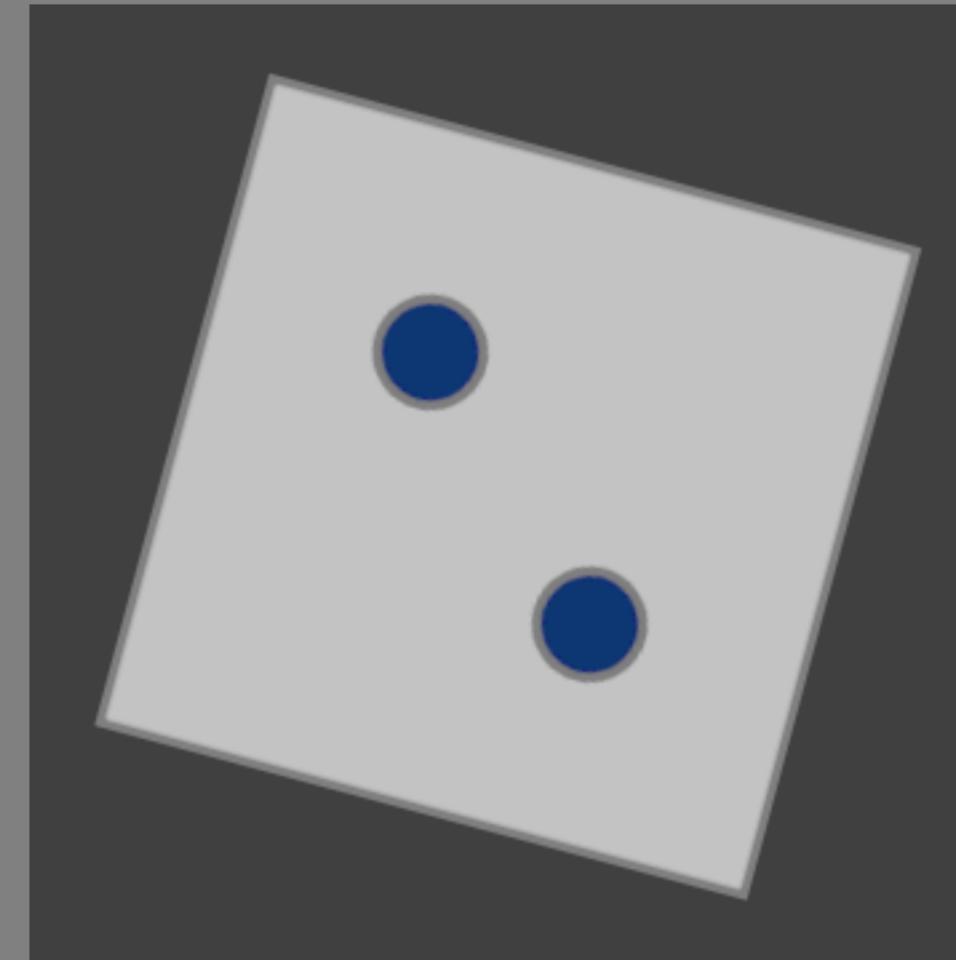


Welcome to the experiment.

Please press the right arrow key to continue.

Your job in this experiment is to learn to categorise stimuli into categories.

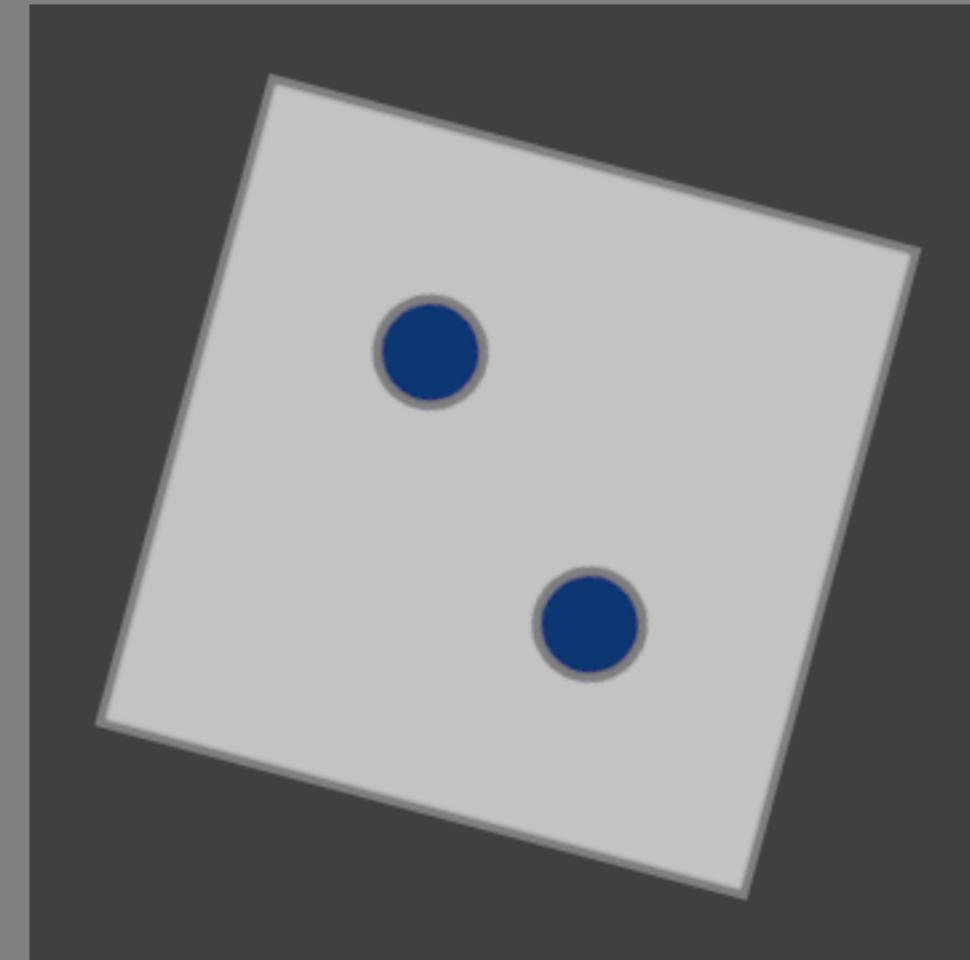
Each stimulus will look something like this:



Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

There are two categories: A and B.

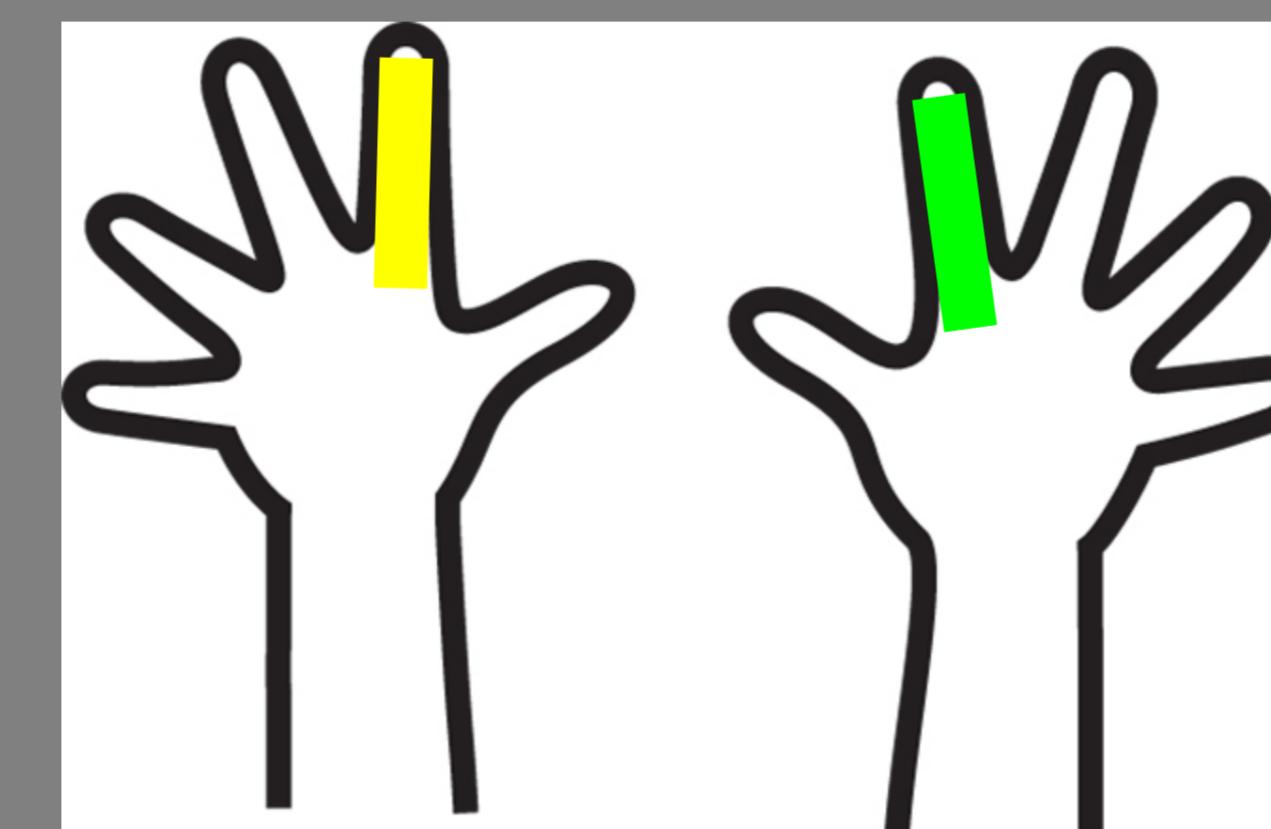
On each trial, you will decide which category you think the stimulus belongs to.



Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

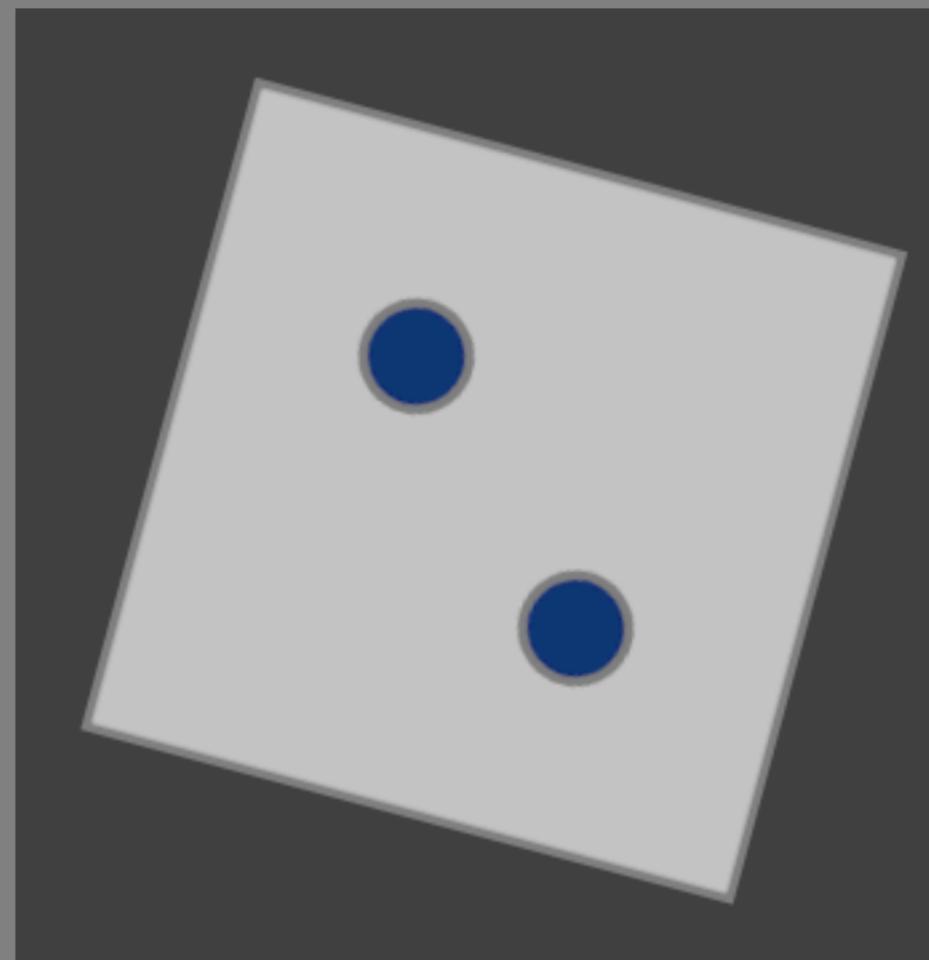
For category A, press the F button with your left pointer finger

For category B, press the J button with your right pointer finger



Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Try it out now.



To continue, press the F or J buttons to make your guess.

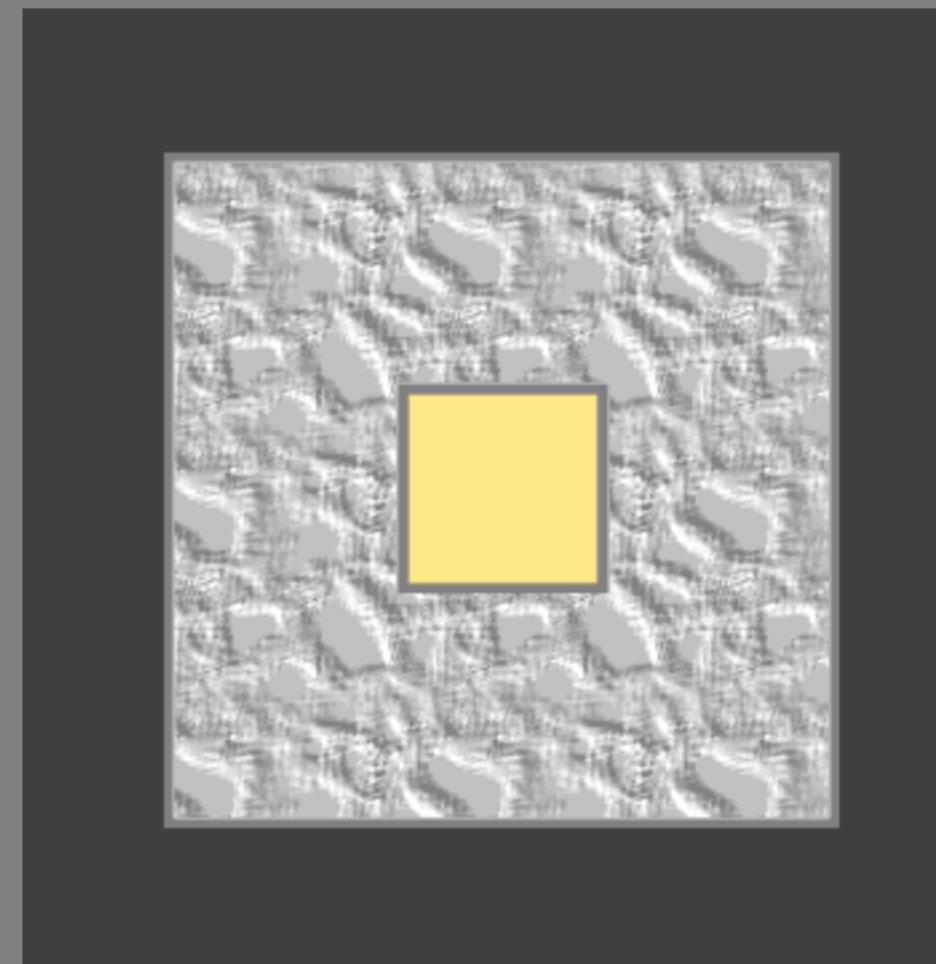
Please remember to use the designated fingers and keys.

Lucky guess!

Correct!

Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Let's try another one.



To continue, press the **F** or **J** buttons to make your guess.

Please remember to use the designated fingers and keys.

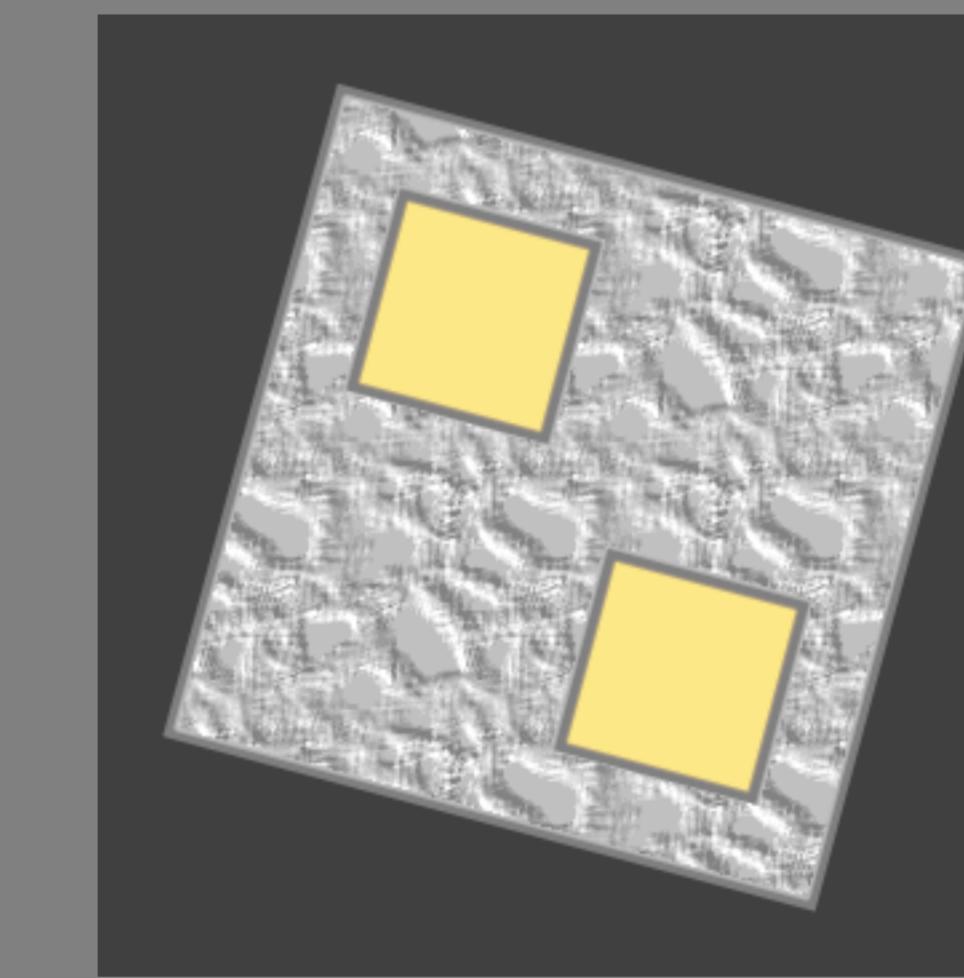
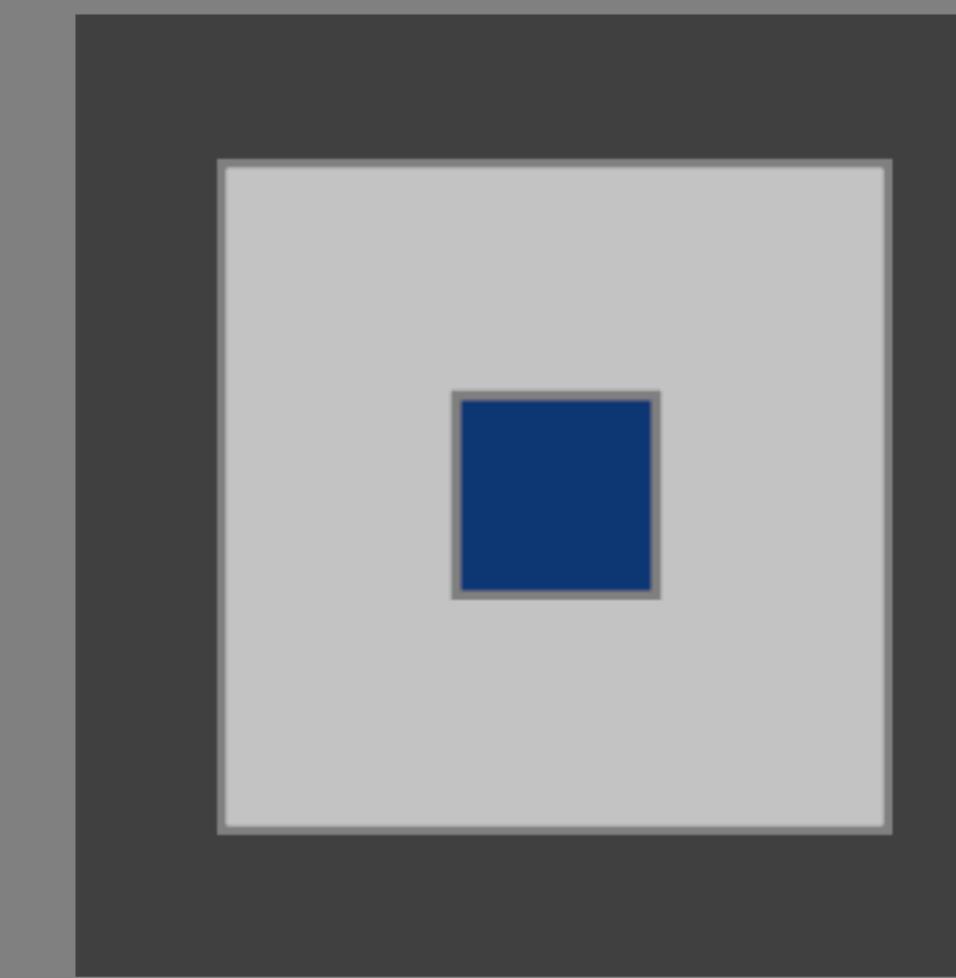
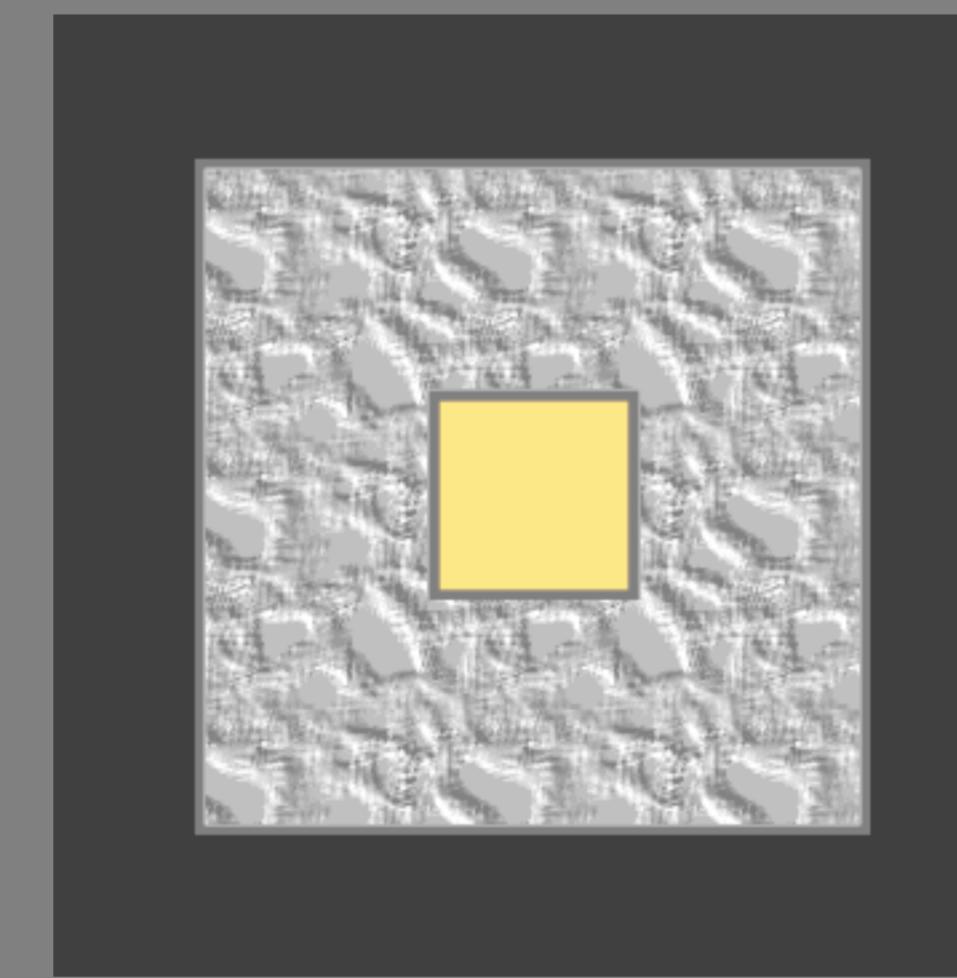
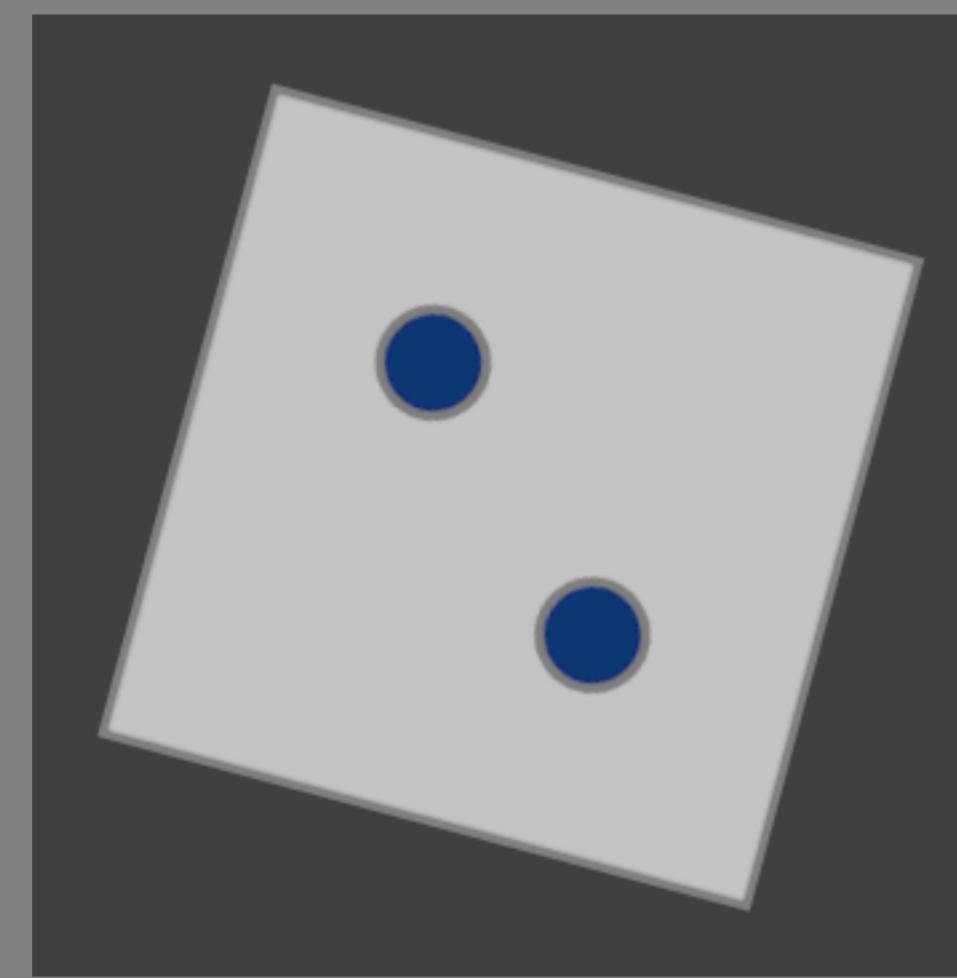
Tough Luck, but at least now you get the idea.

Incorrect

Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Stimuli differ on six features:

1. number of items (1 or 2)
2. size of items (big or small)
3. colour of items (blue or yellow)
4. shape of items (circle or square)
5. background texture (smooth or rough)
6. background angle (zero or 20 deg)



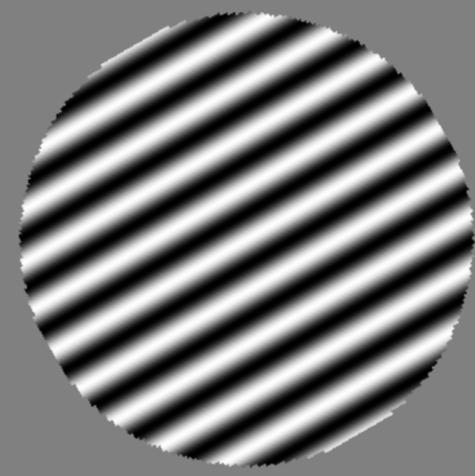
Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

For some problems, stimuli will look like this:

Example 1



Example 2



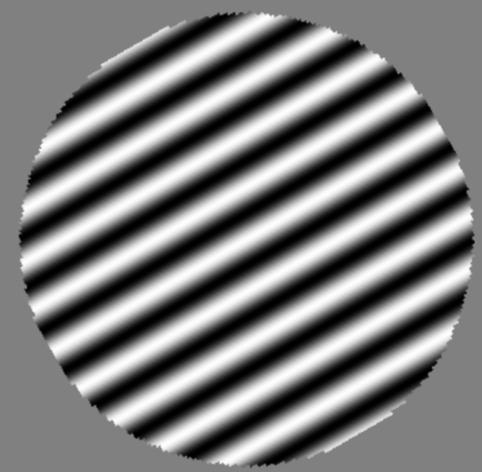
Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Here, the only thing that matters to decide whether the stimulus belongs to category A or to category B is the spatial frequency (i.e., thickness of the bars).

Example 1



Example 2



Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

In the actual experiment, you will see a random noise pattern in between the stimulus and the feedback. It will look like this:



This pattern doesn't tell you anything about the task, but it is important that you look at it, because it helps us control for how your brain processes stimuli.

Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

The experiment is broken up into problems.

Within each problem, only one stimulus dimension is relevant.

You solve a problem by getting 9 out of 10 correct.

Between problems, the type of stimuli may or may not change.

Between problems, for the shape stimuli, the relevant stimulus dimension may or may not change.

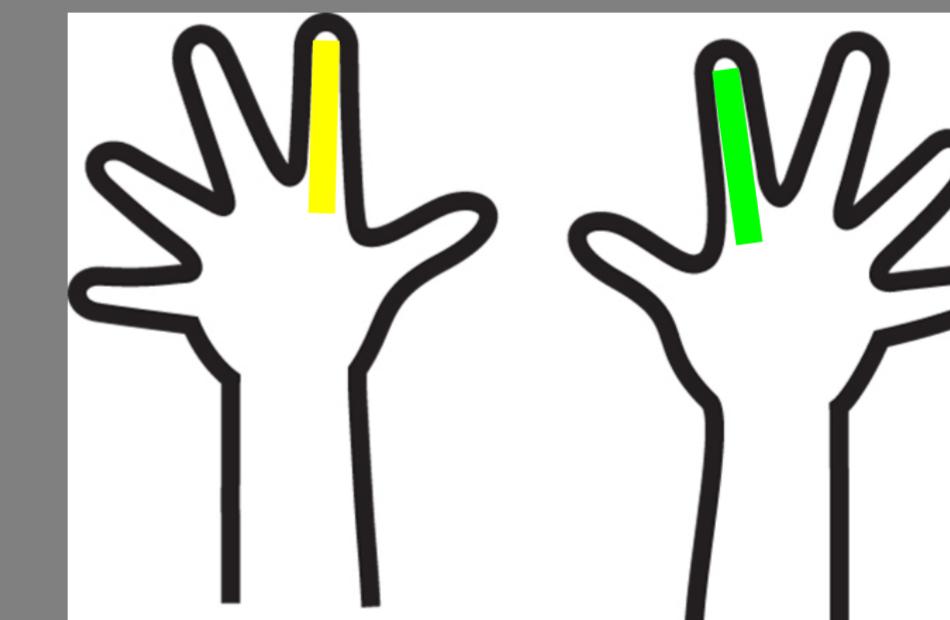
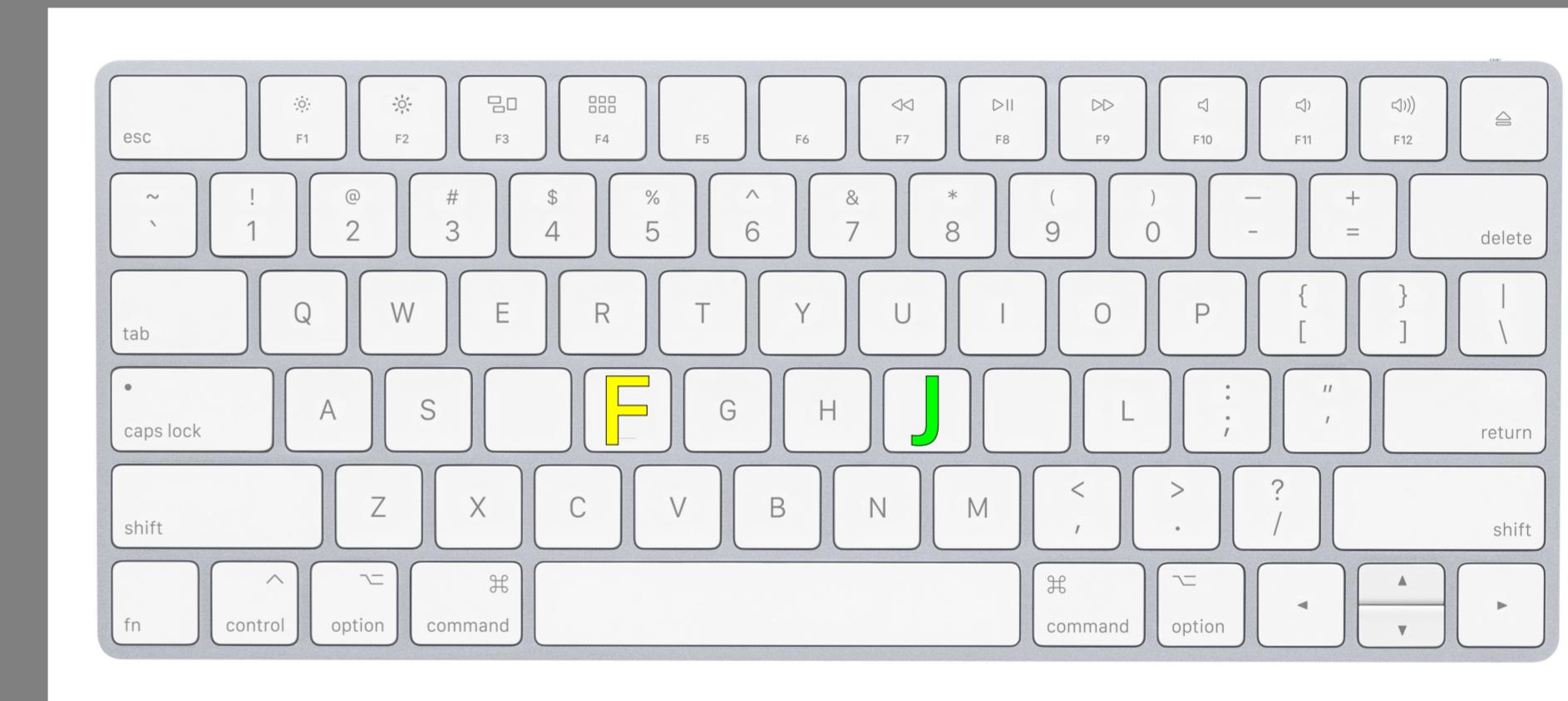
For the grating stimuli, the relevant stimulus dimension is always spatial frequency (bar width).

Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

It's really important that you always use your hands and fingers as designated here to make your responses. If you get tired, take a break, but please don't change what finger you use for each button.

Thank You!

For category C, press the F button with your left pointer finger  
For category D, press the J button with your right pointer finger



Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Remember, in the beginning, you will not know which stimuli belong to category A, and which belong to category B. Your job is to figure out which ones are which by using trial and error --- guess at first and pay attention to the feedback.

Please press the right arrow key to continue,  
or press the left arrow key to return to the previous screen.

Just a few last things.

There are an equal number of A's and B's, and they are all mixed up randomly.

The experiment is broken up in to problems, but you can take a break any time.

Please ask the experimenter if you have any questions.

Thank you and good luck!

Please press the right arrow key to begin the experiment,  
or press the left arrow key to return to the previous screen.