

# How do humans learn concepts and strategies?

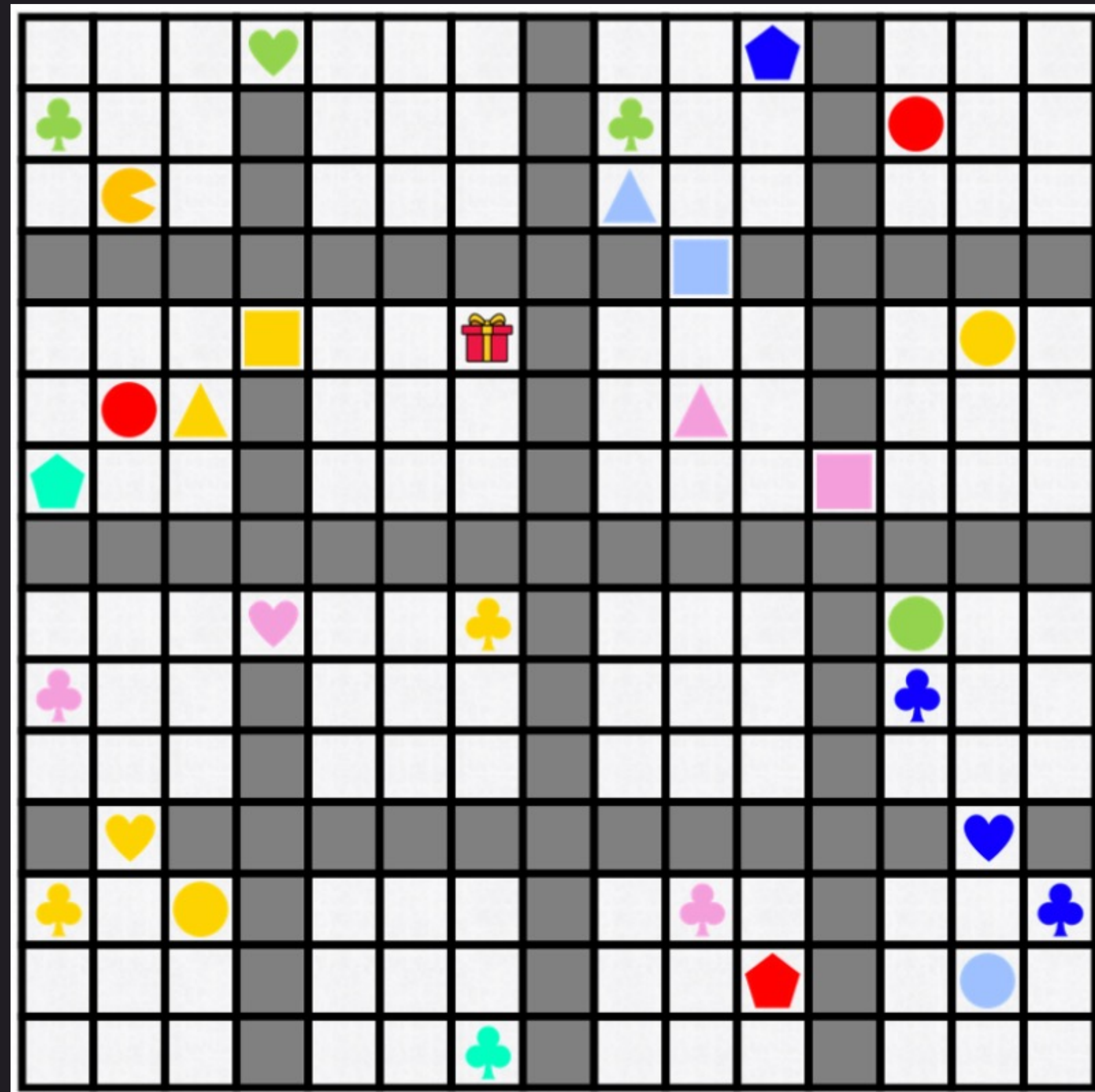
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Escape room maze: navigate avatar  to reach goal 

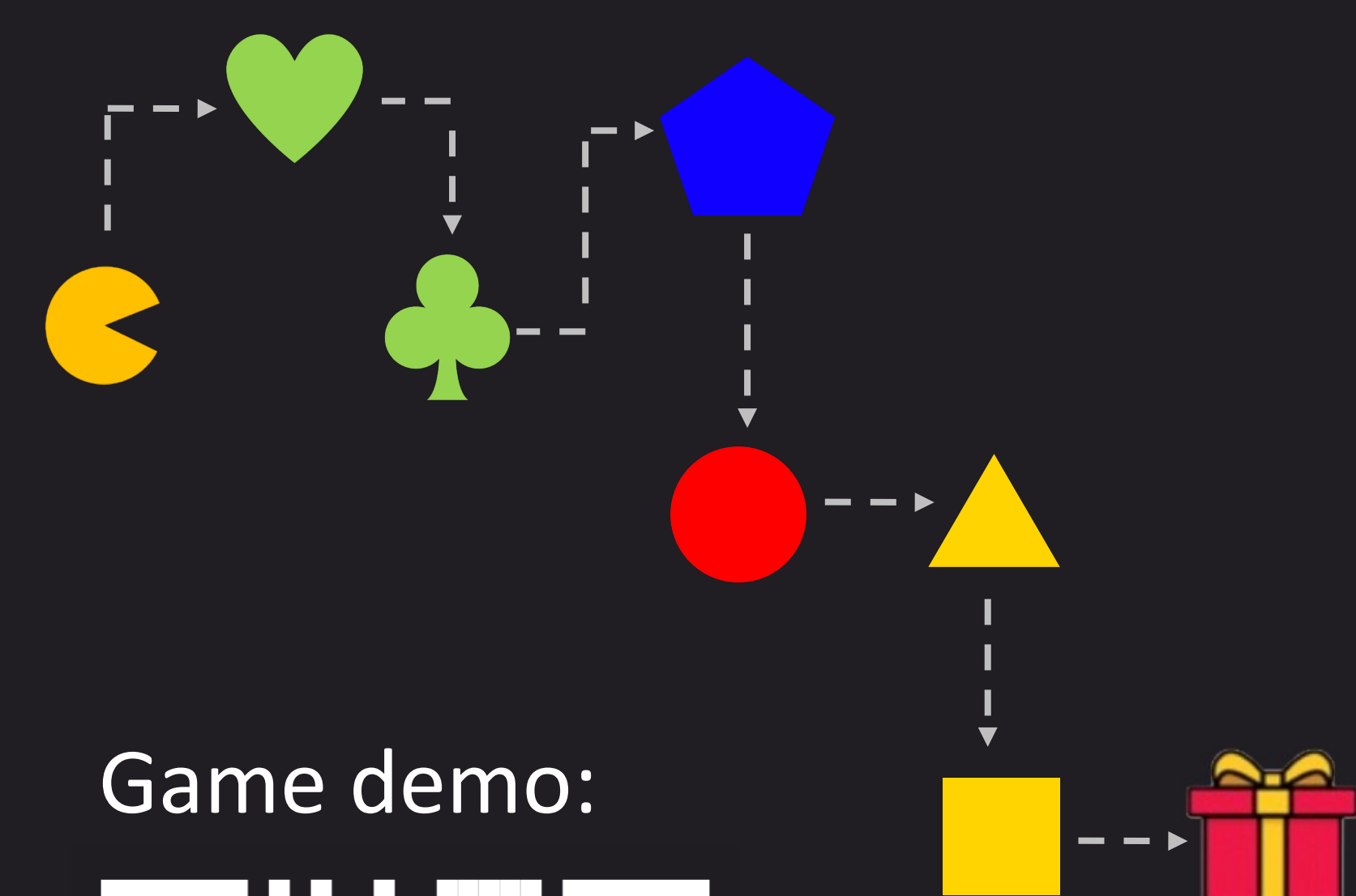
## Concepts:

tools that transition player between rooms



## Strategies:

plans chaining concepts to reach goal

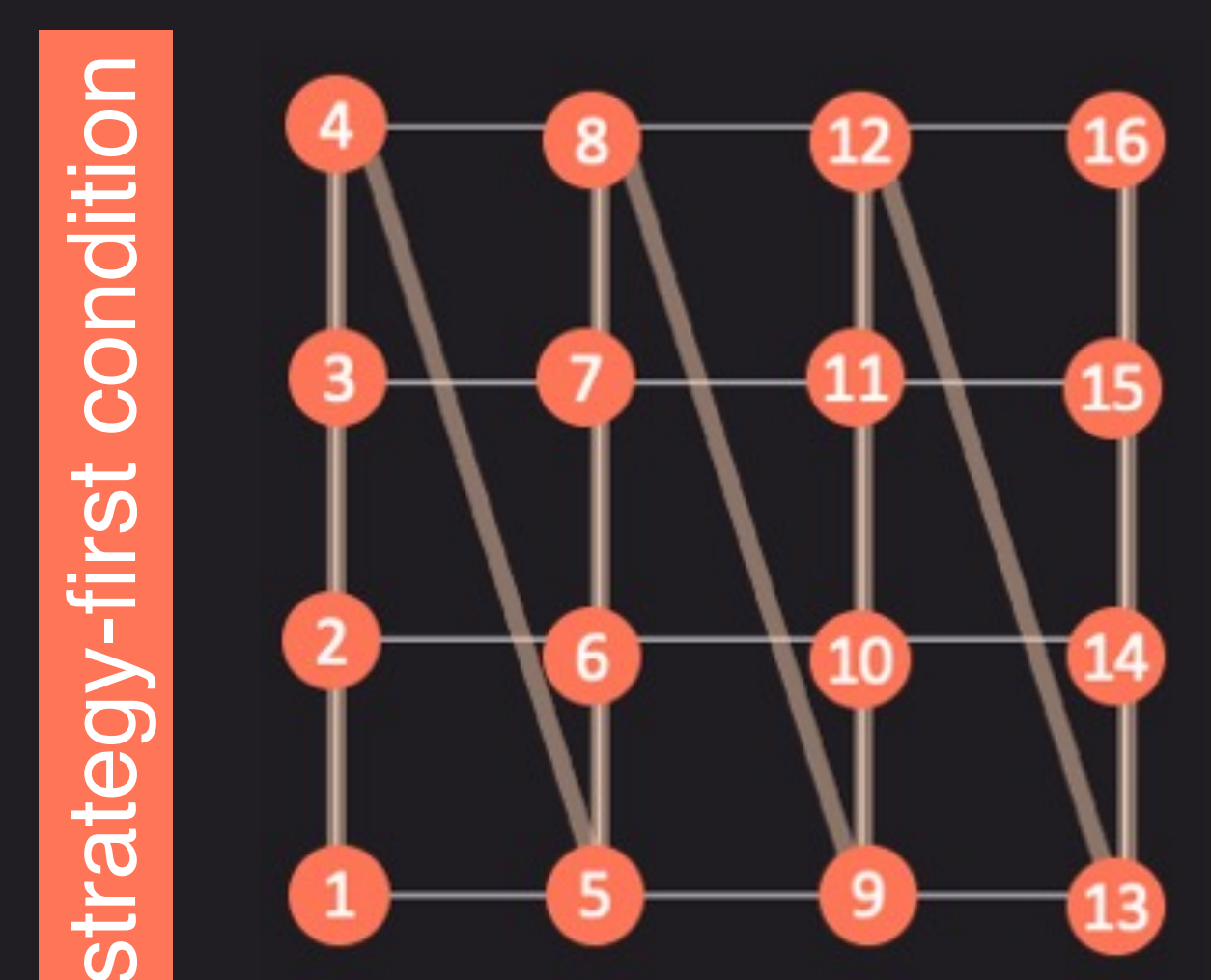
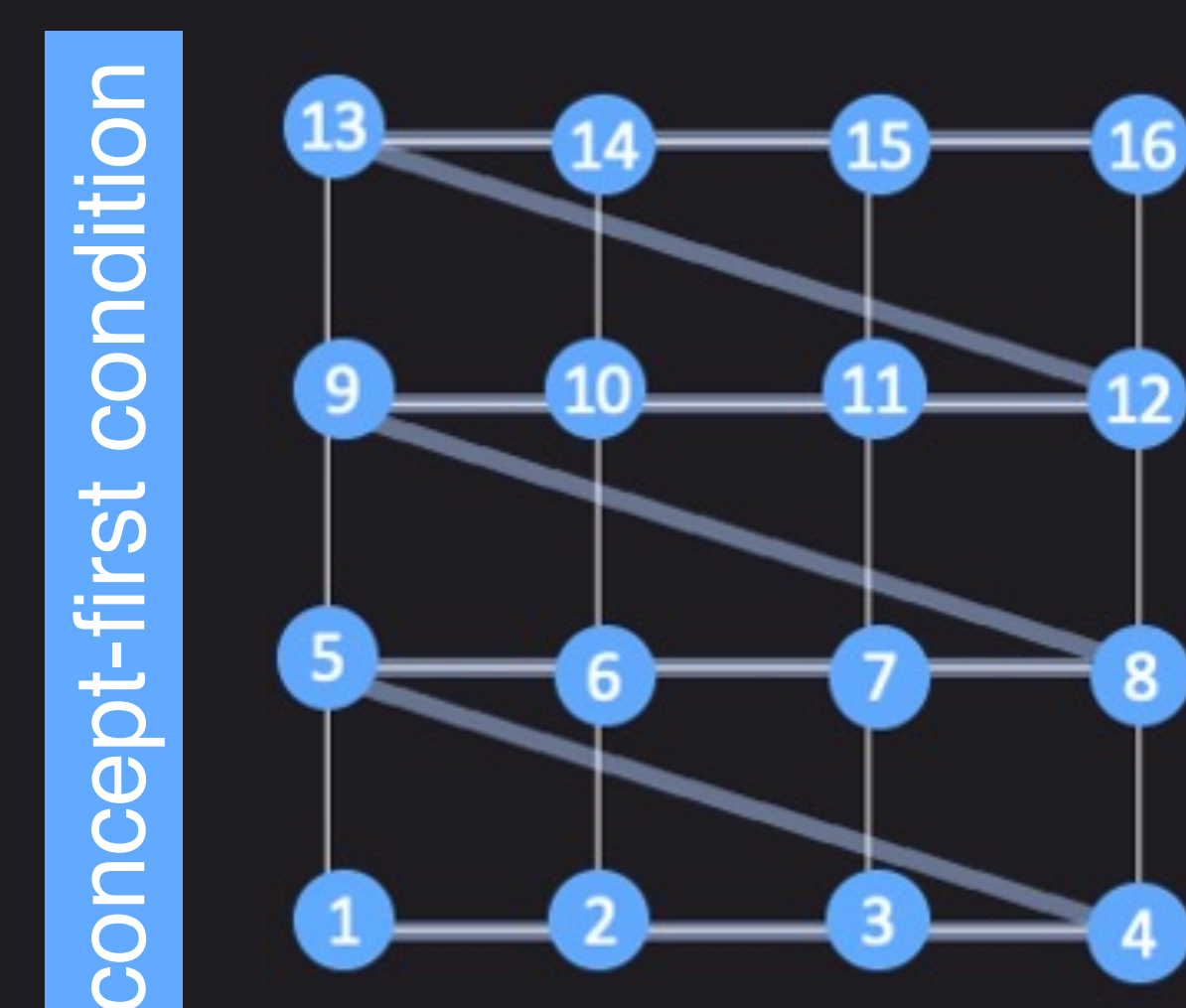
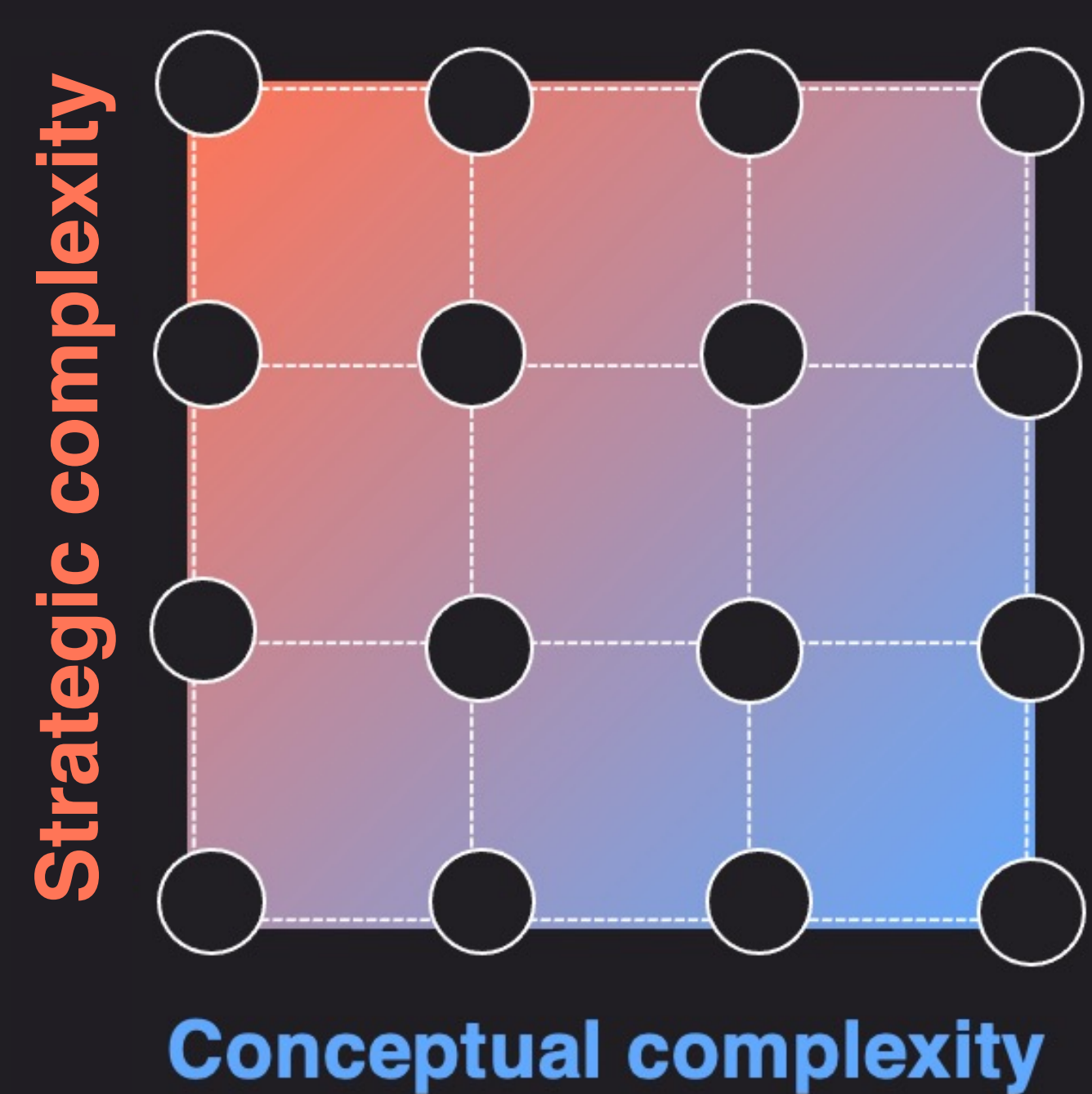


Game demo:



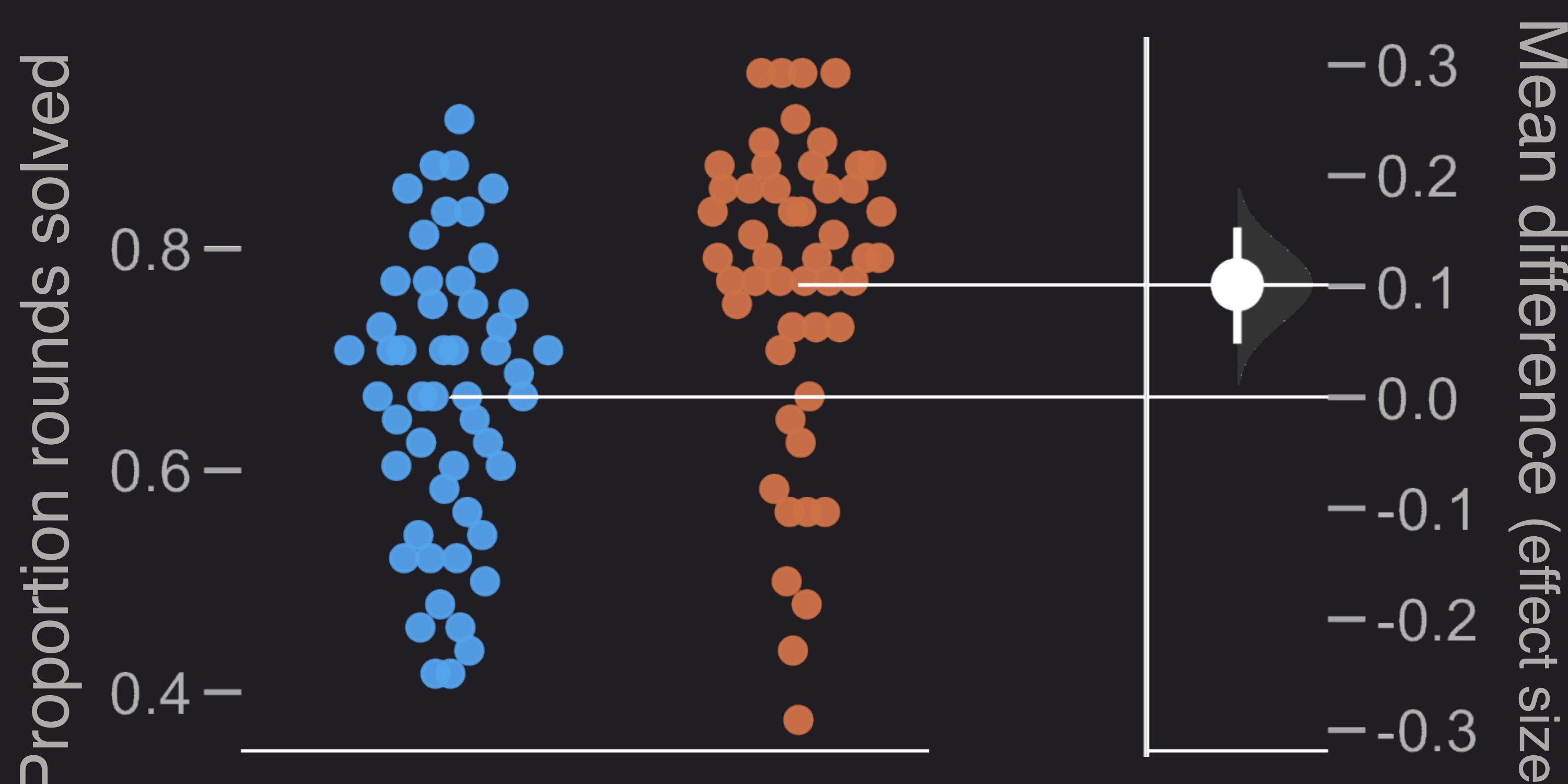
Game rounds as trials; condition manipulates curriculum (game order).

Games procedurally generated at 4 levels of conceptual & strategic complexity:



same games, different order

All training rounds:



Probe rounds only:



Applying new concepts in strategies promotes learning.