Information on Variables

|  |  |
| --- | --- |
| ParticipantID | |
| Group | (1-Exploitation Group -target always in expected Region; 2-Exploration Group-target always in unexpected region) |
| Condition | 1-Exploit Target Present;2-Exploit Target Absent; 3-Explore Target Present; 4-Explore Target Present) |
| ItemNum | Identifier for each scene image |
| Trial |  |
| Quartile | (Trial number divided into Quarters) |
| FixationNum | |
| X | X Coord (min=1;max=800) |
| Y | Y Coord (min=1;may=600) |
| FixationDuration | FixationDuration (ms) |
| Region | Target Region Entry (offtarget=-1;ontarget=1) |
| StartTime | Fix StartTime |
| EndTime | Fix EndTime |
| Length | Distance to Previous Fix Coord From Current Fixation (in pixels) |
| Button Press | TimeStamp for when Button is pressed; -2 = no button press) |
| Rel\_X1 | Relevant Scene Region (where target is expected) X coord for upper left corner |
| Rel\_Y1 | Relevant Scene Region (where target is expected) Y coord for upper left corner |
| Rel\_X2 | Relevant Scene Region (where target is expected) X coord for lower right corner |
| Rel\_Y2 | Relevant Scene Region (where target is expected) Y coord for lower right corner |
| RelSceneFix | Fix on Relevant Scene Region (1=yes) |
| X1 | Irrelevant Scene Region (where target is expected) X coord for upper left corner |
| Y1 | Irrelevant Scene Region (where target is expected) Y coord for upper left corner |
| X2 | Irrelevant Scene Region (where target is expected) X coord for lower right corner |
| Y2 | Irrelevant Scene Region (where target is expected) Y coord for lower right corner |
| IrrelSceneFix | Fix on Scene Region that contains Target unexpectedly (1=yes) |
| X1 | Cntl Scene Region (where target is expected) X coord for upper left corner |
| Y1 | Cntl Scene Region (where target is expected) Y coord for upper left corner |
| X2 | Cntl Scene Region (where target is expected) X coord for lower right corner |
| Y2 | Cntl Scene Region (where target is expected) Y coord for lower right corner |
| CntlSceneFix | Fixation on Scene Region that never contains Target (in either Group cond) |
| X | Target X coord (centre) |
| Y | Target Y coord (centre) |
| Distance to Target | Distance to Target From Current Fixation (in deg) |
| Distance to Previous Fix | Distance to Previous Fix Coord From Current Fixation (in deg) |