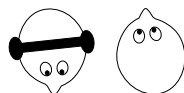
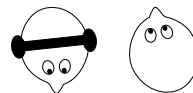
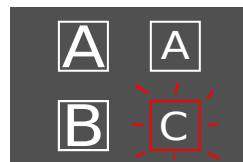


↓ MATCHING PERSPECTIVES CONDITION ↓

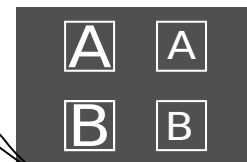


Trial begins with speaker facing away from screen



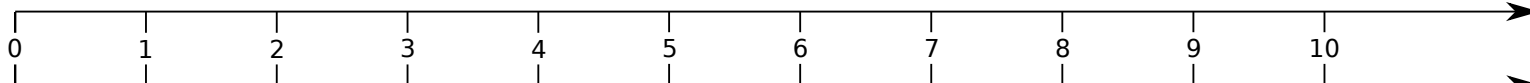
Symbol blinks red and then changes identity

"the large A"



Speaker hears target cue ("1"), faces screen, prepares description and delivers it following "go" signal

time (seconds)

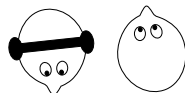
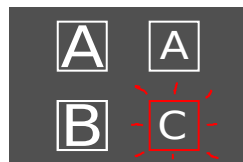
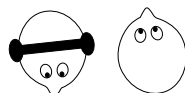
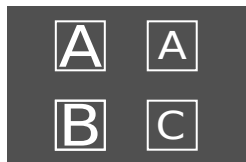
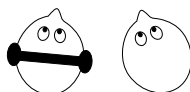
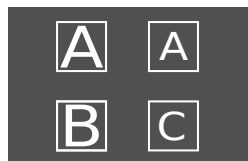


Speaker faces screen, hears target cue ("1"), prepares description

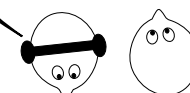
Speaker turns away from screen

Symbol blinks red and then changes identity

While still looking away, speaker waits for "go" signal, and then delivers description



"the large A"



↑ MISMATCHING PERSPECTIVES CONDITION ↑