TRAINING PHASE 1:

There are four different programs for each different shape. Total no of trials=20(can be changed later).

Each shape is associated with a specific sound which the crow has learnt by now ffrom pre-training phase.In a program for a single shape, what we will do is we will play a sound at the start of the trial and the shape also appears at the same time.

This sound can be either the correct sound or the incorrect one .But the program should be designed in such a way such that out of total no of trials 50% are correct and 50% are incorrect.(means in out of 20, in 10 trials correct sound should be played.)

Also, for each shape we will play maximum three different sounds out of which one is correct and two are incorrect.

Note: The position of the shape is also randomized( not always at the centre like in pre training phase). The duration of each trial is 30s.

TRAINING PHASE2:

There is only a one single program in this case.Total no trails are20. Three important points :

1. The shape which is to be displayed on the screen is randomized. Any shape can appear.
2. The position of the shape is randomized,
3. The shape and sound pair should be in such a way such that out of 5, 3 are incorrect and two are correct.

Note:

In both training phase 1 and 2 sound is to be played at the start of the trial (and not when the crow pecks the screen that is only for the pre training phase. )

Also in pre training phase the shape should disappear as soon as the crow pecks the screen.also the inter trial time time should be 15s so that it give time for the door opening and closing