Graphical user interface

Description automatically generated

Table

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Prey

Graphical user interface

Description automatically generated

Graphical user interface, application

Description automatically generated

I’m now starting to create chase/mimic stimuli, and we should probably decide on how many stimuli we need overall and what subset of this we show each person. Numbers below:

56 unique combination of parameters: 28 chase and 28 mimic (7 subtleties \* 2 predator start positions\*2 predator colors)

That means we’ll have 4 videos for chase and 4 for mimic at each subtlety level

We can create 2 or 3 variants of each combination, giving us 112 or 168 vids in total

This is a lot, so how do we feel about showing every participant 56 videos (roughly 20 minute task) and then counterbalancing the variants across people?

The other alternative is to show multiple variants of each unique combination, but counter-balance the start positions and predator color between people (we spoke about this a while back), but I think this is risky - people tend to learn patterns quickly when tasks are this repetitive (e,g, “predator seems to more often be the black circle”)