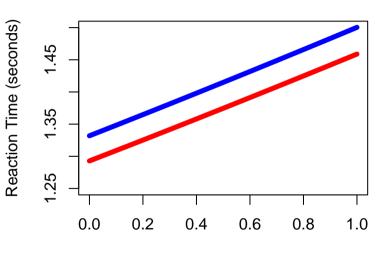**Effect of current & previous difficulty**

Current difficulty (0 = easy, 1 = difficult)

Reaction Time (seconds)