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Decision Making - Planning under navigation

You have been invited to participate in an experiment in the Perceptual Decision Laboratory in the Department of Experimental Psychology of the University of Oxford. Your involvement in this project is completely voluntary.

What does the study involve?

In this study, you will be asked to make decisions about planning under navigation. The task will be performed on a computer with a mouse for you to make responses. An eye-tracker will record your gaze position in the screen. The whole session should last no more than one hour.

The task

In this experiment, you will have to navigate through a subway network to find your way to a destination station. On your way, there will be several points at which you can choose which line to take. Each line is different. Some lines are faster than others. Your task is to <u>reach the goal</u> on time. A time-bar will illustrate the remaining time and how much time you have already spent.

To reach the goal on time, you will need to find which lines will get you to your destination in the least time. We want you to <u>complete all the journeys in the</u> shortest amount of time.

If you spend too much time for a particular journey the journey will be cancelled and you will start directly from the next one.

You will have to learn about different maps. In the very first one you will can train yourself. You will have some consecutive journeys to learn about the different lines for each map.

After these journeys, you will be asked about the speed of the lines. To do this, you need to remember the speed of each line.

Once this is done, the whole map will change, including the speed of the lines. This means you will need to learn about the lines all over again!

Your position will be represented as a blinking circle. An arrow will show the direction of the subway line in which you are. The destination station will appear as a flag. To move along a line, use the mouse to click on the grey circles that will appear. You can only move to these points.

Please remember that you are free to withdraw from the experiment at any time with no explanation. Should you wish to contact anyone after you have taken part, please contact neuronoodle@gmail.com