

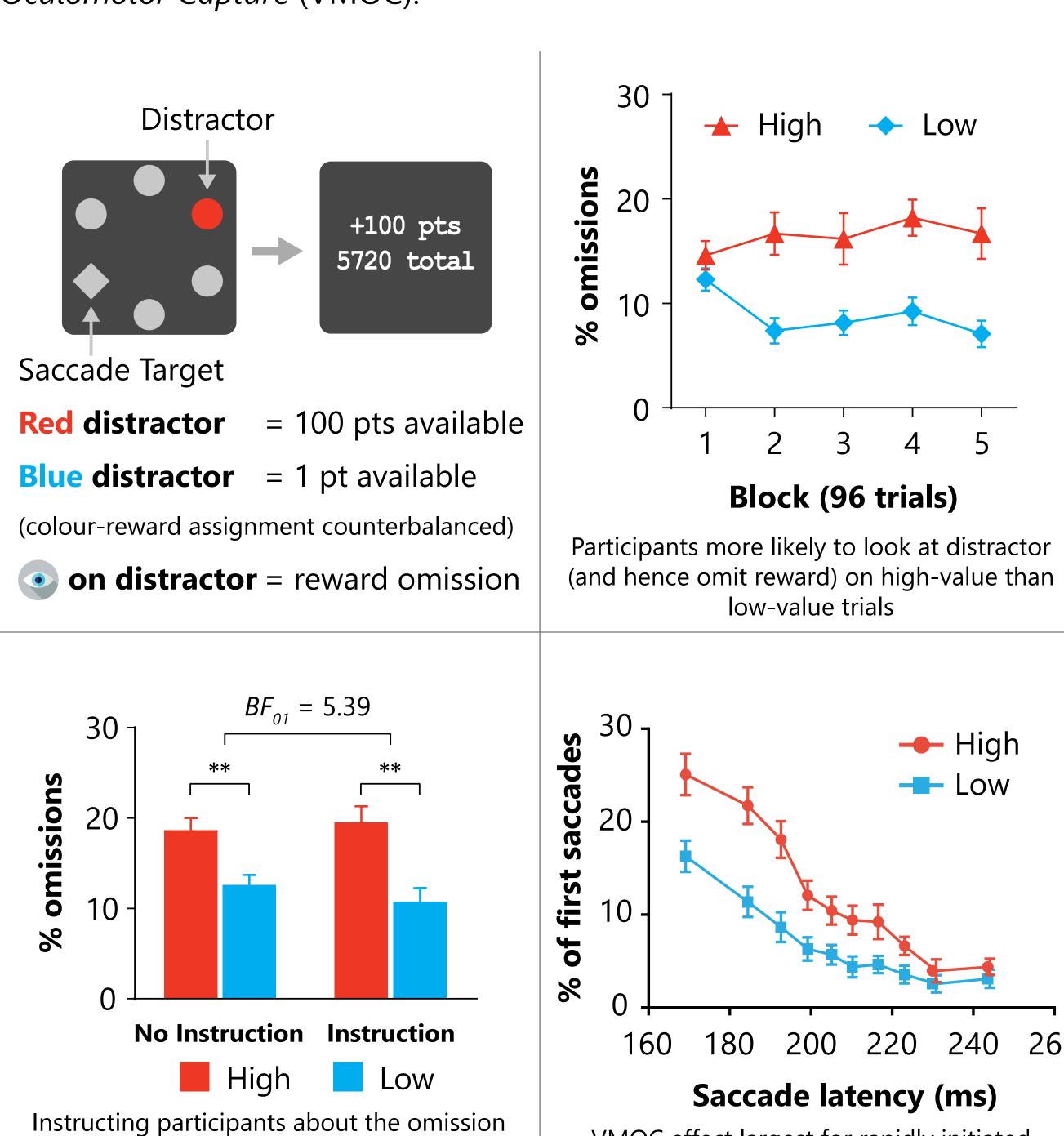
Looking to avoid looking: Evidence for limited goal-directed control over valuemodulated oculomotor capture

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Background:

Previous studies have shown that stimuli associated with high-value rewards capture eye-gaze more often than stimuli associated with lowvalue rewards, even when looking at the reward-associated stimuli is counterproductive (Fig 1, Failing et al., 2015; Le Pelley et al., 2015; Pearson et al., 2015, 2016). This effect has been labelled Value-Modulated Oculomotor Capture (VMOC).



These data suggest that we cannot prevent reward-related stimuli from capturing our gaze, even when there are negative consequences for capture.

contingency has no effect, suggesting that

VMOC cannot be reduced by goal-directed

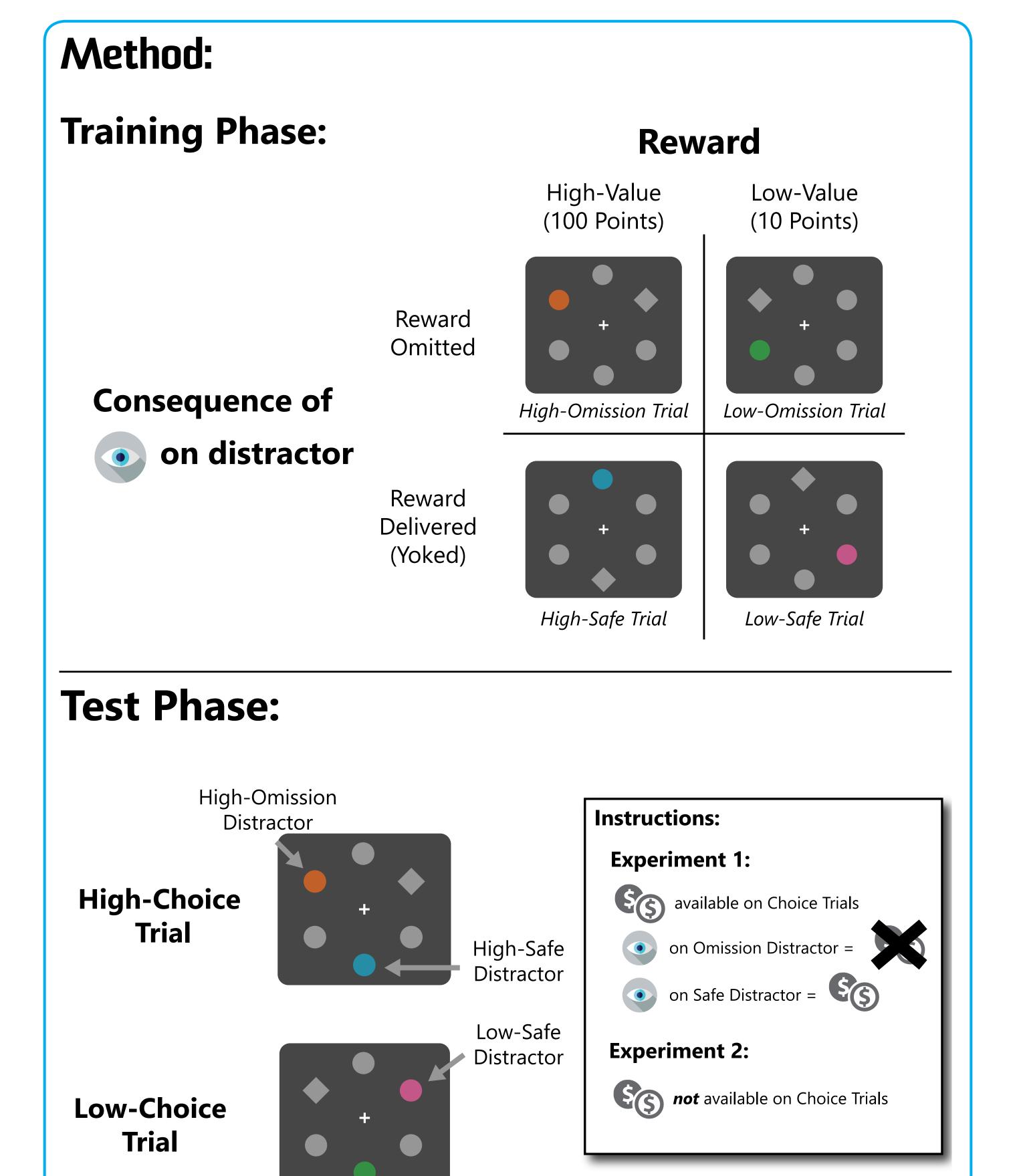
control

VMOC effect largest for rapidly initiated

saccades, suggesting that effect is low-level

and automatic

While we may be poor at preventing ourselves from *initiating* saccades to reward-related stimuli, it is possible that we can control the *direction* of those saccades once initiated. The current study investigated this question.

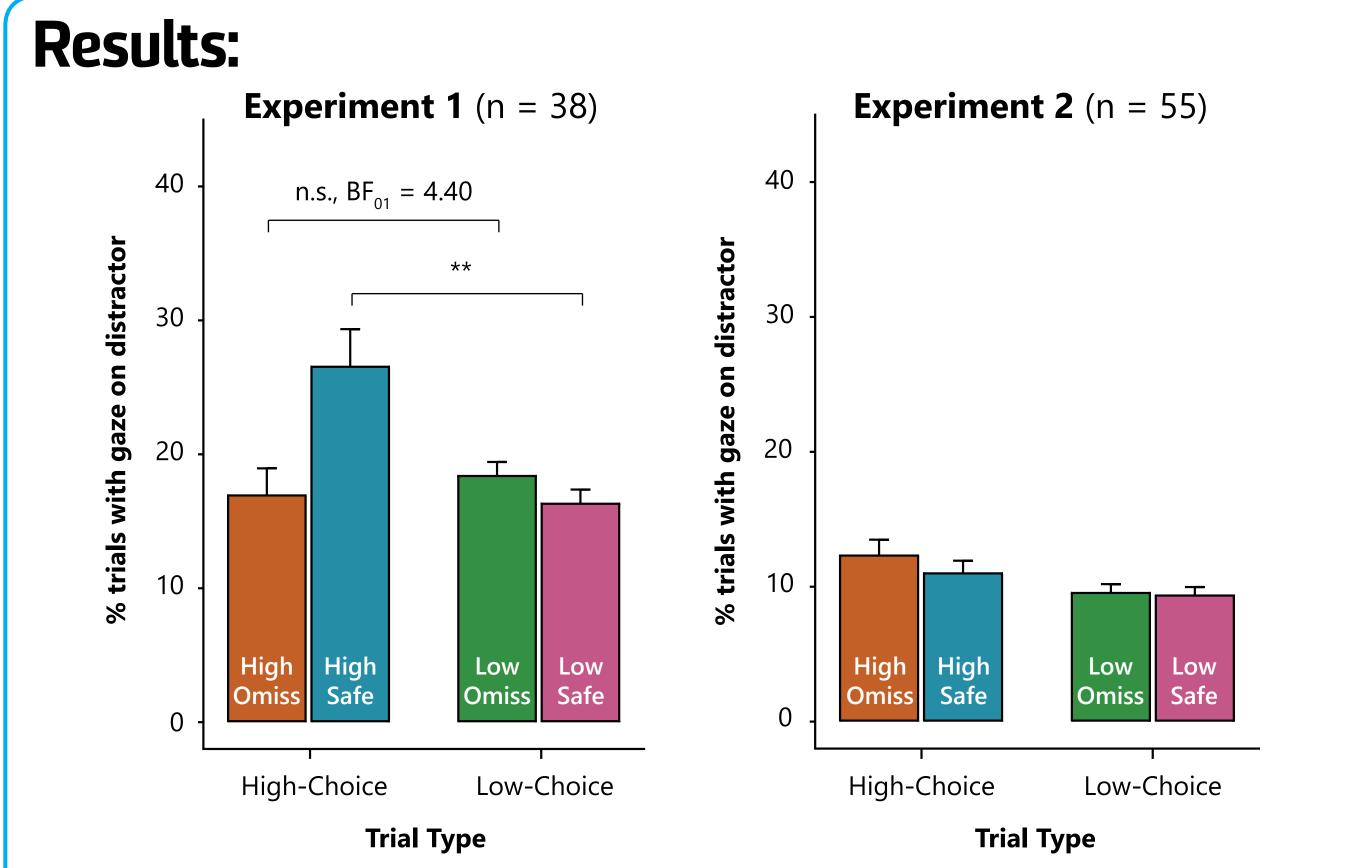


If eye-movements to distractors are determined purely by reward value, saccades will be *equally likely* to High-Omission and High-Safe Distractors on Choice Trials.

Low-Omission

Distractor

If participants can use **goal-directed processes** to exert control over their eye-movements to reward-related stimuli, they should direct *more* **saccades** to the High-Safe Distractor than the High-Omission Distractor.



• Participants were overall more likely to look at the distractors on High-Choice trials than Low-Choice trials across both experiments (i.e., they displayed a VMOC effect)

Main Effect Trial Type: F(1,54) = 17.1, p < .001

Trial Type × Value Interaction: F(1,54) = .31, p = .59

- Experiment 1 participants preferentially directed their gaze towards the High-Safe distractor rather than the High-Omission distractor on High-Choice trials.
- Experiment 2 when rewards removed, no preference for High-Safe distractor. Suggests that preference in Experiment 1 is due to goal-directed processees rather than automatic consequence of training with safe distractors.

Conclusions:

Main Effect Trial Type: F(1,37) = 14.4, p < .001

Trial Type × Value Interaction: F(1,37) = 6.60, p = .014

- Previous research suggests that associating a stimulus with reward increases the extent to which it captures attention and gaze, and that this effect is immune to goal-directed attentional control.
- This study challenges this idea, demonstrating that we do have limited control over the attentional bias for reward cues.
- While we may be unable to prevent ourselves from initiating saccades to reward-related stimuli, we can preferentially direct those saccades to a "safe" option, given the choice.

References:

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 Pearson, D., Osborn, R., Whitford, T. J., Failing, M., Theeuwes, J., & Le Pelley, M. E. (2016). Value-modulated oculomotor capture by task-irrelevant stimuli is a consequence of early competition on the saccade map. *Attention, Perception, & Psychophysics, 78*, 2226-2240.