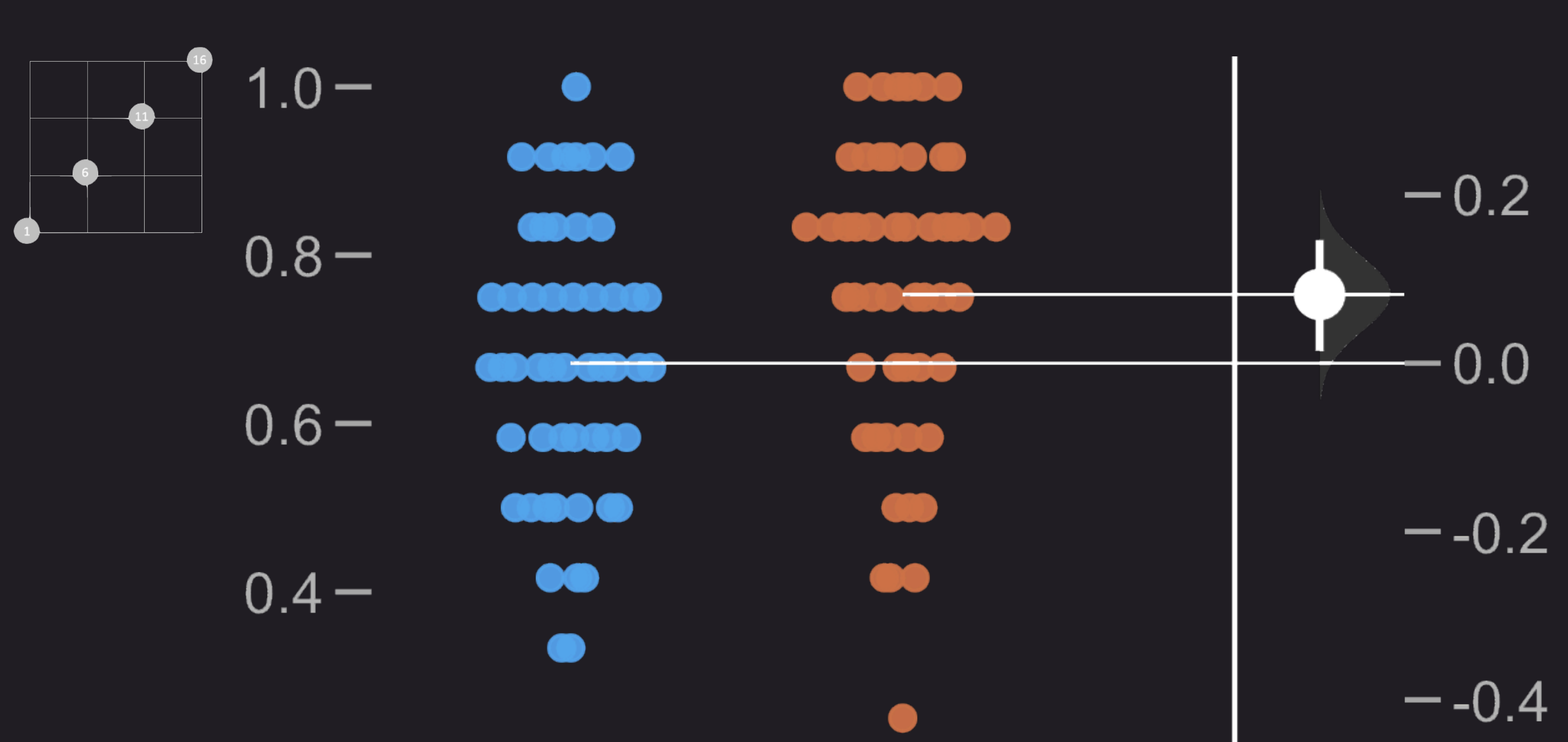Games procedurally generated at 4 levels of conceptual & strategic complexity:

same games, different order

All training rounds:

Probe rounds only:

Applying new concepts in strategies promotes learning.