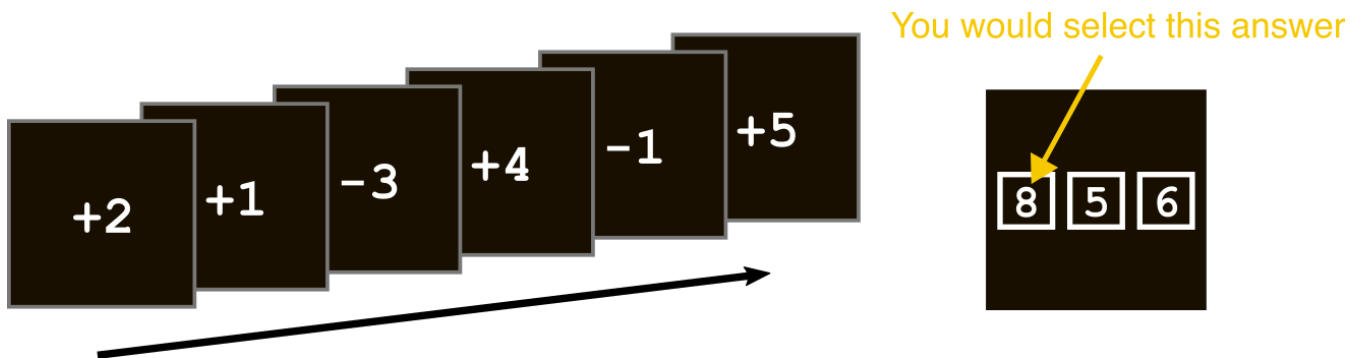


Cognitive effort task

In this experiment we are interested in how you **balance effort and reward** when choosing between different maths tests.

A sequence of 6 numbers will appear on the screen, one at a time. You must **add these numbers** then choose which of three options is the correct answer using either the LEFT, UP, or RIGHT arrow on the keyboard to make your choice. You have **1.5 seconds** to make a response.

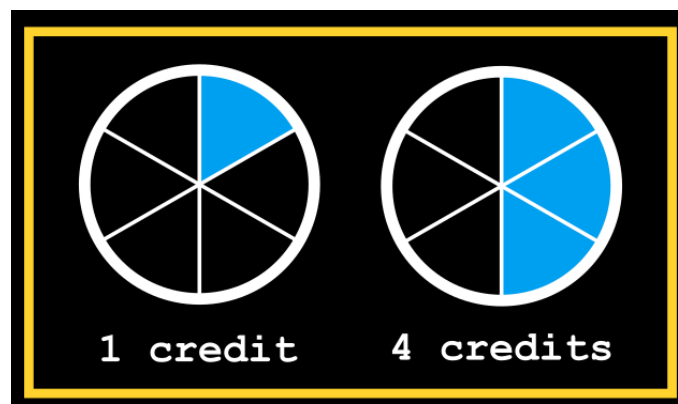


The **amount of effort required** to complete these maths problems will vary, from level 1 to level 6. We signal the amount of effort you should expect using a wheel. Here's an example of **effort level 4**:



Your task in the experiment is to choose between two maths tests using the LEFT and RIGHT arrow keys. You have **4 seconds** to make a choice.

One of the tests will require more effort... But can also result in earning a **higher reward**.



If you successfully complete the maths test you will receive **credits**. Credits can be exchanged for money at the end of the experiment.

Choose carefully! If you get the **test wrong** or are **too slow** to make a response you receive **0 credits**.