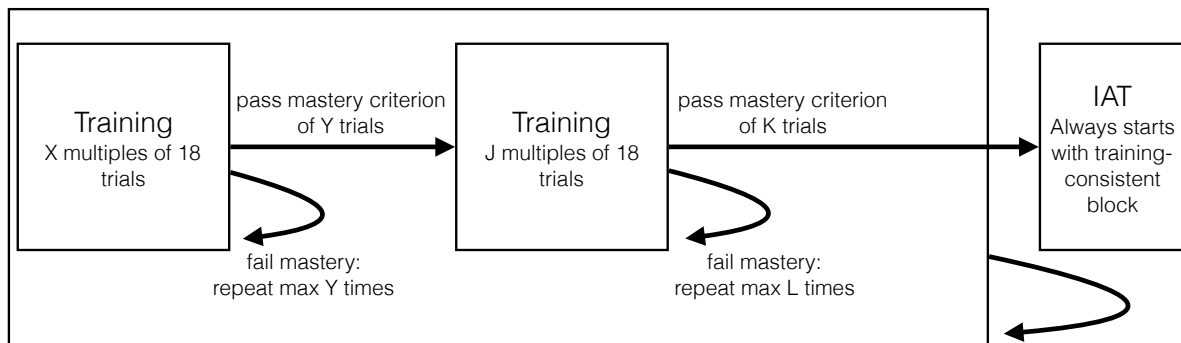


3X3 MTS parameters



Needed:

X - determines block length for training

Y - mastery criterion for training

Z - max repeats of training

J - determines block length for testing

K - mastery criterion for testing

L - max repeats of testing

Q - max repeats/recycles of training and testing

1. Training

- One-to-many MTS
- Trains three three-member classes: A1-B1-C1, A2-B2-C2, and A3-B3-C3.
 - Default exemplars taken from Leader & Barnes-Holmes (2001): CUG, ZID, VEK, YIM, PAF, ROG, MAU, JOM, and DAX.
- Blocks of X multiples of 18 stimuli.
 - Each multiple contains all 18 trials required to present A1 with B1 and C1, A2 with B2 and C2, and A3 with B3 and C3; and with each of the correct stimuli being shown in all positions (left, middle, and right). The location of the incorrect comparison stimuli is randomised on each trial.
- Mastery criterion is Y trials in a block.
- Max of Z opportunities to repeat the block.

2. Testing for equivalence relations

- One-to-three MTS
- Assesses three two-member classes: C1-B1, C2-B2, C3-B3, B1-C1, B2-C2, and B3-C3.
- Blocks of 3 multiples of 18 stimuli.
 - Each multiple contains all combinations required to present each trial type with each to present all trial types, and with each of the correct stimuli being shown in all positions (left, right and middle). The location of the incorrect comparison stimuli is randomised on each trial.
- Mastery criterion is 8 trials in a block.
- Max of 3 opportunities to repeat the block.

3. Recycling between training and testing

- If a participant fails the training or testing block the maximum number of times, immediately after that block is finished the participant is recycled back to the start of the *training* blocks. They can complete a run of training+testing blocks a maximum of 3 number of times. That is, if $Q = 1$ then they will not be recycled back to training after reaching max training/testing repeats.

4. Parameters common to both training and testing

- 0.5 second inter trial interval
- 0.5 second stimulus onset asynchrony (sample stimulus first, 2 target stimuli after 0.5 seconds).
- 1 second feedback: "Correct" in green for right answers, "Wrong" in red for wrong answers [training only – no feedback in equivalence testing]
- Instructions:

Start of task:

"In this task you will learn about nonsense words.

Each trial will present one word at the top of the screen, and two words at the bottom.

You must press the left and right arrow keys to choose between the left or right words presented at the bottom of the screen.

Press the spacebar to continue."

Before each training block:

"Learn to respond to the words based on the feedback presented.

Use the left and right arrow keys.

Press the spacebar to continue."

Before each testing block:

"Good!

Now respond based on what you have previously learned.

Use the left and right arrow keys.

Press the spacebar to continue."