**feedback\_color**

[1] "Made the square move up or down faster or not at all"

[2] "changed the rate at how the right slider influenced the left"

[3] "its indiferent for me "

[4] "The effects of the background colors i would say to make it more difficult to move the up and down button "

[5] "Blue"

[6] "The background color changed each round"

[7] "it seemed to change how much movement was needed by the left slider"

[8] "Not sure"

[9] "yellow"

[10] "Certain colors made it more difficult to move up and down depending on the slider colors may have been weight or magnet strengths"

[11] "green is the effect of the background colour"

[12] "It determined the rule of the how the left slider affected the right "

[13] "I think it was how strong the connection was and how often the orientation between the flipped"

[14] "It changed the how the sliders would behave"

[15] "it changed the correlation between the two sliders"

[16] "It varied in how the sliders would affect each other, as well as the speed and responsiveness of the one slider to the other. "

[17] "background color effect is good "

[18] "the orange was kind of hard to work with but the others were ok"

[19] "The effect that the left slider had on the right seemed to differ between trials Since the background color also changed between trials there may have been some connection there too"

[20] "very effective background color"

[21] "It affected how the right slider moved in relation to the left slider"

[22] "It changed the way the slider on left affected gold area"

[23] "Green it lightened over a period of time"

[24] "The slider moved differently"

[25] "certain colors made for opposite effects, such as the left slider going down making the right slider go up, etc"

[26] "It determined how the slider interacted with the other"

[27] "They got harder as they went along"

[28] "It may have decided how the sliders worked in terms of direction relative to what buttons I pressed"

[29] "Not exactly sure, the first and last color matched the left slider where O is up, M is down. The other two were a little more erratic. To me it seemed like depending on the background color, thats how the sliders were going to interact. "

[30] "Blue and red"

[31] "blue,green,red,orange "

[32] "BLUE ORANGE GREEN RED"

[33] "The background color effected the sporadic behavior of the right slider. Each background color had a different interaction between the left and right slider. "

[34] "It changed the way the sliders related"

**feedback\_red**

[1] "Stopped it from moving up"

[2] "slow rate of change"

[3] "i think the other slider help me with the control"

[4] "Red condition would be that i had way less control over the movements and direction i wanted to go "

[5] "Fair"

[6] "It seemed like the O and M moved in the opposite directions that they should The O was to move up but it seemed to move the bar down while the M was to move down and seemed to move the bar up"

[7] "i found that momentum is what moved the slider sometimes. it needed to be moved quickly"

[8] "Hard to remember"

[9] "to development "

[10] "Red made it slightly difficult to go up and down but I didnt notice anything with the left slider"

[11] "the connection between the two sliders in the red connection "

[12] "It often went the opposite, up went down, down went up"

[13] "a weak connection that went in the same direction throughout"

[14] "They went in the same direction with the keys"

[15] "this was more of a direct connection. if i moved the slider up it would have a direct connection to the other slider. this was the easiest condition"

[16] "It seemed like they were connected directionally but maybe underresponsive "

[17] "two sliders connection to be slow"

[18] "i think it made the slider go the oppositeway"

[19] "The left slider did control direction and magnitude of movement on the right but it was not 1 to 1 and seemed to have a lag that made it difficult to predict"

[20] "The connection between two sliders is good"

[21] "I cant remember"

[22] "left slider seemed to change the direction of right slider randomly and difficult to control"

[23] "Out of pay move slider"

[24] "It seemed to be more in sync than some of the colors"

[25] "this seemed random"

[26] "It seemed to vary"

[27] "It was hard to predict movement "

[28] "It seemed to follow the same movement in general"

[29] "This was round 1, if the left slider went up, so did the right, down on the left was down on the right. They were proportional to one another and directly related. "

[30] "It is very danger"

[31] "good"

[32] "GOOD "

[33] "The right slider would sometimes have a delayed reaction to the left slider and would at some points would have an inverse effect from the right slider. "

[34] "I do not know."

**feedback\_blue**

[1] "stopped it from moving down"

[2] "fast rate of change"

[3] "i dont think so"

[4] "The blue condition was easy i never had a problem with controlling what way i wanted to move up or down"

[5] "Low"

[6] "It seemed like you needed to alternate using using the O and M keys to move the slider bar at all "

[7] "not sure that i ever figured that one out"

[8] "hard to remember"

[9] "describes the level"

[10] "Blue left almost no resistance whether the left slider was going up or down"

[11] "the connection between the two sliders in the blue connection is control the left slider"

[12] "The direction went as normal"

[13] "A strong connection that went in the same direction throughout"

[14] "They went in the same direction keys"

[15] "this was a bit tricky. it seemed like it was an opposite correlation"

[16] "They also seemed to be connected the right way by direction, but there was some overresponsiveness"

[17] "two sliders connection to be different"

[18] "i think the connection was that it always dragged the slider down"

[19] "The left slider at times seemed to control the direction and magnitude of movement but at other times it seemed like changing direction was what shifted the direction of the right slider"

[20] "When the the left slider move up then the right slider moves up When left slider moves down then the righr slider moves down"

[21] "Cant remember"

[22] "left slider moved right slider very slowly"

[23] "Close to pay range"

[24] "This one was pretty close"

[25] "this seemed opposite"

[26] "opposite movement "

[27] "It was impossible to predict movement"

[28] "Blue was switching back and forth between going opposite directions and not"

[29] "This was round 3 for test, for me it seemed like the same thing as the orange condition. At some point there would be a flip where down on left is up on right and vice versa. At some point, both sliders would match again, up is up, down is down, but if you went too high on the left slider it would actually start moving the right slider down. "

[30] "It is good and smooth"

[31] "good"

[32] "NICE"

[33] "The right slider would sometimes have an inverse reaction to the left slider when it came to either the top or bottom sections"

[34] "I do not know. "

**feedback\_orange**

[1] "Not sure"

[2] "medium rate of change"

[3] "maybe i think its was positive for me "

[4] "The orange condition i would say was the most difficult to control like i did not stand a chance like someone else was moving as i was trying to in the opposite direction"

[5] "Good"

[6] "I could not figure out any connection on the orange back ground"

[7] "i think that it needed to be reset at the top or bottom before it would adjust to the side the slider was on"

[8] "hard to remember"

[9] "for differentiable"

[10] "The orange made it almost impossible to move and the left would do the opposite of the right so if the left is up the right goes down"

[11] "the connection between the two sliders in the orange connection is bonus pay region"

[12] "It switched from opposite to normal several times "

[13] "A weak connection that switched directions occasionally"

[14] "They went in the opposite direction of the keys"

[15] "this one it felt like sometimes there was a direct correlation and other times it was an opposite correlation"

[16] "I was trying to work out when they went the opposite direction, it seemed like maybe when the gold was in the upper or lower half it would switch "

[17] "two sliders connection to be speed"

[18] "i think it made it kind of go opposite"

[19] "This one behaved similarly to the blue condition in that the direction that the left slider influenced the right slider to move in seemed to change Sometimes it was right to move up on the left to move up on the right and sometimes it was the opposite"

[20] "When the the left slider move up then the right slider moves up When left slider moves down then the righr slider moves down"

[21] "Cant remember"

[22] "The left slider would change back and forth how right would move opposite of what was expected"

[23] "Out of the pay range"

[24] "It was harder to get them lined up"

[25] "this also seemed random"

[26] "varying but mostly following with a lag"

[27] "It was difficult to move it where I wanted it "

[28] "Orange also felt like blue in which directions of the sliders would change relative to keys pressed"

[29] "This was round 2 for me, this is where is got weird where at first it seemed like both sliders were directly related but then at some point, unsure if it was due to time or where the gold region was, the directions would be inverted. That is, down on the left would at some point mean up on the right. It would do that for a while and then switch back. "

[30] "It is better"

[31] "smooth"

[32] "SMOTH"

[33] "The right slider would have a delayed reaction to the right slider and would sometimes sporadically have an inverse relationship with the left slider. "

[34] "I do not know"

**feedback\_green**

[1] "Made it move as expected"

[2] "more directly connected movement between the two sliders"

[3] "i dont think so its was negative for me "

[4] "Green condition was very easy to manage i had no problem getting the sliders to go the way i wanted to"

[5] "Good"

[6] "The O seem to move the slider up while the M moved it down There seemed to be a 1 to 1 relationship there"

[7] "i think that it was pretty straightforward and it nearly directly affected the right slider"

[8] "hard to remember "

[9] "to indicate source"

[10] "The green made it even harder to move than the orange and there ws more resistance between left AND rights there was much resistance if the left was on top the right went straight down and vise versa"

[11] "the connection between the two sliders in the green conditions is the right slider to reach the bonus region. "

[12] "The direction went as normal"

[13] "A strong connection that switched directions occasionally"

[14] "They went the opposite direction of the keys"

[15] "this one was tricky as well it. it seemed to change sometimes but also was opposite correlation for the most part"

[16] "There was also some opposite direction work around when the first slider was in the top or bottom half. "

[17] "normal connection "

[18] "i couldnt really tell what this one did"

[19] "This was a lot closer to the red condition in that direction on the left seemed to match direction on the right throughout The movement was still not 1 to 1 and there was definitely lag"

[20] "When the the left slider move up then the right slider moves up When left slider moves down then the righr slider moves down"

[21] "Cant remember"

[22] "The left slider worked predictably in how it affected right slider"

[23] "Green position was the pay range"

[24] "It seemed to be way off and harder"

[25] "this seemed normal"

[26] "followed but varied and with a lag"

[27] "I think the easiest level to move it where I wanted it to go "

[28] "Green felt like it followed the left slider somewhat closely"

[29] "This was the final round for me, same exact thing as the red condition, O was up and M was down for both. "

[30] "It is very perfect condition"

[31] "good"

[32] "EXCELLENT"

[33] "The left and right slider would have a slight delayed reaction but for the most part was the easiest to control out of all other backgrounds. "

[34] "They moved the same"

**feedback\_other**

[1] "No"

[2] "pretty confusing"

[3] "very good and interesting survey"

[4] "NA"

[5] "Nothing"

[6] "Everything functioned correctly but it was hard to figure out the connection between the O and M keys and the movement of the right slider"

[7] "no"

[8] "interesting"

[9] "good experiences"

[10] "I am sure there is more to the colors but I couldnt really figure it out"

[11] "nothing"

[12] "This was interesting, thank you"

[13] "No"

[14] "Orange and green were much harder to control"

[15] "none"

[16] "Thank you"

[17] "nothing"

[18] "no"

[19] "These questions do not allow for punctuation which is a little awkward Otherwise I had no issues"

[20] "none"

[21] "None"

[22] "no"

[23] "Great study was so fun enjoyed doing it"

[24] "none"

[25] "I appreciate it"

[26] "nothing to note"

[27] "Fun experiment thank you"

[28] "NA"

[29] "None, seemed straightforward to me"

[30] "Good experiment and very interesting"

[31] "nice"

[32] "NICE"

[33] "Fun and interesting experiment. Would love to participate in more in the future"

[34] "no"