

+++++

+++++

+++++

+++++

Fixation

1900 ms

RRRRR

EEEEE

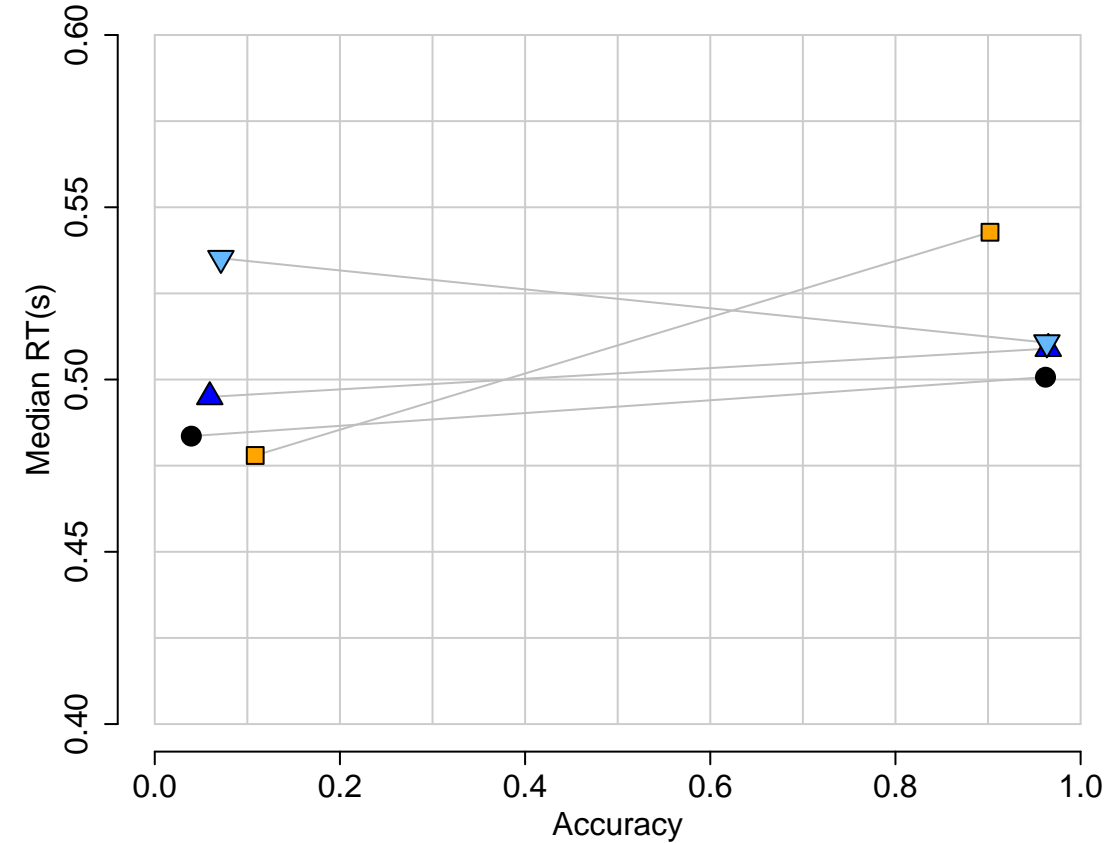
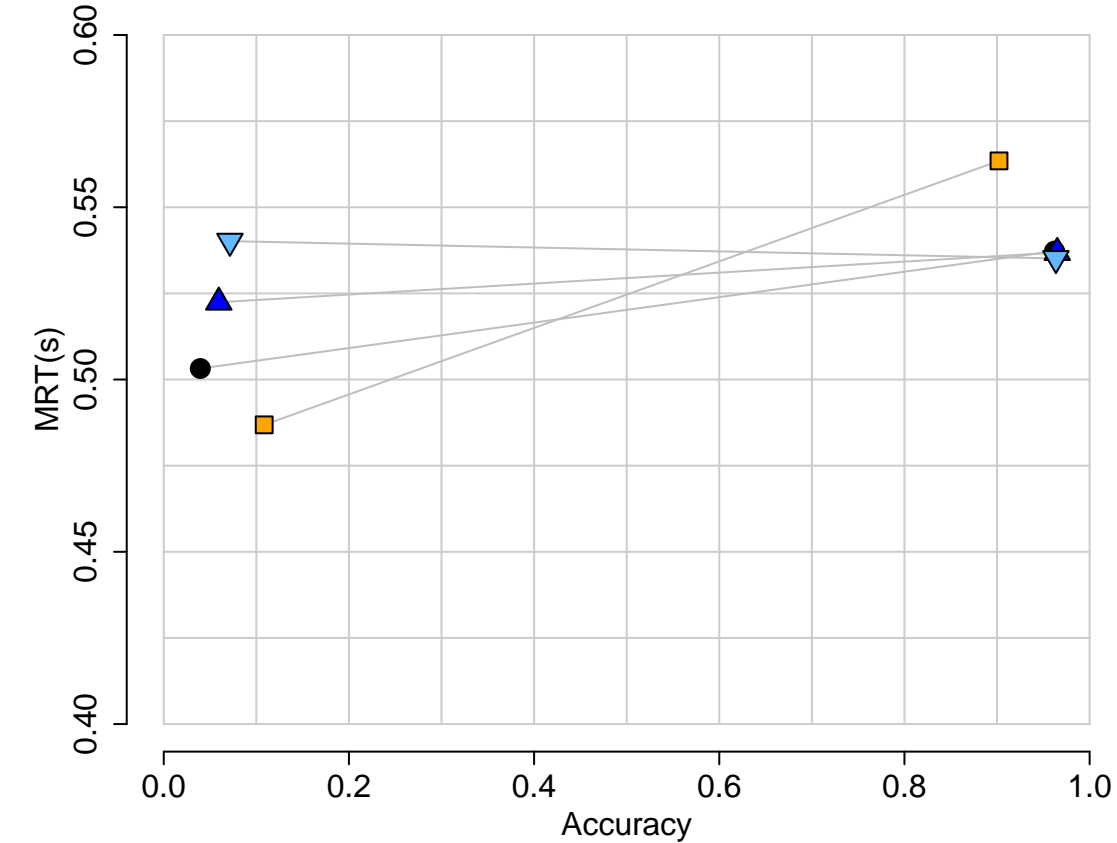
AAAAA

++A++

Target until response

500 ms

Feedback



+++++

Fixation

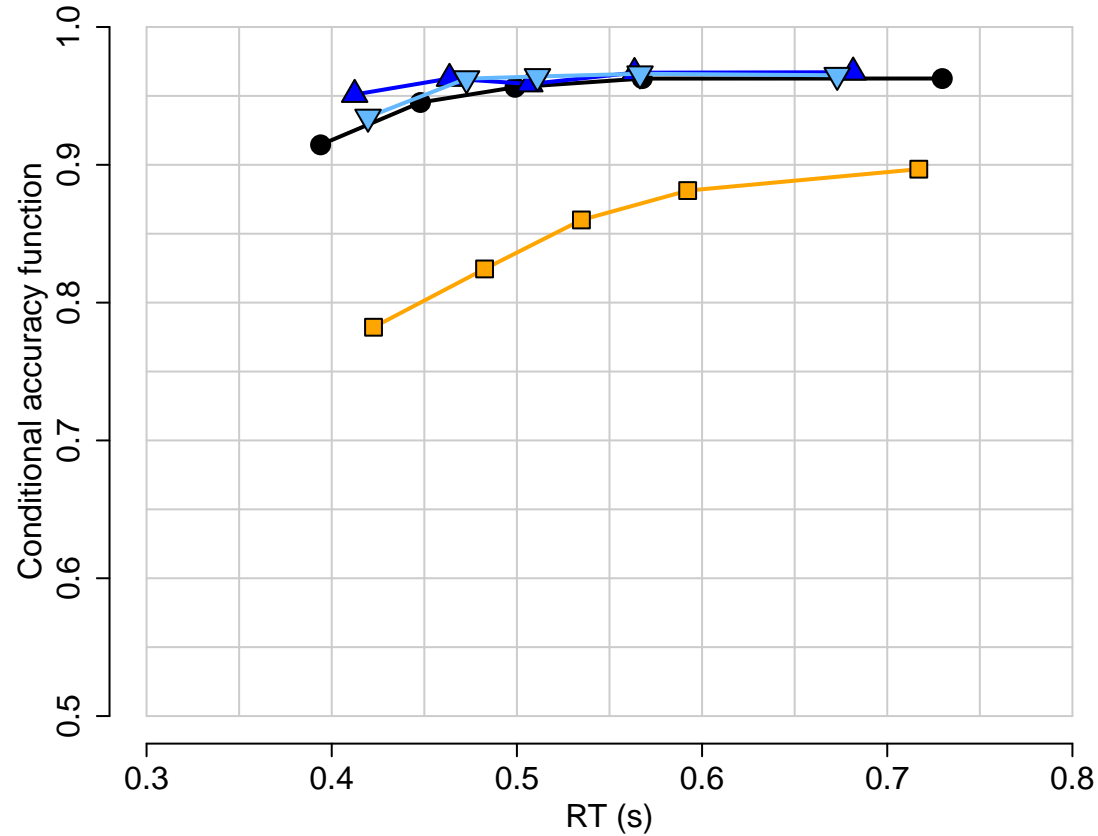
1900 ms

RRARR  
EEAEE  
AAAAA  
++A++

Target until response

500 ms

Feedback



Inner = prime  
Outer = flanker

+++++

+++++

+++++

+++++

+++++

+++++

++R++

++A++

++r++

++e++

++a++

RRARR

AAAAA

++A++

++A++

++A++

1800 ms 100 ms

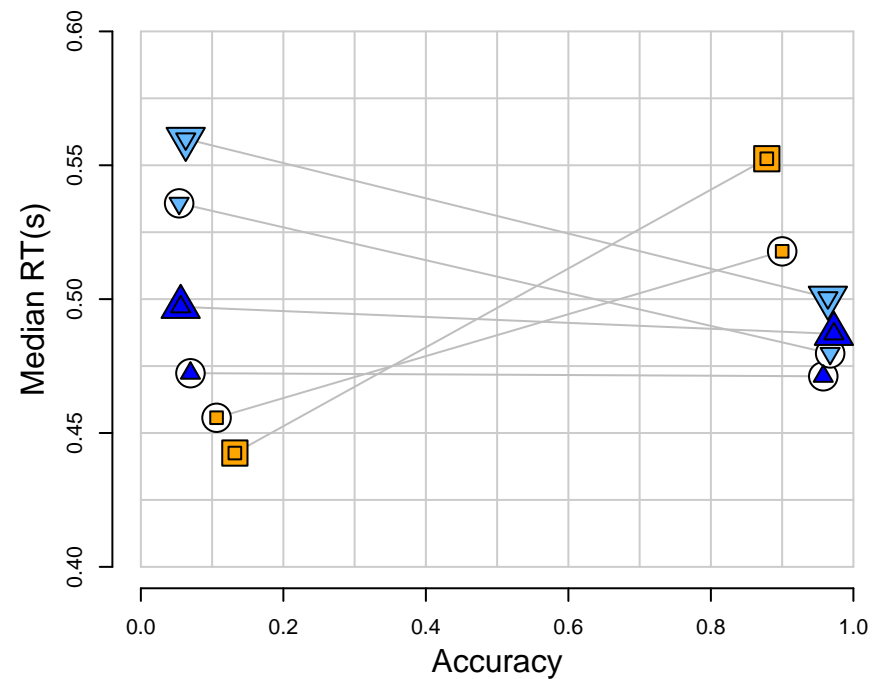
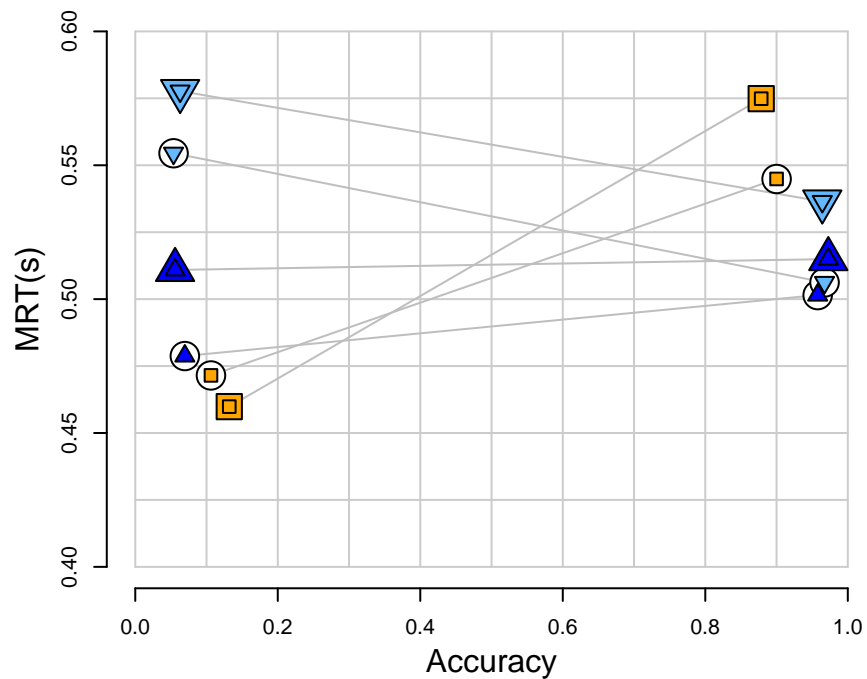
500 ms

Fixation

Prime

Target until response

Feedback



Inner = prime  
Outer = flanker

+++++

+++++

+++++

+++++

+++++

+++++

++R++

++E++

++A++

++r++

++e++

++a++

RRARR

EEAEE

AAAAA

++A++

++A++

++A++

1800 ms 100 ms

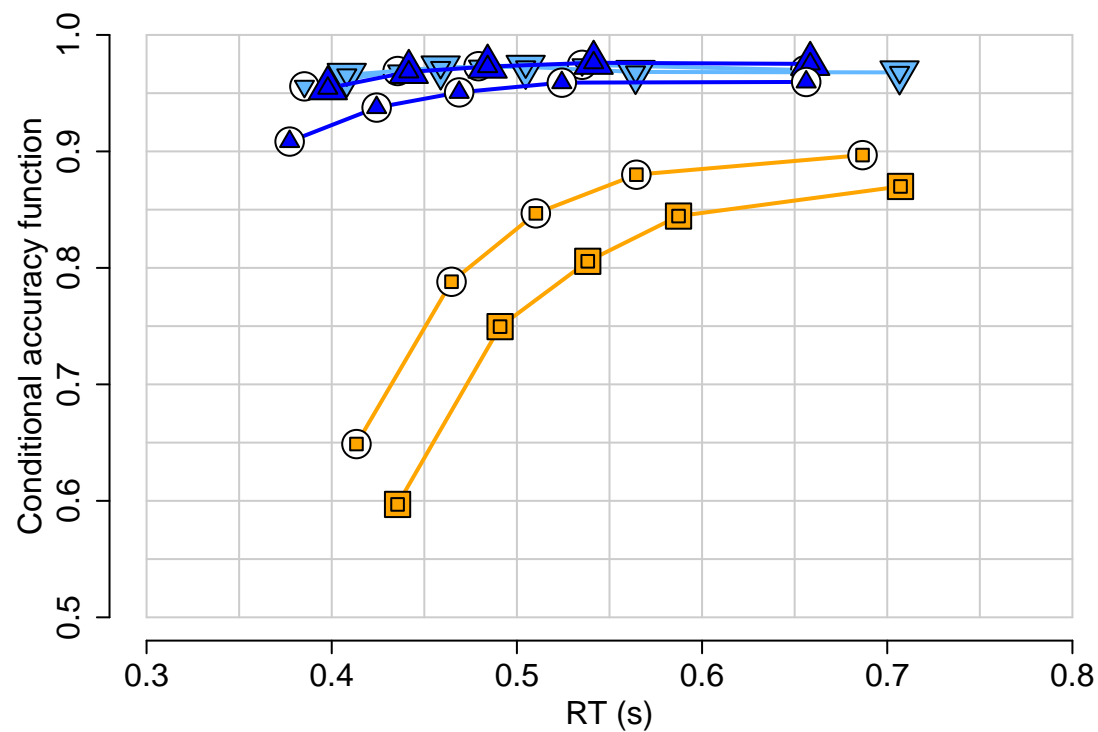
500 ms

Fixation

Prime

Target until response

Feedback



Inner = prime  
Outer = flanker

+++++

+++++

+++++

+++++

+++++

+++++

++R++

++A++

++r++

++e++

++a++

RRRRR

EEAEE

AAAAA

++A++

++A++

++A++

1100 ms

800 ms

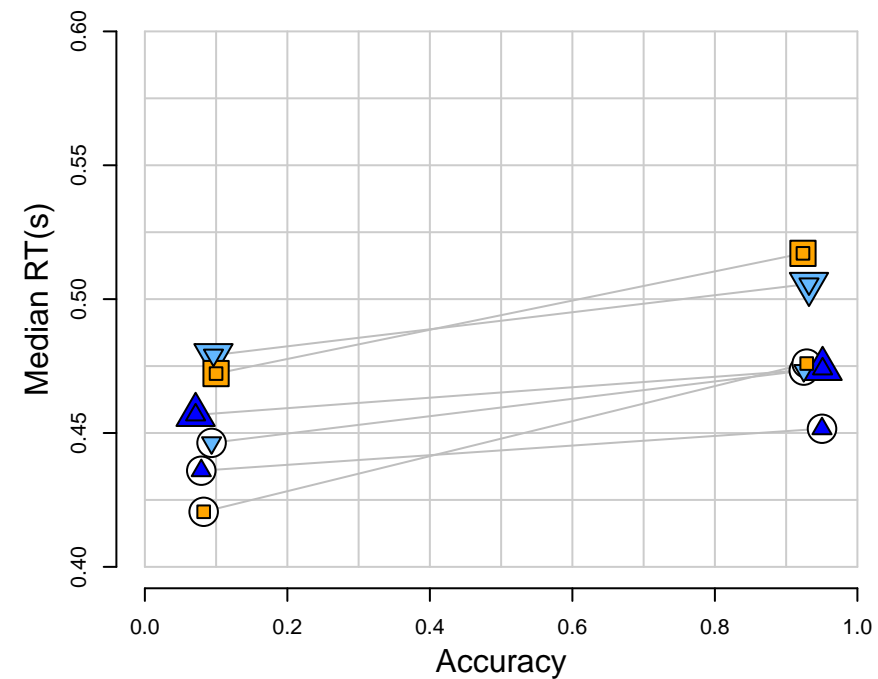
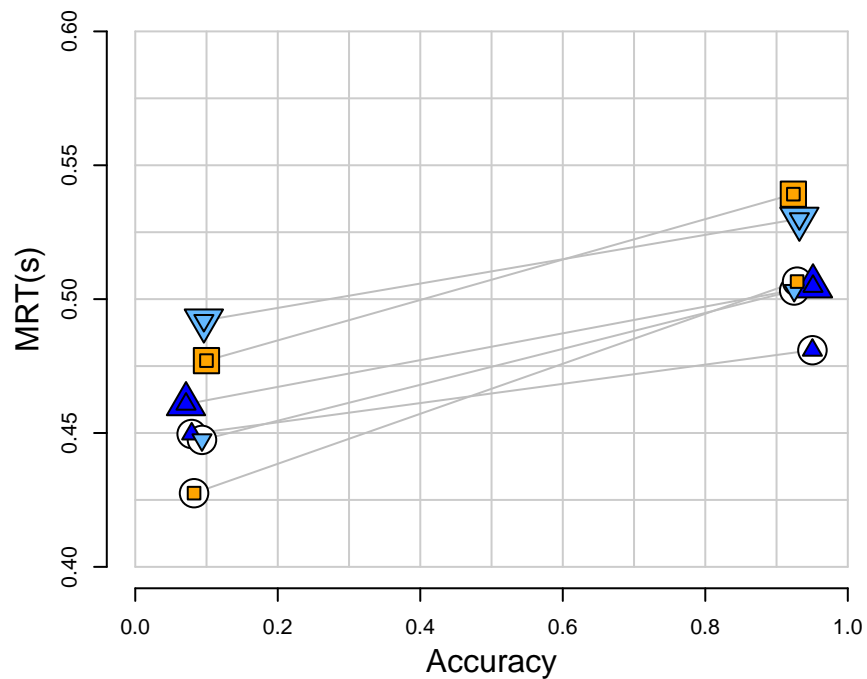
500 ms

Fixation

Prime

Target until response

Feedback



Inner = prime  
Outer = flanker

+++++

+++++

+++++

+++++

+++++

+++++

++R++

++E++

++A++

++r++

++e++

++a++

RRARR

EEAEE

AAAAA

++A++

++A++

++A++

1100 ms

800 ms

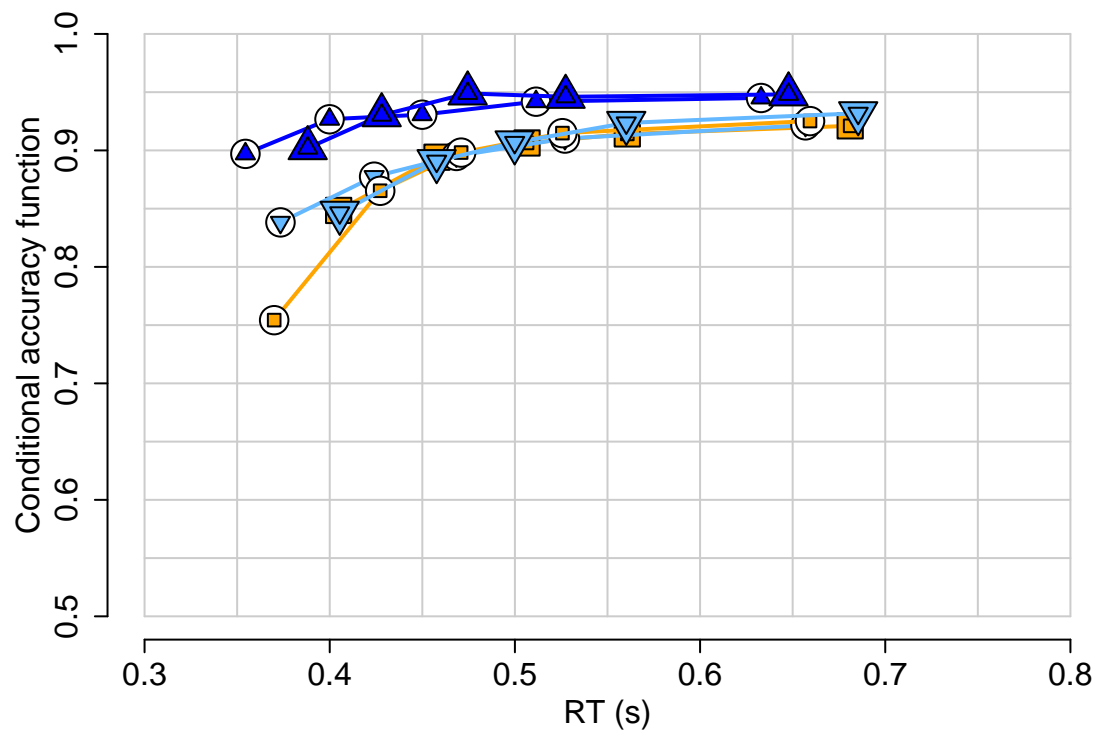
500 ms

Fixation

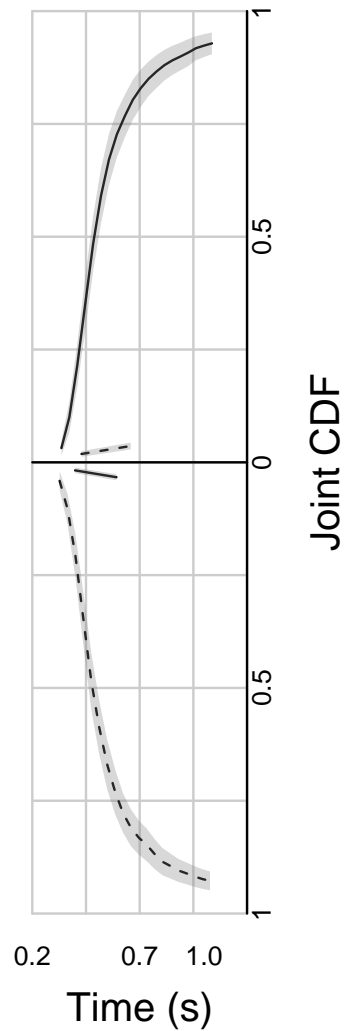
Prime

Target until response

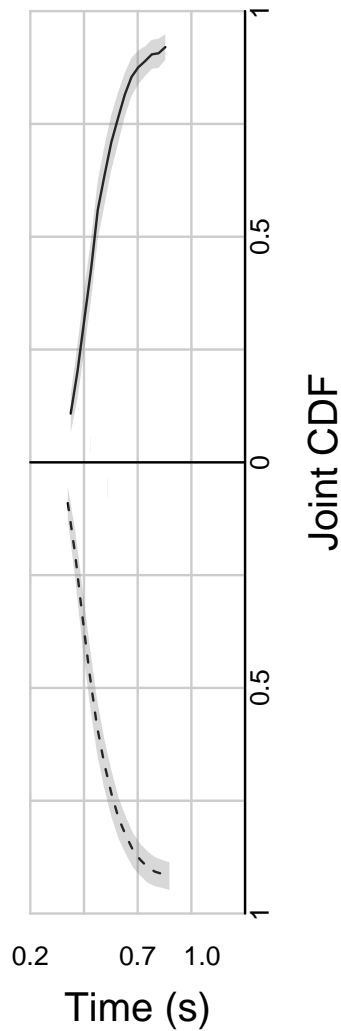
Feedback



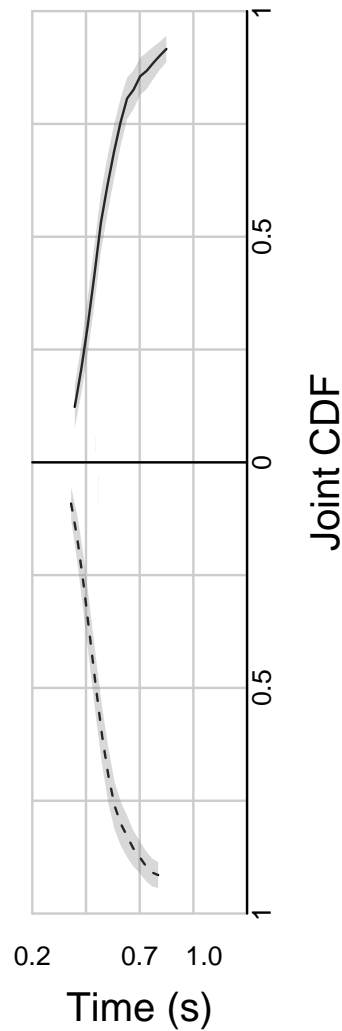
Flanker: None



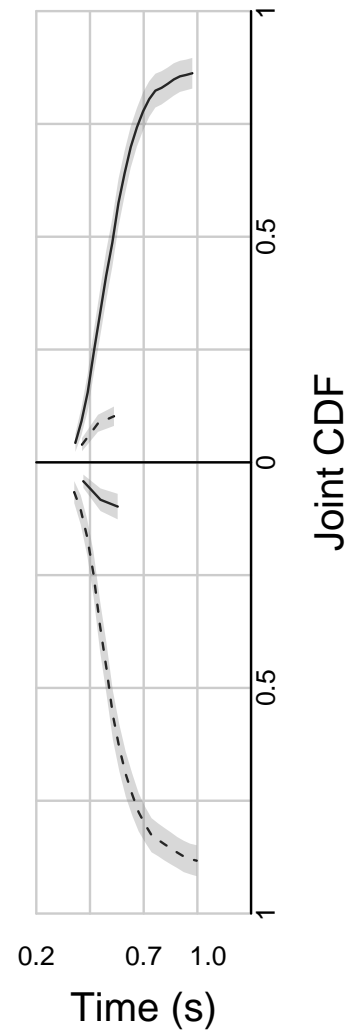
Flanker: Identical



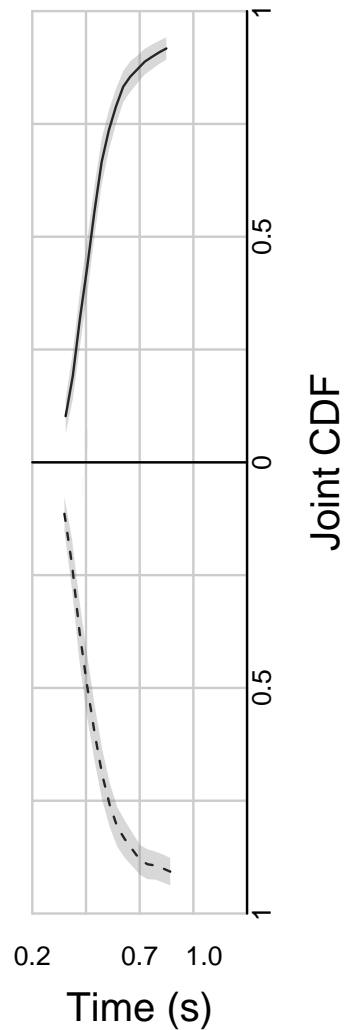
Flanker: Same



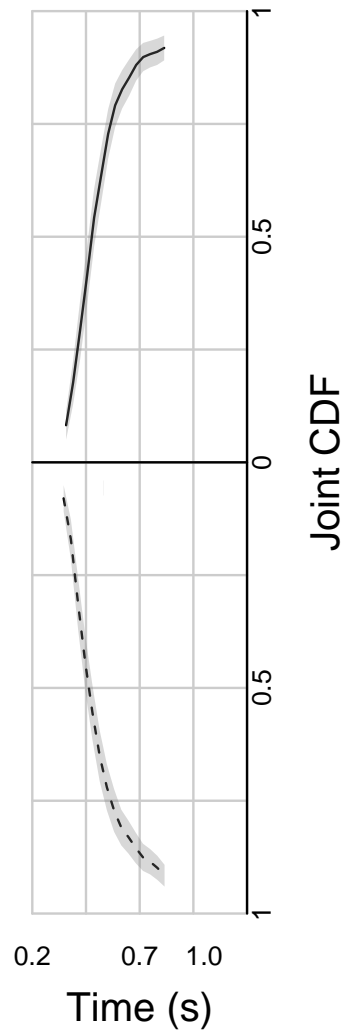
Flanker: Incompatible



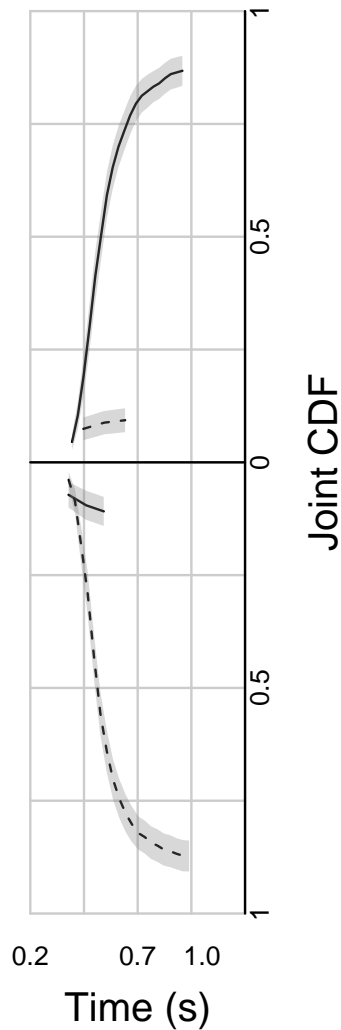
Flanker: None



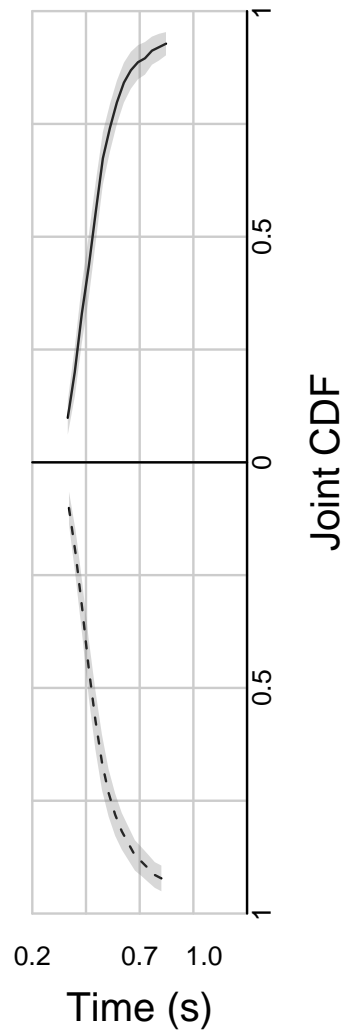
Flanker: None



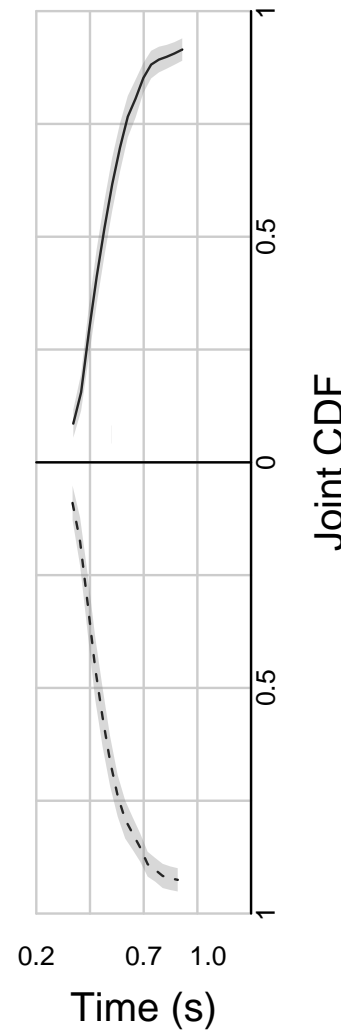
Flanker: None



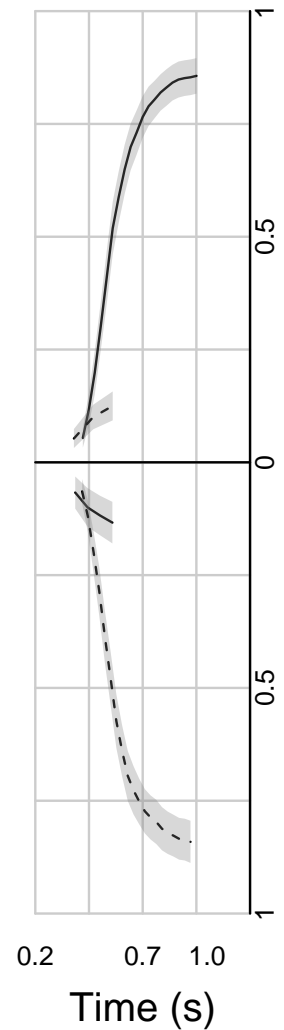
Flanker: Identical



Flanker: Same

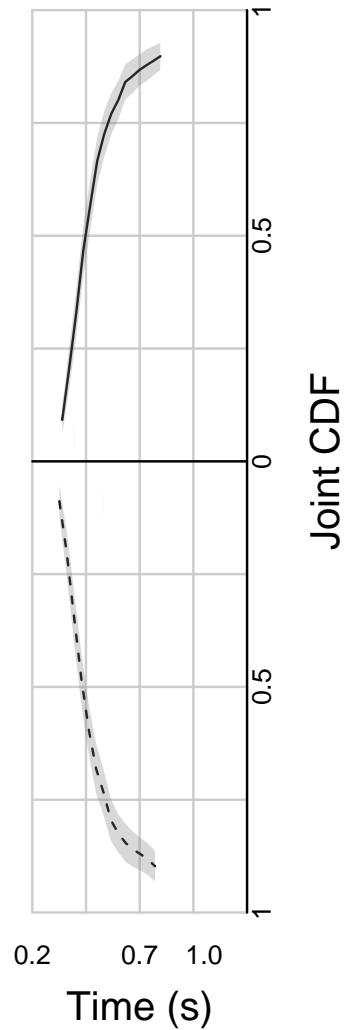


Flanker: Incompatible

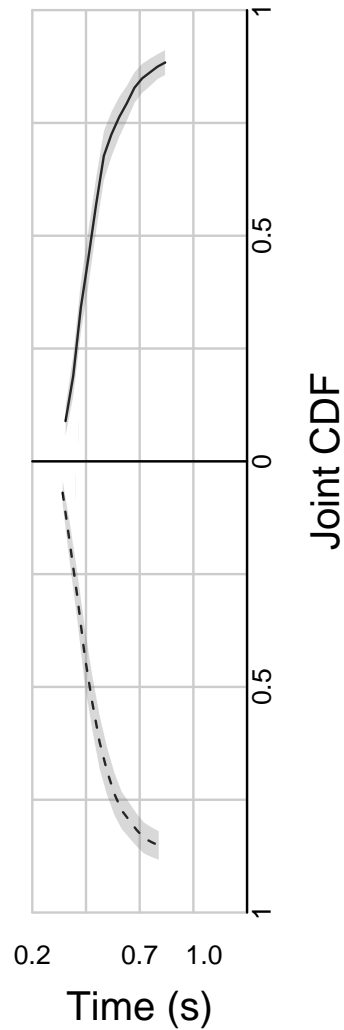




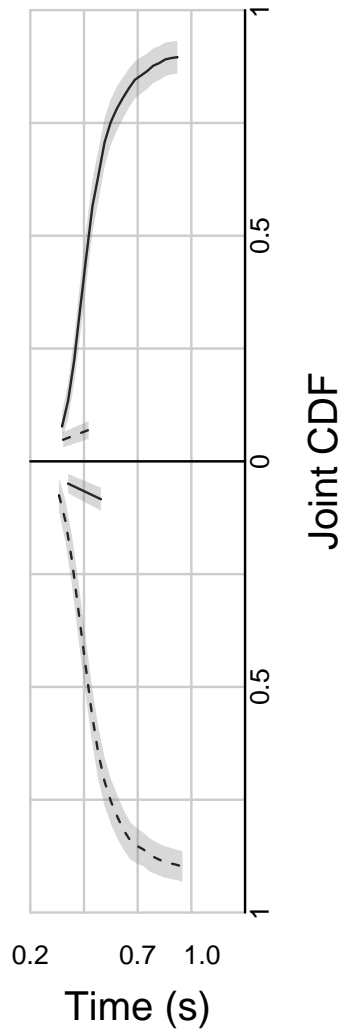
Flanker: None



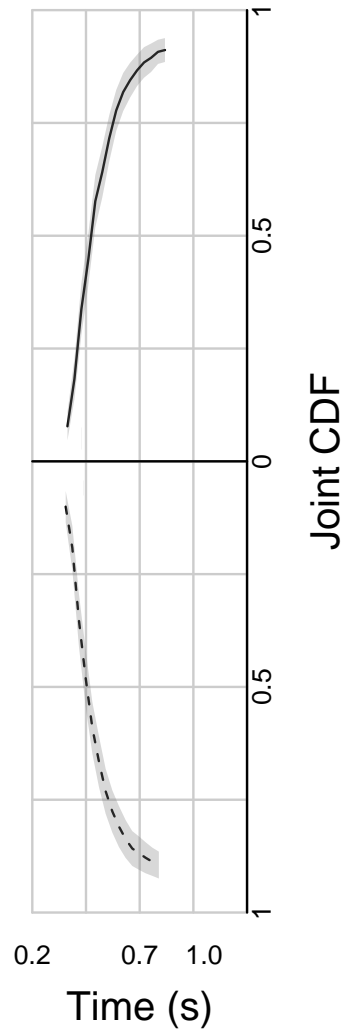
Flanker: None



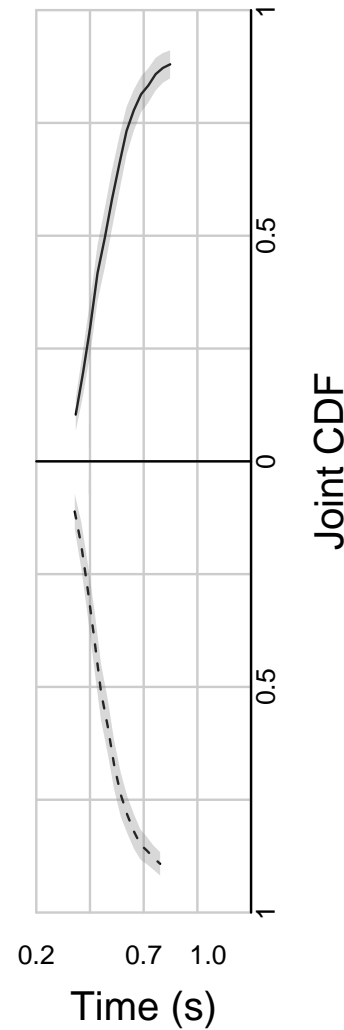
Flanker: None



Flanker: Identical



Flanker: Same



Flanker: Incompatible

