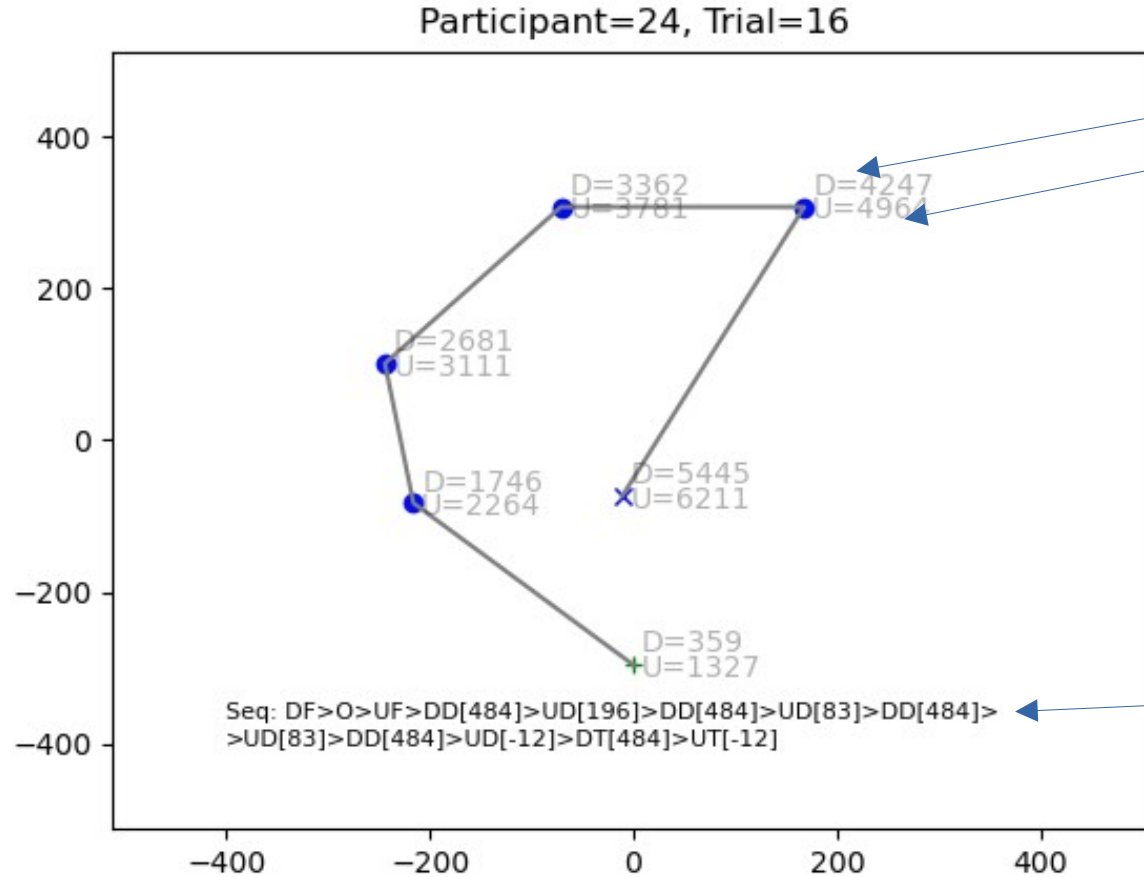


## Explanation of the visualization (this is a healthy trial):



Timestamp down

Timestamp Up

+: "Fixation cross"

x: Target

•: Distractor

Easy: red

Difficult: blue

Selection sequence:

DF/UF: Down/up on fixation

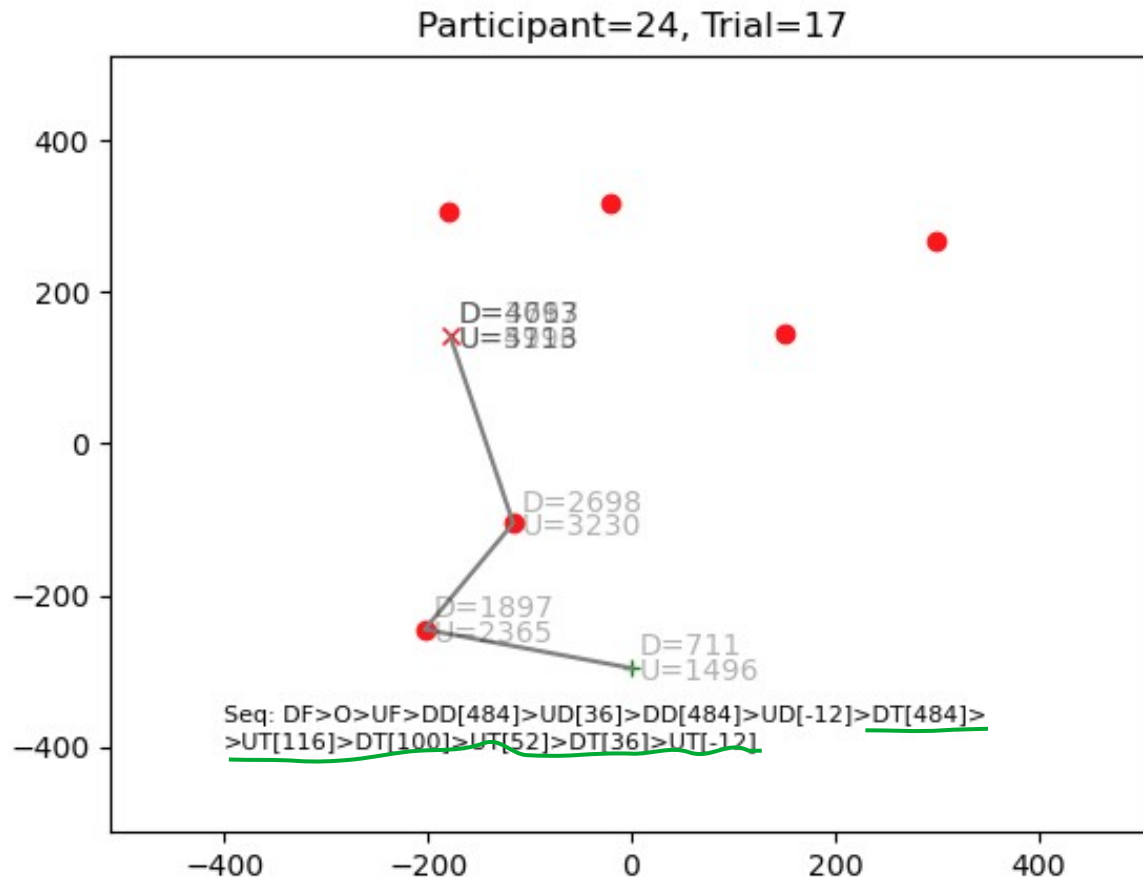
O: Display onset

DD/UD: Down/up on distractor

DT/UT: Down/up on target

Brackets: [remaining view time]

## Exemplary “strange” selection patterns:



**Pattern:** Target is repeatedly uncovered.

**Potential reason:** Participants aiming for the ring?

**Problematic?**  
Not really

**Action:**  
None

[illegible]

“Down on distractor” before  
“up on fixation”

## Problematic?

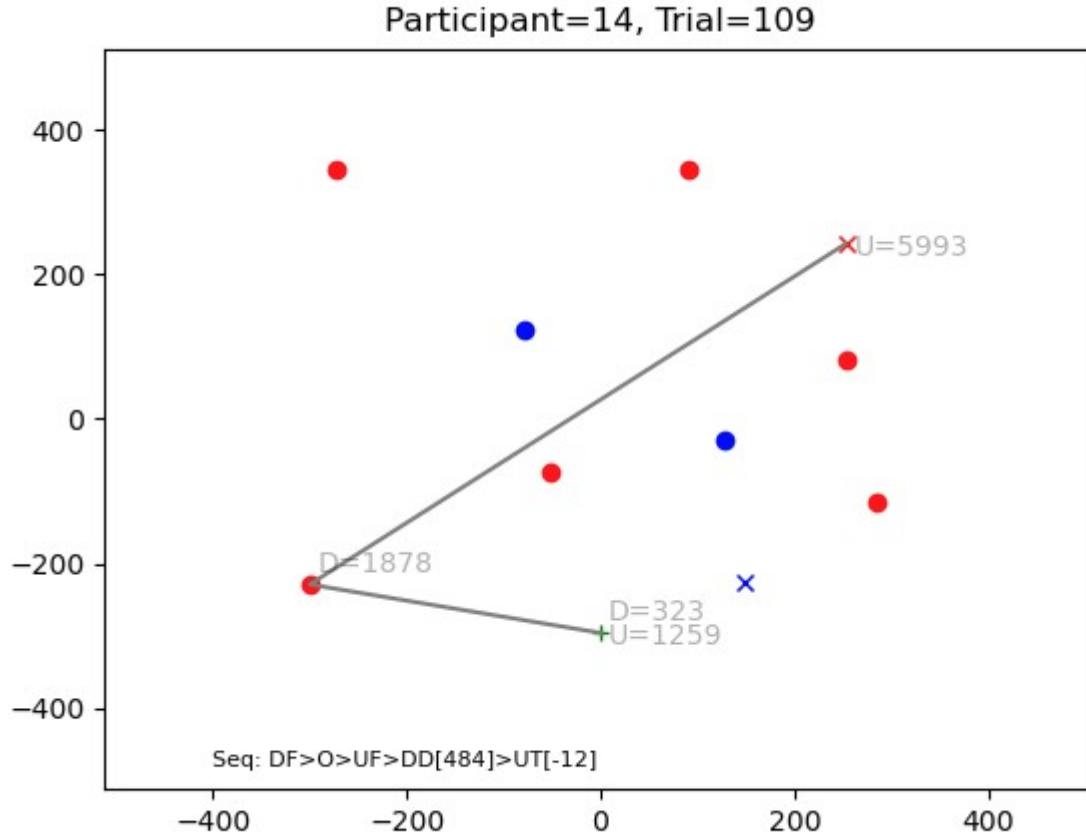
## Action:

**Problem name:**

Pen dragging [trial start]

There is a lot of trying to open elements whose viewing time is already used up

## Exemplary “strange” selection patterns:



### Pattern:

Not every visited element  
Has up and down events

**Potential reason:** Participant  
dragged the pen

### Problematic?

Messes up saccade times

### Action:

Remove trial

### Problem name:

Pen dragging [during trial]

There were probably more elements uncovered by pen dragging! Note the long time between first and last selections

## Exemplary “strange” selection patterns:

I think I saw this once, but can't find it now. Must be extremely rare. Will filter for it.

### **Pattern:**

Target was not visited before the response

### **Potential reasons:**

- \* It was uncovered by pen dragging
- \* participant randomly guessed

### **Problematic?**

probably

### **Action:**

Remove trial

### **Problem name:**

Target not visited