

# VisuoMotor Adaptation

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## 1. What is this study about?

In this study, we're looking at the mechanisms underlying adaptation to situations that "deviate from the norm". You will be asked to do a simple mouse "click-and-move" task as described below. Please note that this experiment might get boring and in order to address that, you'll be given periodic self-paced breaks. That is, you are free to continue this study at your convenience after the break. Depending on the length of breaks you take, this study might take up to 1.5 hours to complete.

## 2. General Task Instructions.

The experiment starts by asking you to press any key on the keyboard. A fixation circle will appear at the center of the screen and you are required to keep your eyes on that circle.

Whenever you are ready to proceed, you need to click the left mouse button. A short while after clicking, a larger red circle will appear at a pre-decided location on the screen.

**Your task is to drag the center circle (on which you focused your eyes) using the stylus to that larger circle and drop it by lifting the stylus. You do not have to worry about bringing the stylus back to the exact center of the tablet – your first tap after the center circle appears will start controlling the center circle regardless of where you tap on the tablet. However, please make sure to not exceed the boundaries of the tablet during your movements.**

Please make sure to do this task as fast as possible. **That is, please try to drag the mouse cursor from the center to the large circle as fast as possible by moving the stylus as fast as possible.** You will be shown a scoreboard after specific set of trials indicating how fast you have been. The number in green is your score. You can always increase that score by doing the task faster.

The experiment will start with a small set of practice trials for you to get used to the task. During the task, you will be given periodic breaks. You are free to continue the experiment whenever you're ready after the break.