**AAC Task Introduction & Calibration Script**

**Explain what the task will involve (before calibration):**

\*This is a computer game where you will decide whether to accept or avoid a series of offers. In each round, you will be presented with two bars.

\* The blue bar represents a cash reward varying from X to Y cents. The longer the blue bar, the higher the cash reward.

\* If you choose to take this offer, you will also receive an electrical shock. The length of the red bar represents the strength of this shock. If you choose NOT to take the reward, then you will not get shocked.

\* You make your choice by either pushing or pulling the joystick to choose either the PLUS or the SQUARE. If you choose the PLUS you will receive the cash and electric shock – you may think of the plus as ‘adding’ to your bank. If you choose the SQUARE you will receive no cash and no shock. The location of the PLUS and SQUARE will vary from offer to offer.

\* The goal is for you to make decisions taking into considerations both the amount of reward and the strength of the shock, and we ask that you pay attention to the lengths of both bars and consider both potential reward and shock when making each choice.

\* Next we will set the range of shock intensities for you. It is important that the highest shock level is intense enough that you are hesitant to accept the shock despite the offer of money.

**Explain the goals of calibration:**

**\*** First, let’s find the lowest level. It should feel only slightly uncomfortable, similar to a small pinch.

**\*** Now we will now try to find your highest level. It should feel highly uncomfortable, but not painful. Let us know if it causes any jerk or movement in your foot. We will avoid these levels or adjust the electrode location.

\* [when nearing the top end of their range] Remember that in the game, you will be able to choose to AVOID the shock if you think the shock is too strong or not worth the cash reward being offered. Therefore, as long as the shock is not painful, would you mind trying a slightly higher level? We can always turn it back down if it is too high.

**Begin practice session**