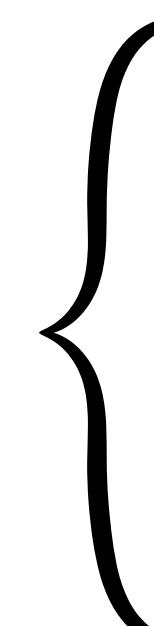


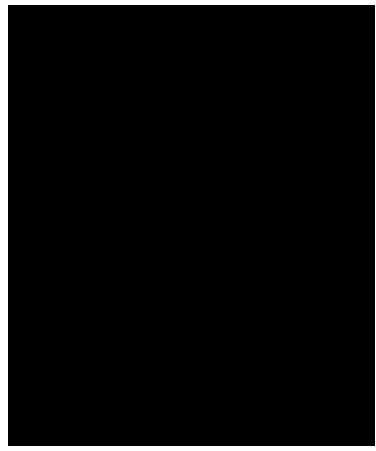
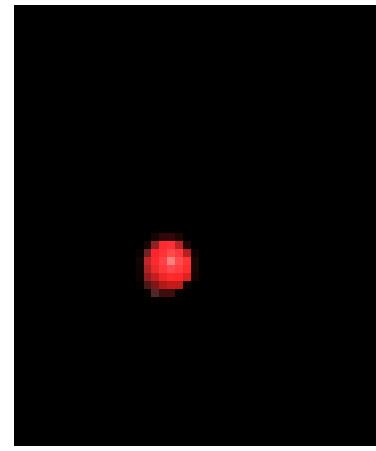
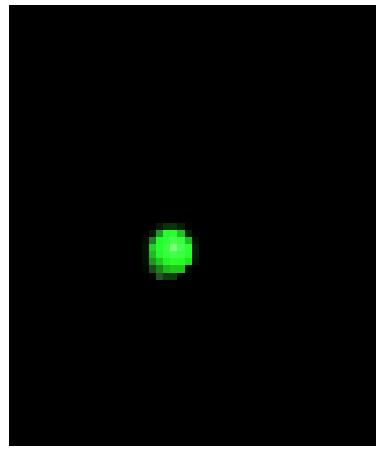
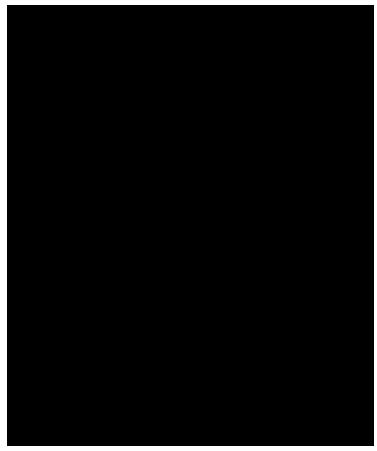
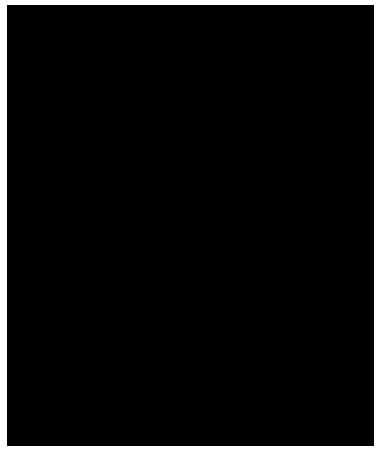
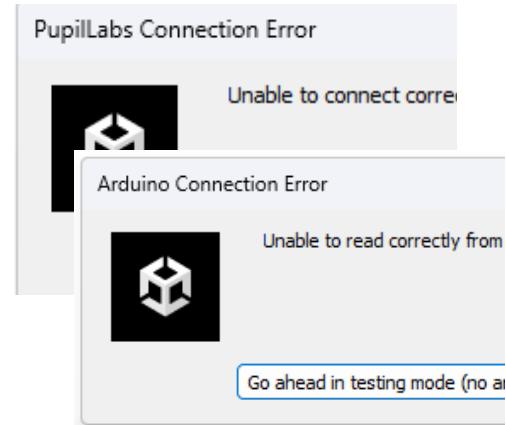
VR TASKS

VR TASKS:

- Fixation Task
 - Trial Structure tasks
- 
- Free choice
 - Given target
 - Many obstacles
 - Many obstacles - eat all

Fixation Task

Fixation



Pre-trial

-2

Intertrials

-1

Baseline

0

FREE

1

DELAY

2

RT

3

Reward/
Error

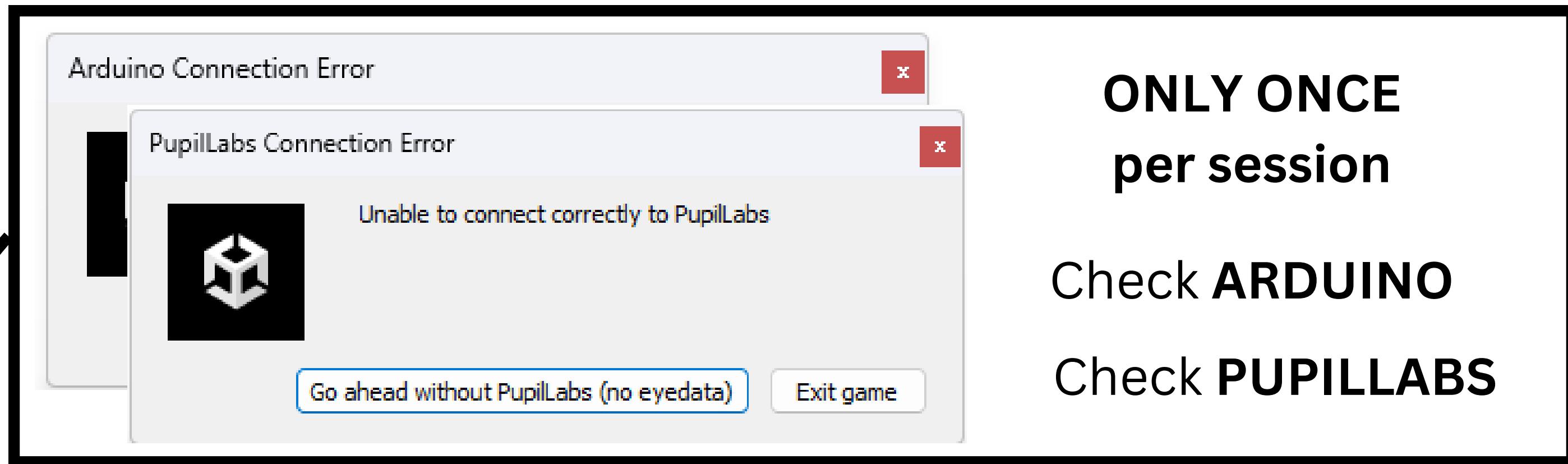
+/- 99

Fixation



States sequence - single trial

Fixation - Pretrial



-2

-1

0

1

2

3

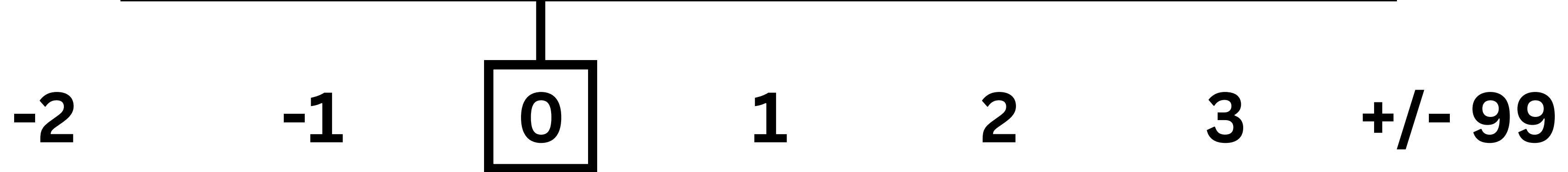
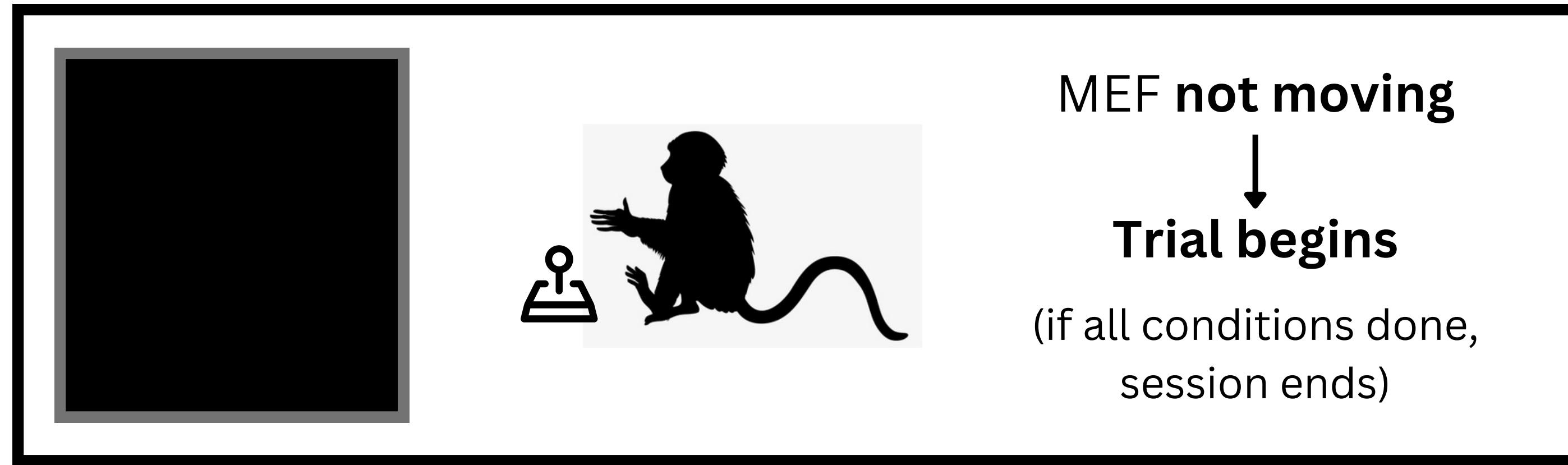
+/- 99

States sequence - single trial

Fixation - Intertrial

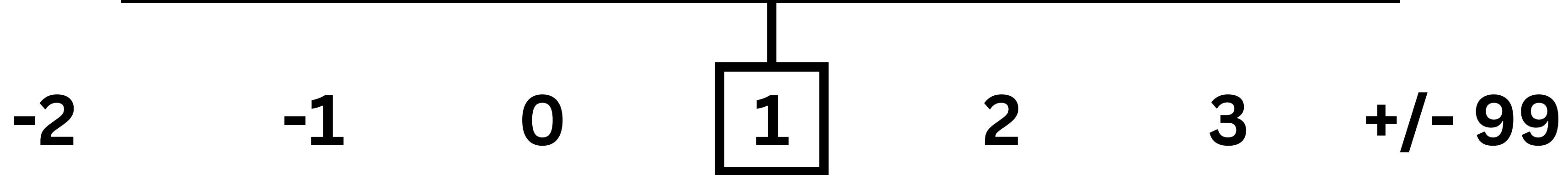
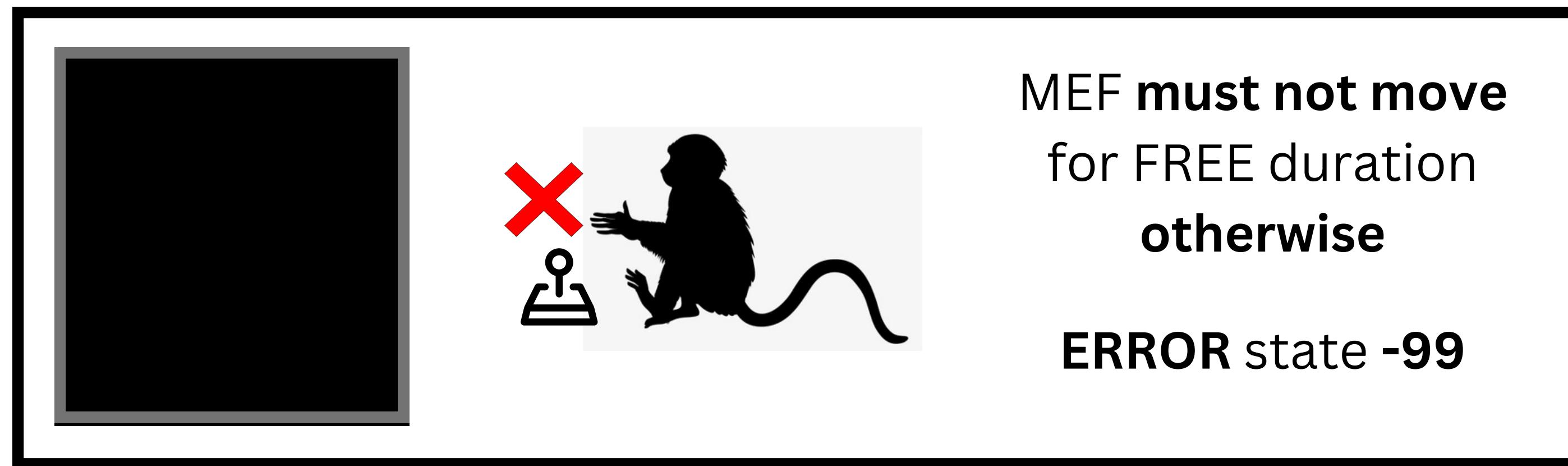


Fixation - Baseline



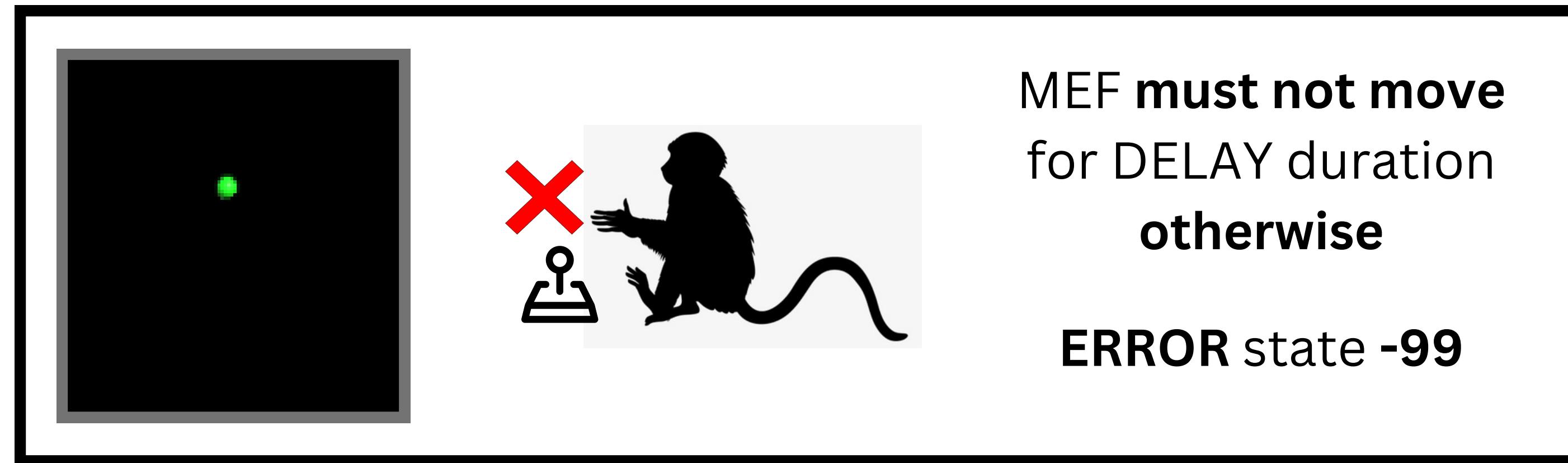
States sequence - single trial

Fixation - Free



States sequence - single trial

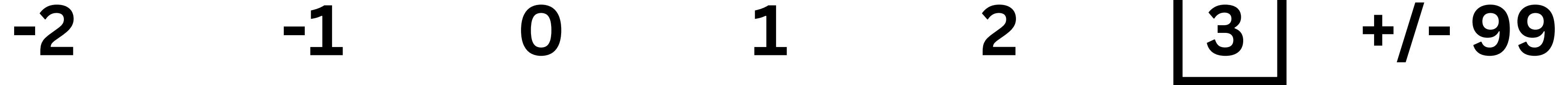
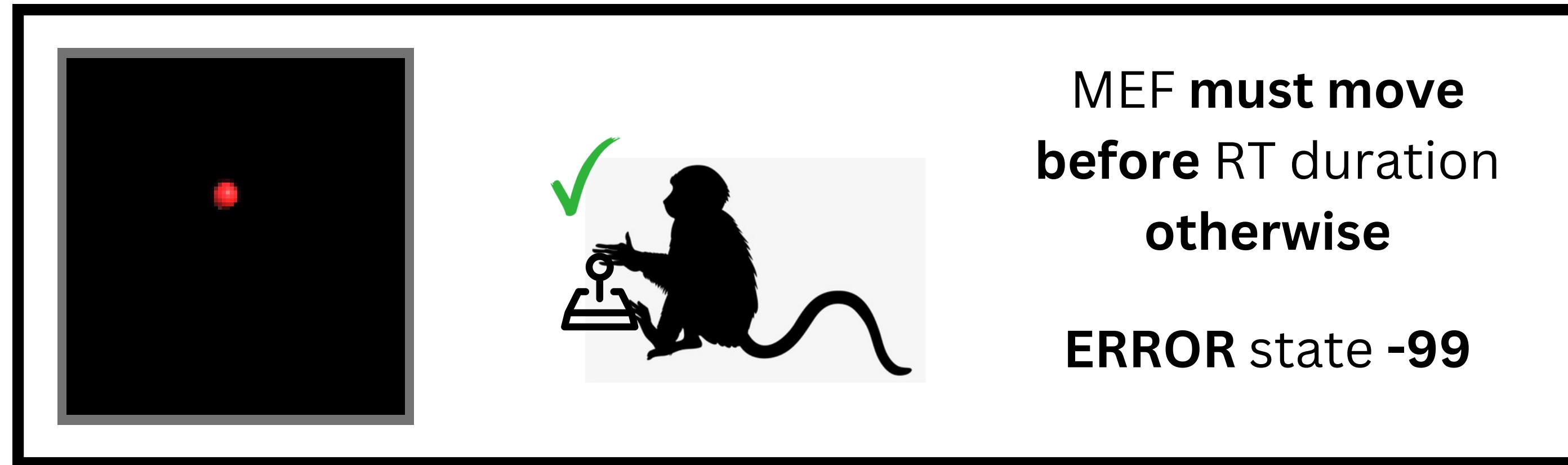
Fixation - Delay



-2 -1 0 1 2 3 +/- 99

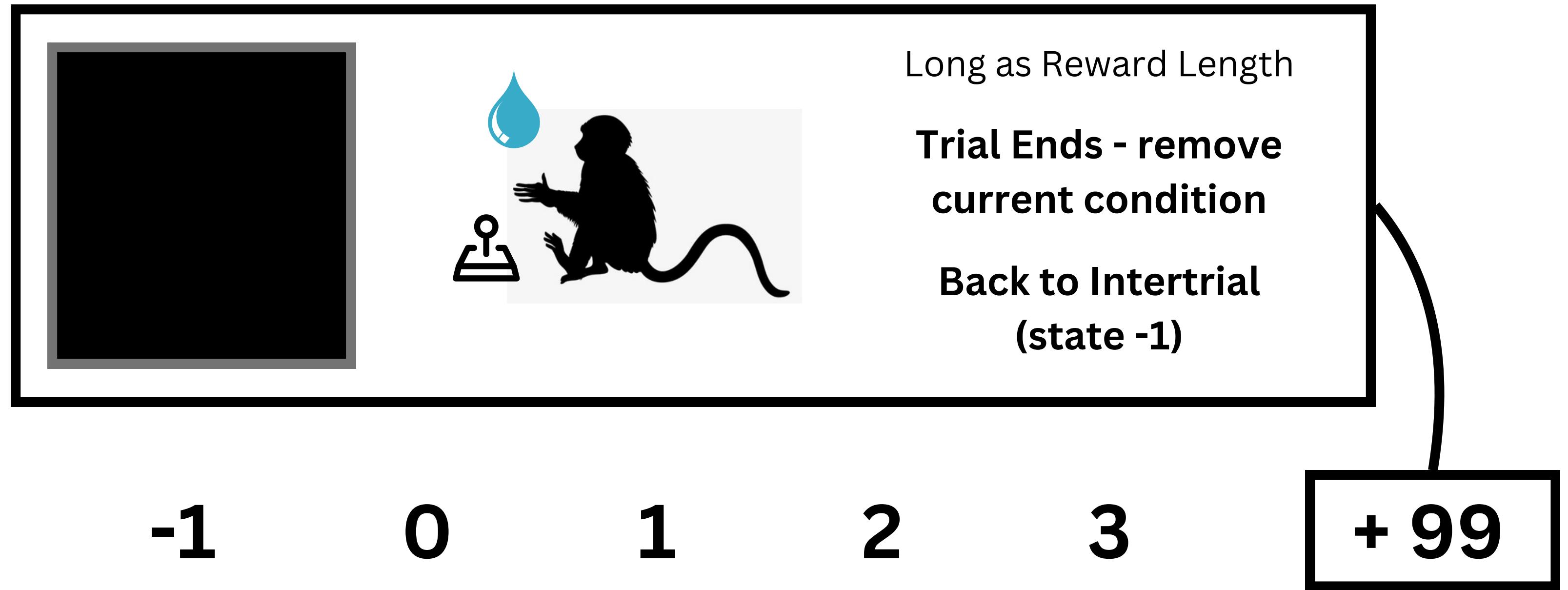
States sequence - single trial

Fixation - Reaction time (RT)



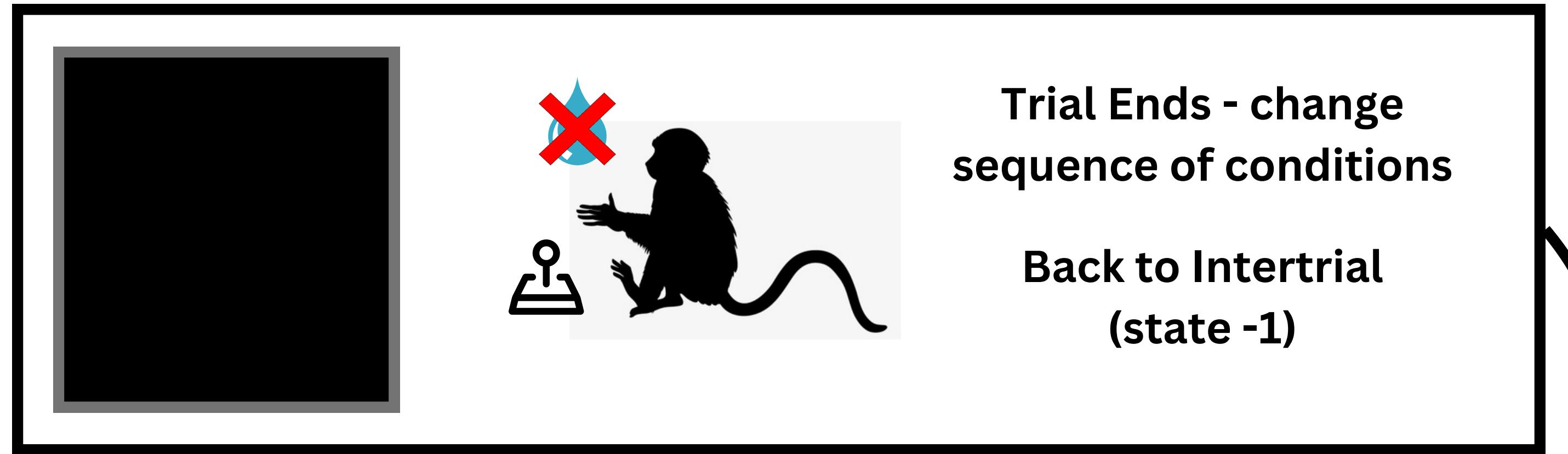
States sequence - single trial

Fixation - Reward



States sequence - single trial

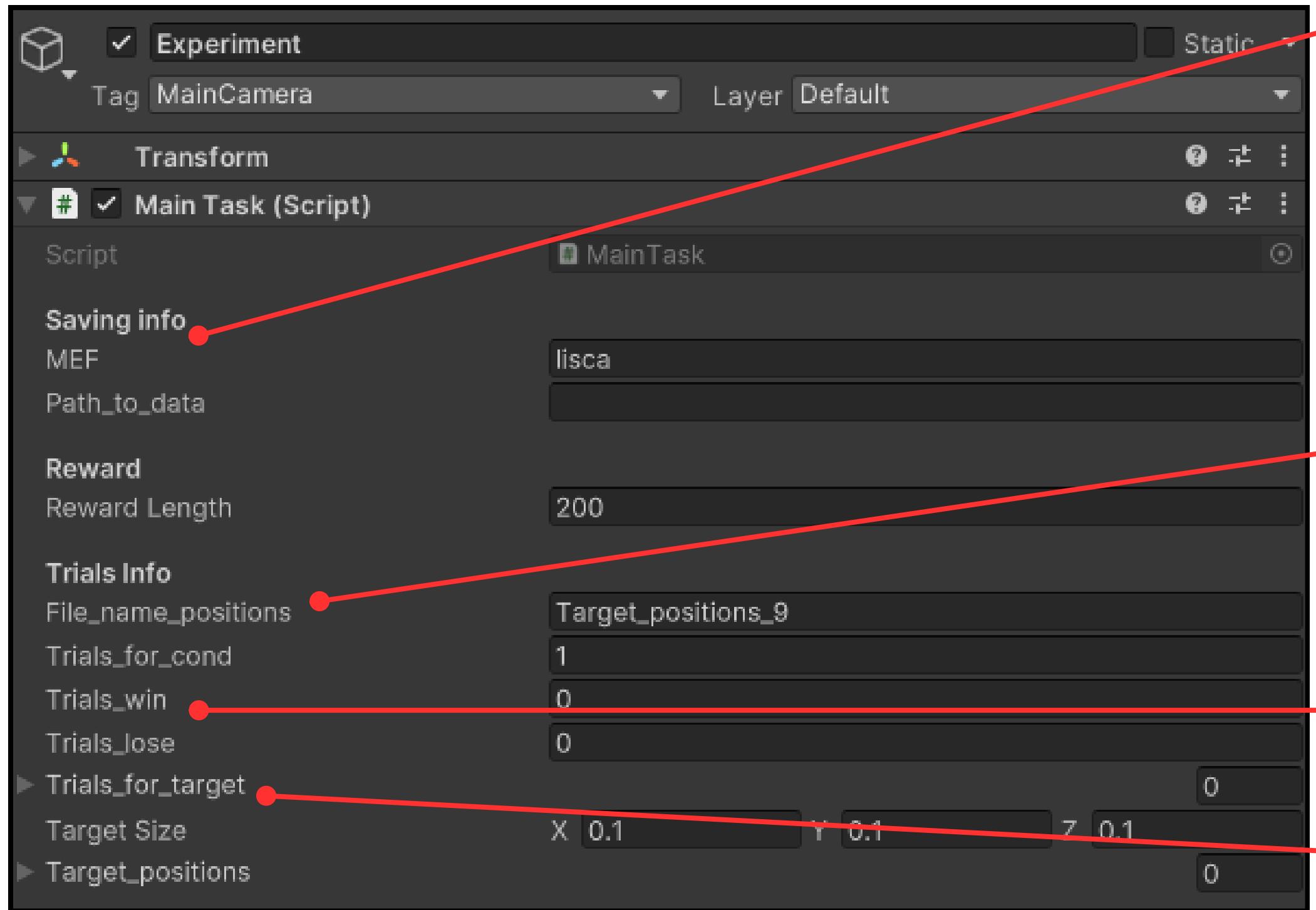
Fixation - Error



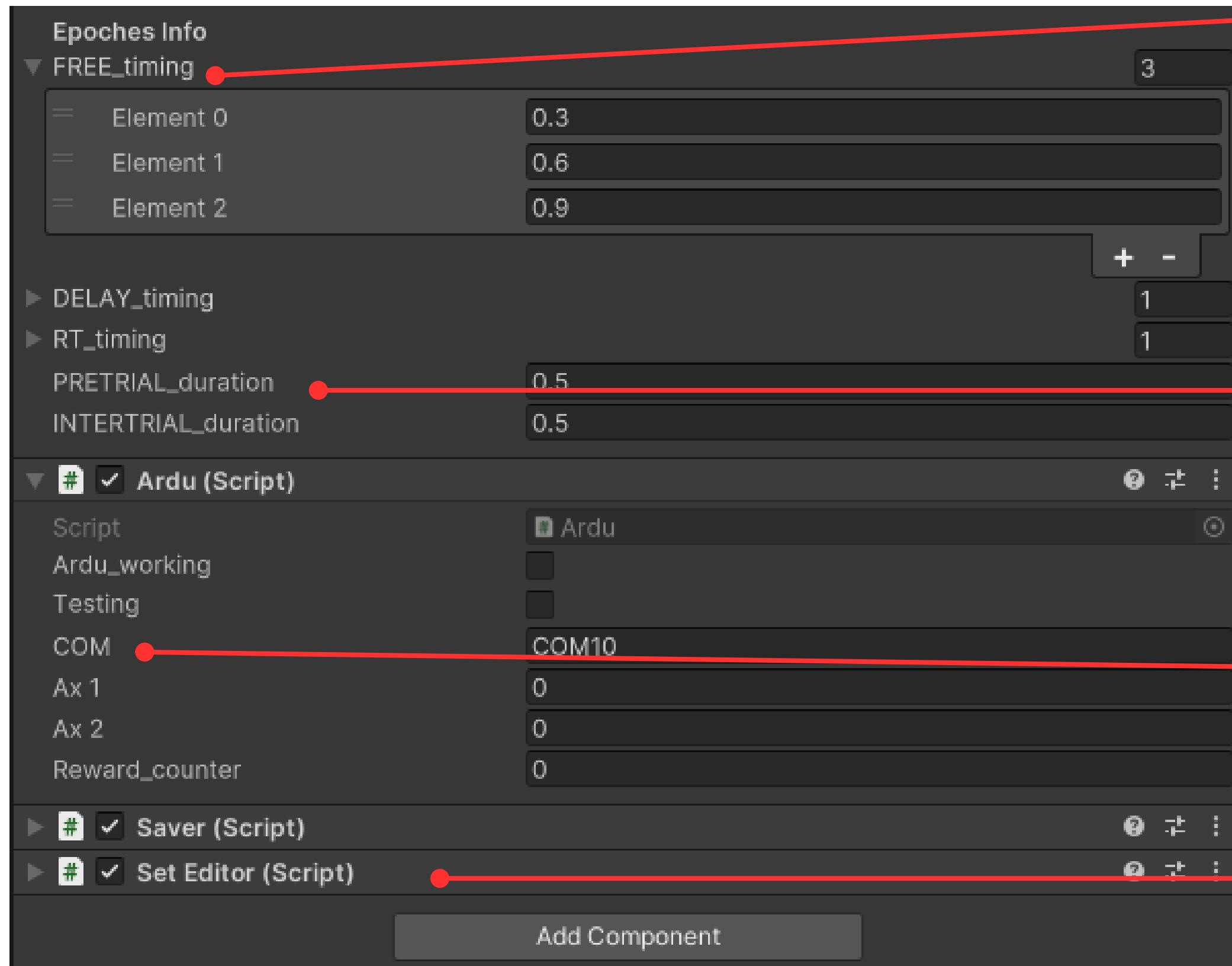
-2 -1 0 1 2 3

States sequence - single trial

Fixation - Set up



Fixation - Set up



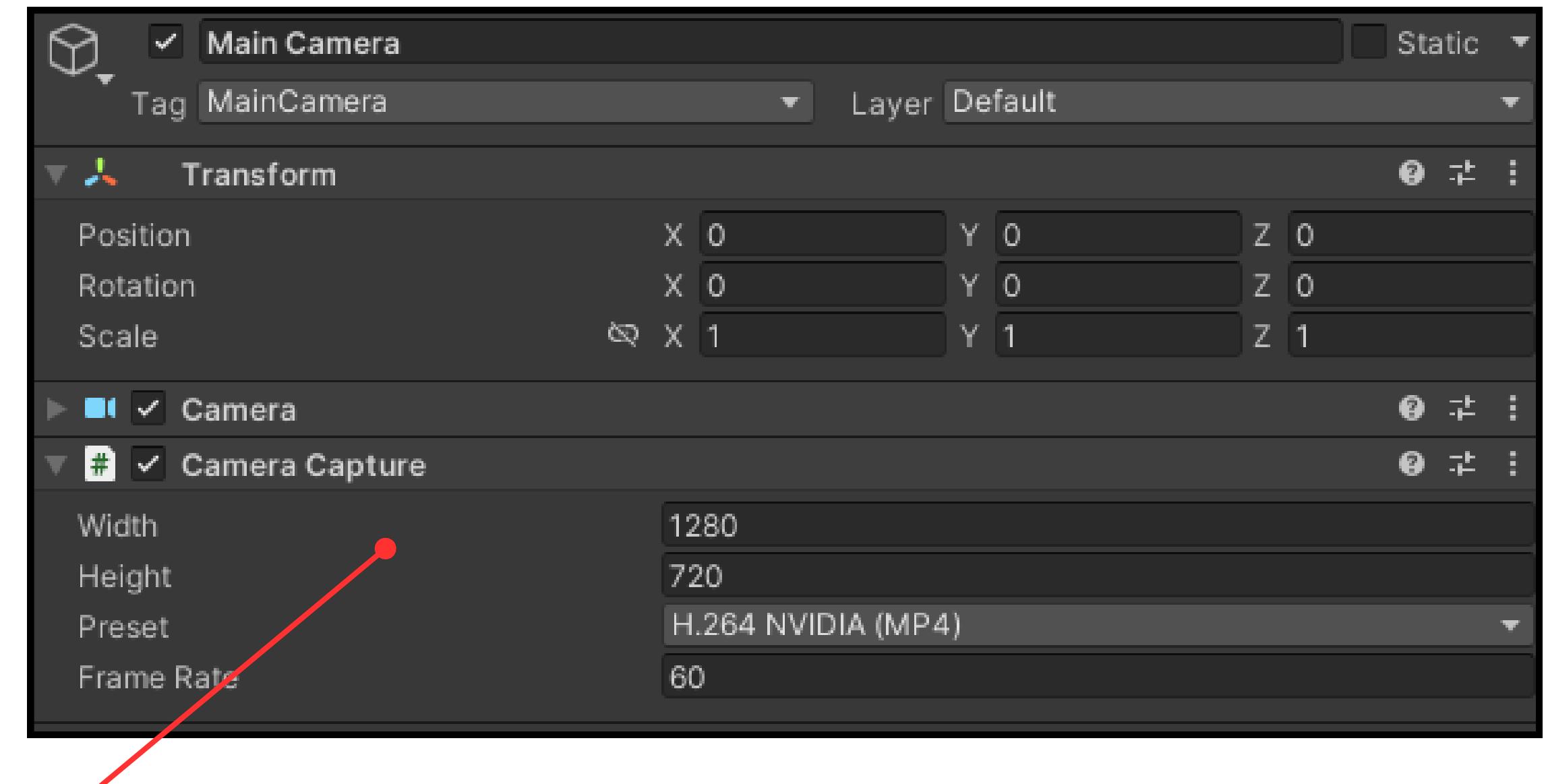
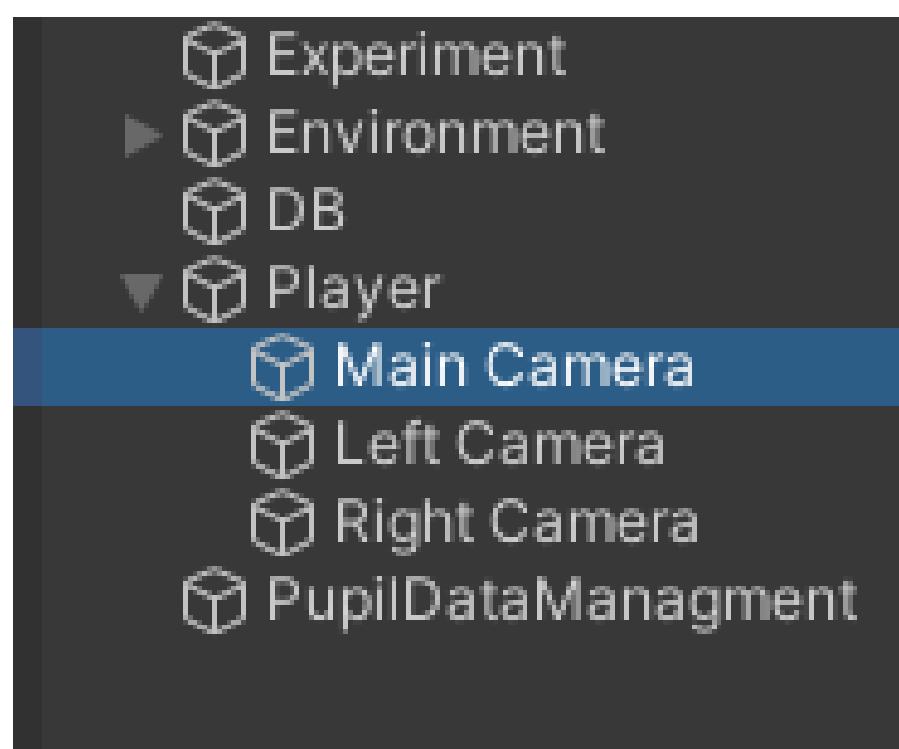
Add/remove epoch
timings as desired

Set duration of state -2
pretrial and state -1
intertrial

Set the right port for
Arduino

Sets screen to 16:9

Cameras - Set up



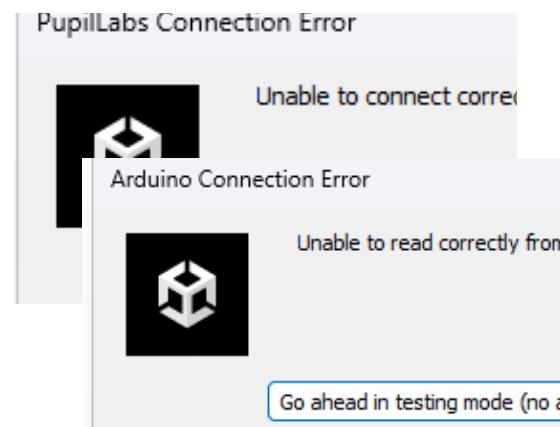
Videos and relative timestamps saved in /PATH/VIDEOS

<https://github.com/keijiro/FFmpegOut/blob/master/README.md>

Trial Structure Task

Given Target

TS Given Target



Pre-trial

Intertrials

Baseline

FREE

DELAY

1° RT

-2

-1

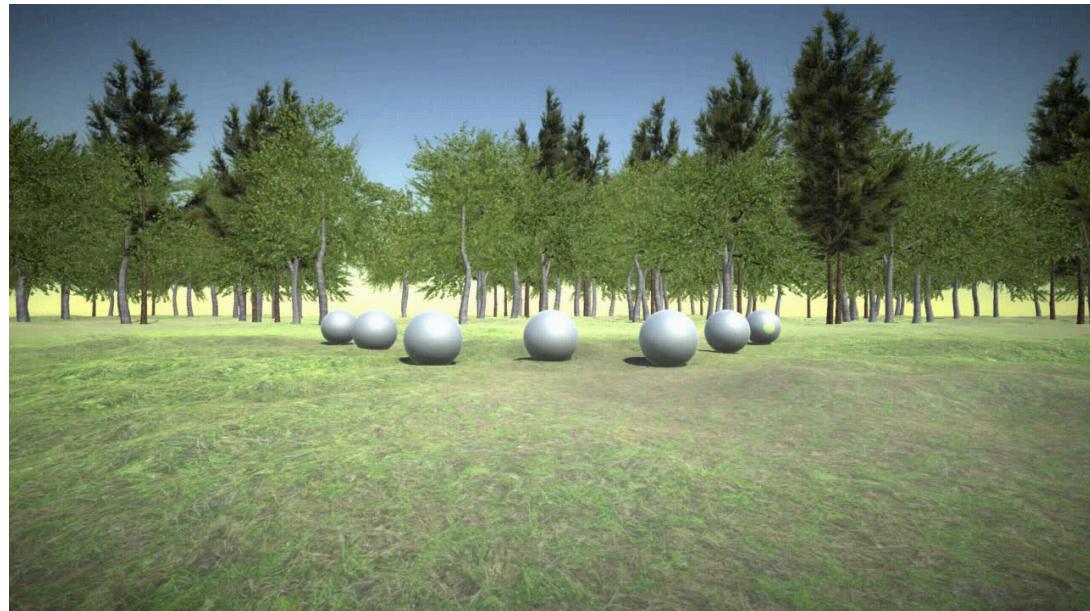
0

1

2

3

TS Given Target



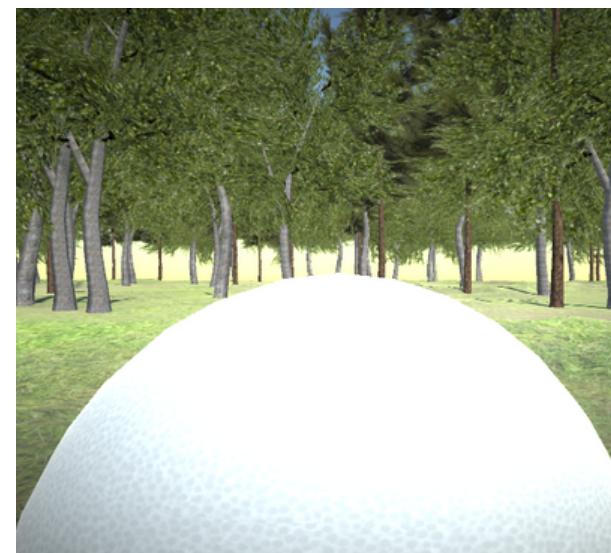
MOVEMENT

4



2° RT

5

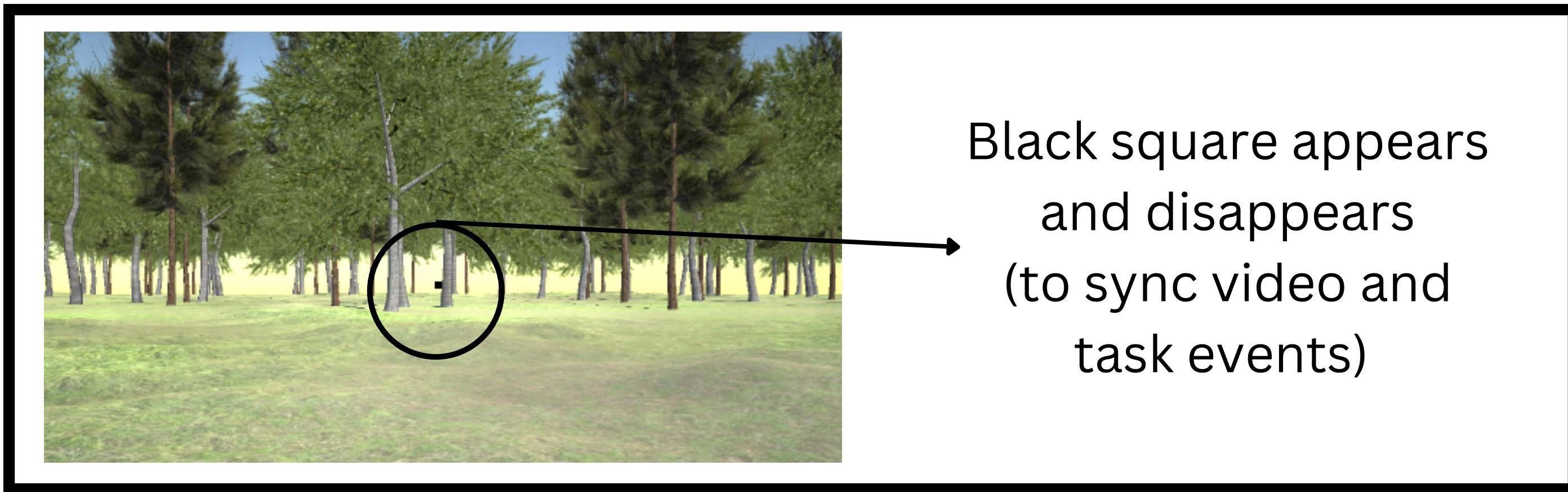


Reward / Error

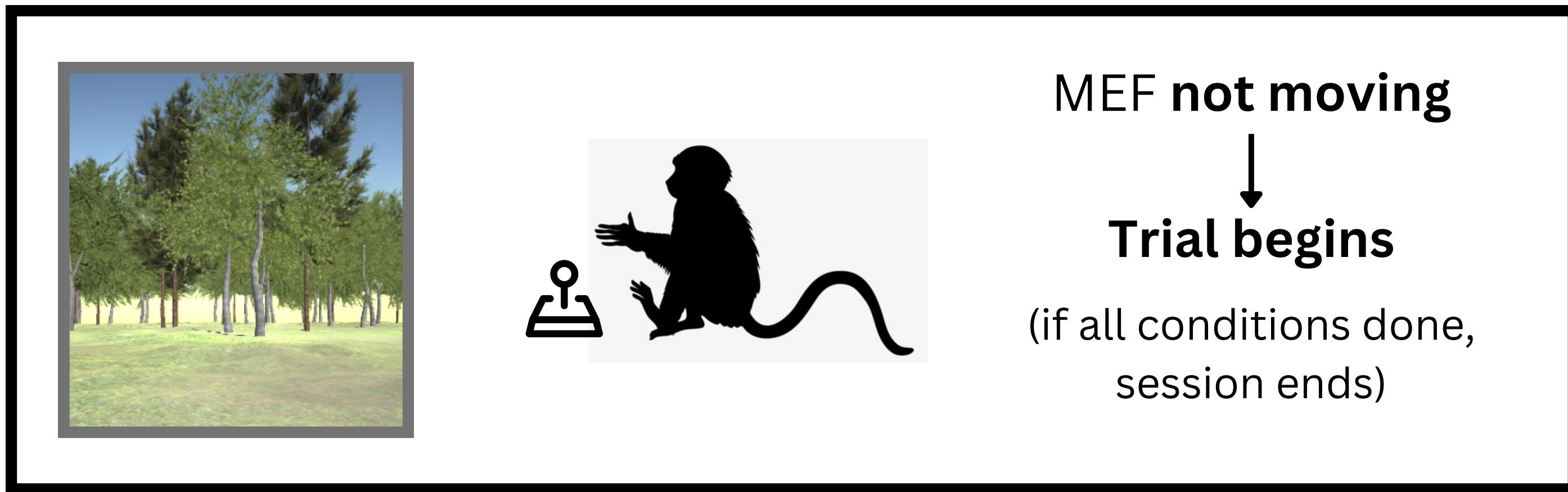
+/- 99



TS Given Target - Intertrial



TS Given Target - Baseline



-2

-1

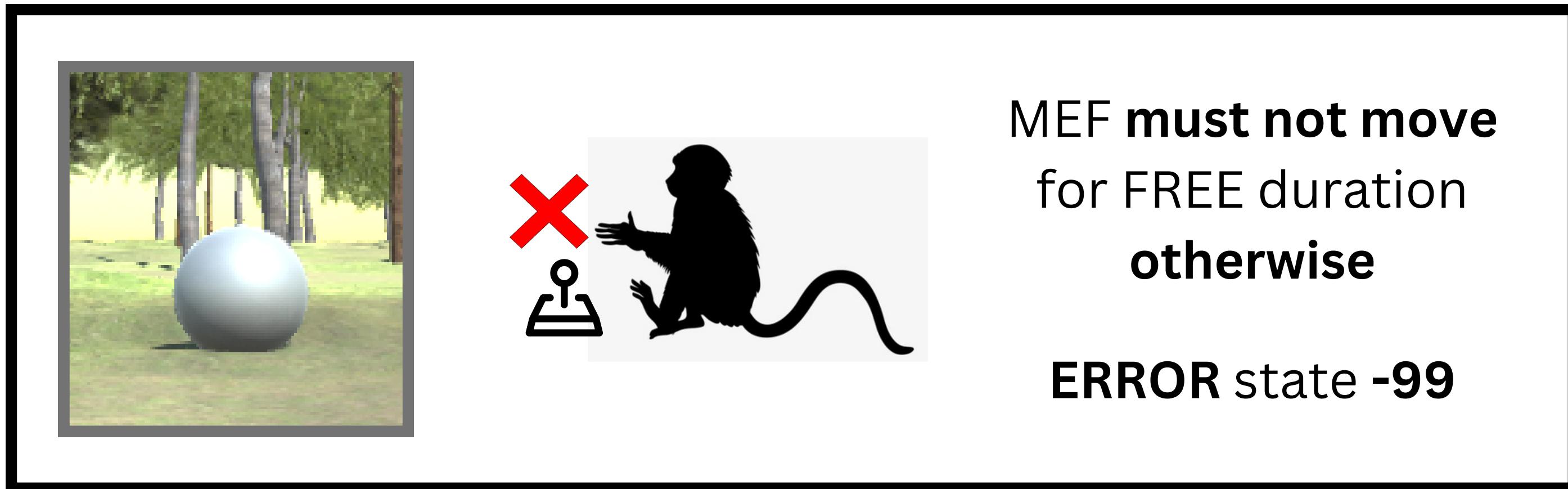
0

1

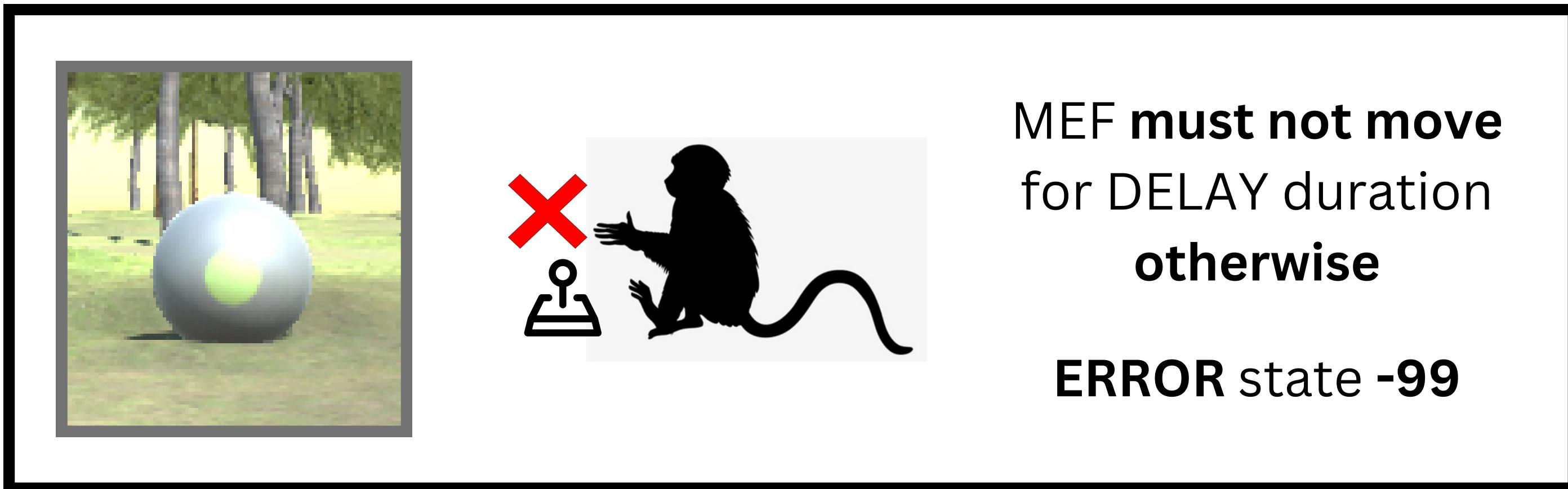
2

3

TS Given Target - Free



TS Given Target - Delay



-2

-1

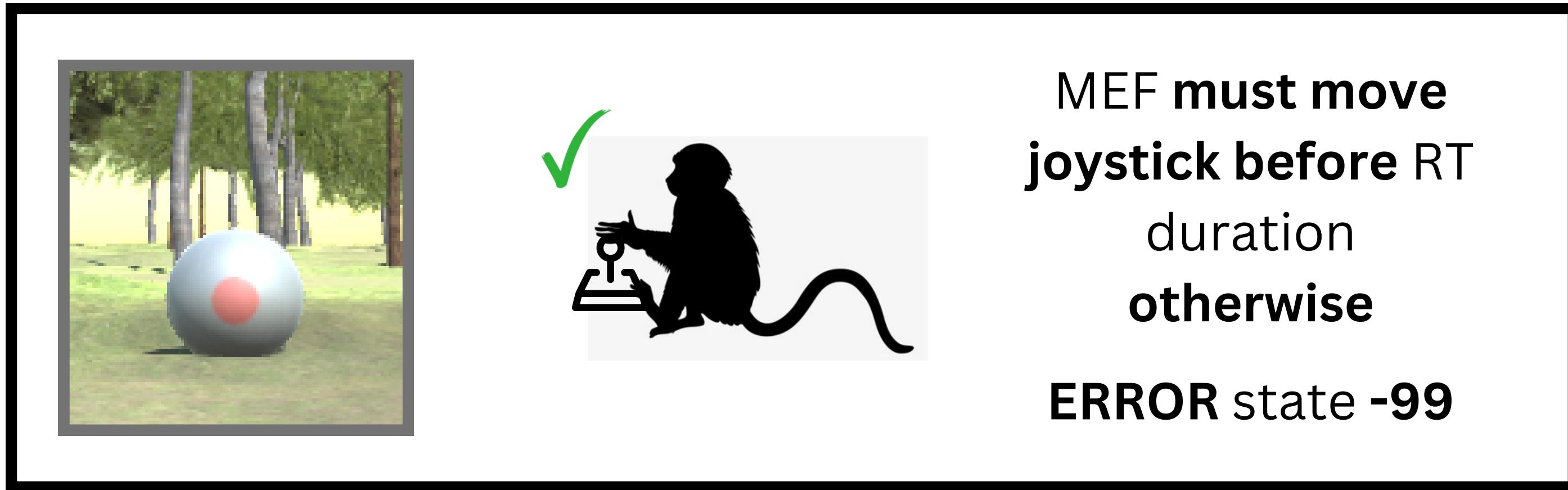
0

1

2

3

TS Given Target - 1° RT



-2

-1

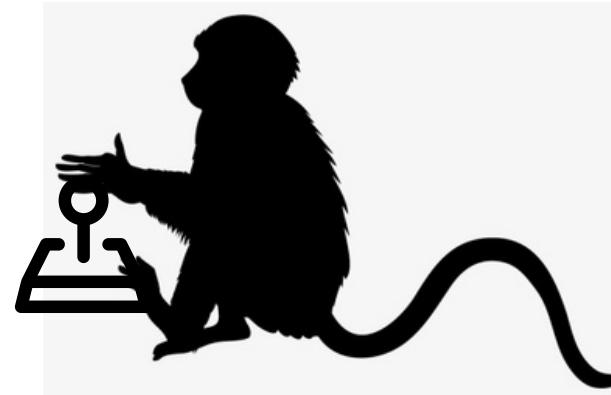
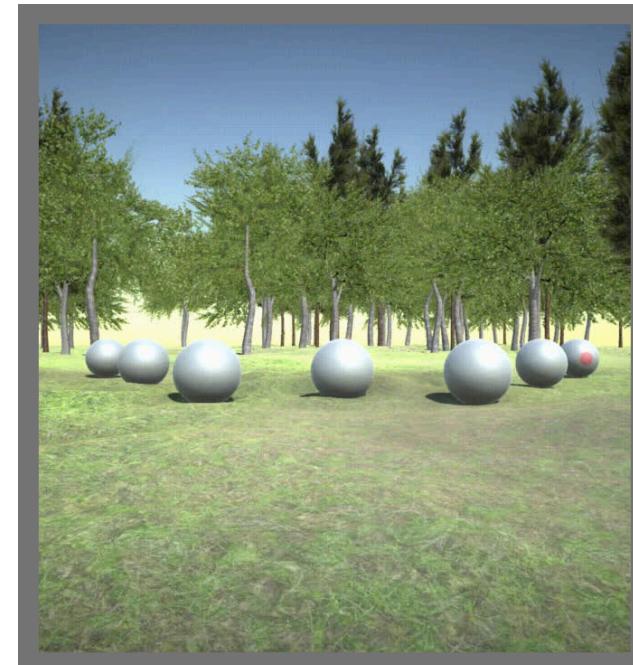
0

1

2

3

TS Given Target - Movement



**MEF must touch
the target before
movement state ends
otherwise**

ERROR state -99

4

5

+/- 99

TS Given Target - 2° RT

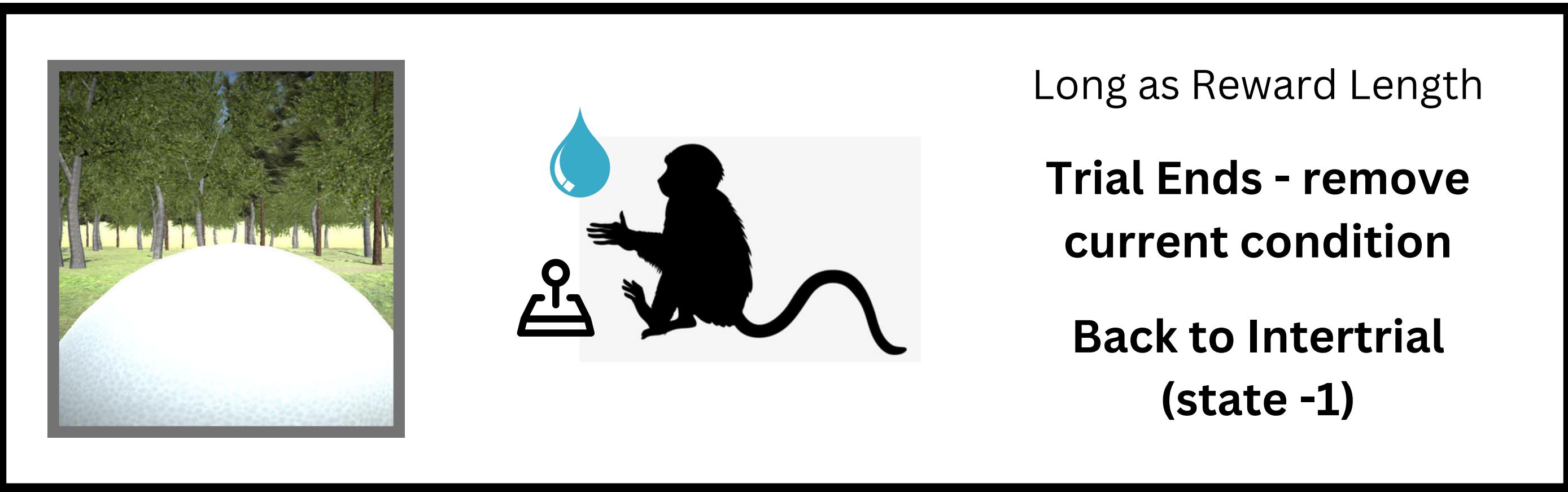


4

5

+/- 99

TS Given Target - Reward

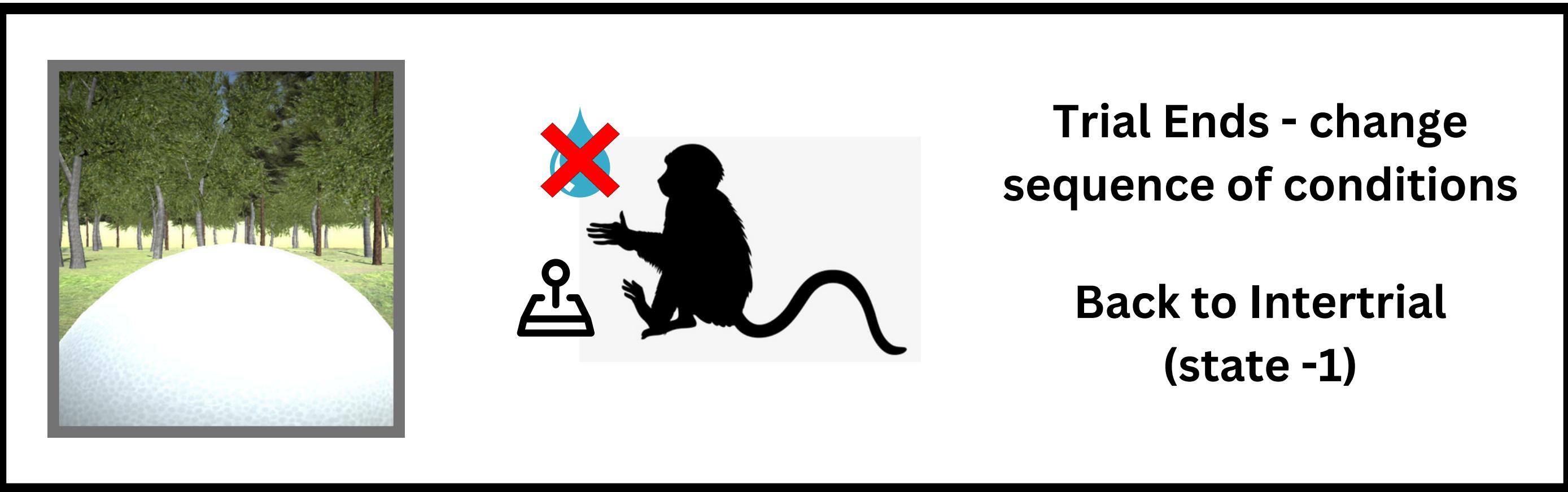


4

5

+ 99

TS Given Target - Error



Trial Ends - change
sequence of conditions

Back to Intertrial
(state -1)

4

5

- 99