

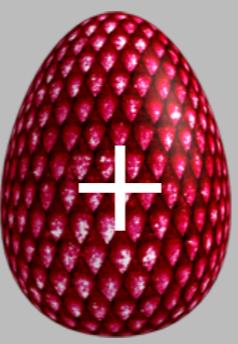
VISUAL BLOCK

In the land of Smorgur, there are two kinds of dragon: Goruns and Fodurs. Goruns look more like a circle and Fodurs look more like a figure 8. Gorun and Fodur eggs are usually of different color. However, some Gorun eggs look like Fodur eggs, and some Fodur eggs look like Gorun eggs. Your task is to learn THE MOST LIKELY dragon category to which an egg belongs, even if sometimes an identical-looking egg can be either a Gorun or Fodur egg.

Because category membership is probabilistic, your answer cannot always be 100% correct. By picking the most likely category to which the egg belongs, you can be correct most (but not all) of the time. The following eggs are drawn at random from Gorun and Fodur eggs. Classify each egg as either a Gorun or a Fodur egg.

When you have consistently picked the most likely dragon for the last 200 trials, your learning will be complete.

LEFT arrow = GORUN egg; RIGHT arrow = FODUR egg.





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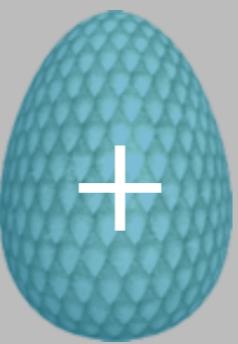




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AUDITORY BLOCK

In the land of Smorgur, there are two kinds of dragon: Goruns and Fodurs. Goruns and Fodurs make different kinds of vocalizations. Goruns make roaring sounds whereas Fodur sounds are more like a song. However, when Goruns and Fodurs are lonely, they make other kinds of calls. Sometimes, a lonely Gorun will sound like a lonely Fodur, and a lonely Fodur will sound like a lonely Gorun.

Your task is to choose THE MOST LIKELY dragon category to which a call belongs, even if sometimes an identical-sounding call will signal either a Gorun or a Fodur.

Because category membership is probabilistic, your answer cannot always be 100% correct. By picking the most likely category to which the sound belongs, you can be correct most (but not all) of the time.

The following sounds are drawn at random from Gorun and Fodur sounds. Classify each sound as either a Gorun or a Fodur lonely sound.

When you have consistently picked the most likely dragon for the last 200 trials, your learning will be complete.

LEFT arrow = GORUN sound; RIGHT arrow = FODUR sound.

[sound 1 in both ears]





[play sound
corresponding
to dragon
category 1
in Left ear]

[audio_dragon1.wav]



[play sound
corresponding
to dragon
category 2
in Right ear]

[audio_dragon2.wav]



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[sound 2 in both ears]





[play sound
corresponding
to dragon
category 1
in Left ear]

[audio_dragon1.wav]

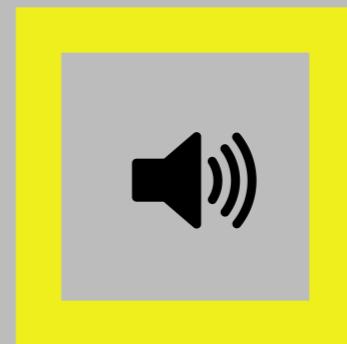


[play sound
corresponding
to dragon
category 2
in Right ear]

[audio_dragon2.wav]



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SEMANTIC BLOCK

In the land of Smorgur, there are two kinds of dragon: Goruns and Fodur. Some dragons are carnivores and some dragons are herbivores. Your task is to figure out if a carnivore or an herbivore is MOST LIKELY a Gorun or Fodur.

Because category membership is probabilistic, your answer cannot always be 100% correct. By picking the most likely category to which a carnivore or herbivore belongs, you can be correct most (but not all) of the time. The following carnivores and herbivores are drawn at random from Gorun and Fodur dragons. Classify each carnivore and each herbivore as either a Gorun or a Fodur.

When you have consistently picked the most likely dragon for the last 200 trials, your learning will be complete.

LEFT arrow = GORUN; RIGHT arrow = FODUR.

CARNIVORE

GORUN

+

FODUR

GORUN

+

FODUR



HERBIVORE

GORUN

+

FODUR

GORUN

+

FODUR

