**Circle task**

**Block**

* Critical trials
  + 3 diagonals (upper, lower, middle)
  + 4 decoy distances (2, 5, 9, 14)
  + 2 target orientations (w, h)
  + 3 x 4 x 2 = **24 trials**
    - Really 8 per decoy
* Filler trials
  + Sample 3 stimuli randomly between upper and lower diagonals
  + **14 trials**
* Catch
  + Sample 1 stimulus from upper diagonal, 2 from lower diagonal
  + **2 trial**
* **Total**
  + **40 trials**

5 blocks x 40 = **200 trials**

**Choice task**

**Block**

* Critical trials
  + 24
* Fillers
  + 14? Play with it
* **Total**
  + **38 trials?**

**Figure out how many blocks.**

**Andrew / Lab meeting notes**

Distance between A & B – constant

* + **Proportional or absolute?**
* Make as big as possible such that they all fit on the screen nicely
* Filler trials
  + Purpose – see a variety of stimuli. Don’t always notice that two will be the same size
  + Design fillers so we don’t include them in the model, but leave the possibility open.
* Make sure max of the circle is way above where you would think it would be
* Starting size – mean of 3 circles on the screen + noise
  + OR circle appears wherever you start it at
  + **Have others test**
* Give participants cue to show them which circle they’re on
* Label rectangles
* Submit button
* Choice
  + Mouse click or keyboard?
* Have an open text box at the end of each section.