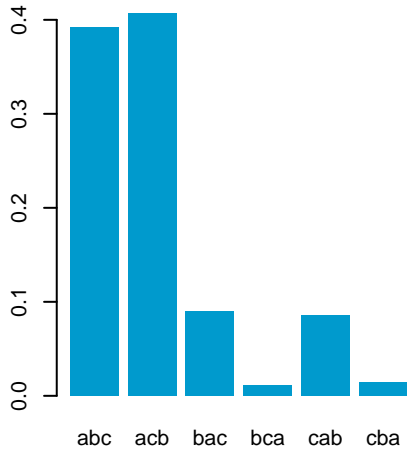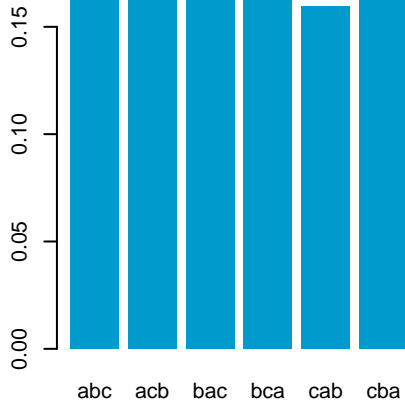***Recovered* Preferences**

Item Order Randomization

A. 100% Attentive

B. 0% Attentive (Zig−Zag Orienta

C. 50% Attentive