



Figure 3. A task that was used on the Mymou system
A, Subjects were taught a network of 16 stimuli arranged in a 4x4 grid, with each stimulus being associated with its neighbours. From this network 68 unique paths of distance two were present. For example starting at the green highlighted stimulus and ending at the blue highlighted stimulus. **B**, Schematic of the task that was used to teach the associative network shown in A. When a trial is initiated a goal location and four possible options to choose from are presented (choice 1). Upon making a choice animations then provide intuitive, engaging feedback to the subject. In total two correct choices were needed to receive a reward. Getting either choice wrong results in termination of the trial and a timeout of 1 - 3 seconds.