# Psychomotor Vigilance Task

## Original Instructions

* You will be seated in front of a computer screen.
* A letter will appear in the middle of the screen.
* When you see the letter, press the spacebar

## Lexical Gaps

* Version 1 – using rare lexical variants
  + You will be seated in front of a computer screen.
  + A **stimulus** will appear in the middle of the screen.
  + When you see the **stimulus**, press the spacebar
* Version 2 – using nonexisting words
  + You will be seated in front of a computer screen.
  + A **slook** will appear in the middle of the screen.
  + When you see the **slook**, press the spacebar

## Context Gaps

* Version 1 – absent screen (likely inferred)
  + You will be seated.
  + A letter will appear.
  + When you see the letter, press the spacebar
* Version 2 – no response reference (“how do I respond?”)
  + You will be seated in front of a computer screen.
  + A letter will appear in the middle of the screen.
  + When you see the letter, **respond**
* Version 3 – no connection between the response and the letter (will likely be inferred)
  + You will be seated in front of a computer screen.
  + A letter will appear in the middle of the screen.
  + Press the spacebar

# Visual Search Task

## Original Instructions

* You will be searching for a target letter on the screen.
* A set of letters will appear on the screen.
* Search for your target letter among the letters.
* If the target letter is on the screen, press ‘W’.
* If the target is not on the screen, press ‘R’.
* A letter is not the target unless it has the same color.

## Lexical Gaps

* Version 1 – using rare lexical variants
  + You will be searching for a **stimulus** on the screen.
  + A set of **stimuli** will appear on the screen.
  + Search for your target **stimulus** among the **stimuli**.
  + If the target **stimulus** is on the screen, press ‘W’.
  + If the target is not on the screen, press ‘R’.
  + A **stimulus** is not the target unless it has the same color.
* Version 2 – using non-existing words
  + You will be searching for a **slook** on the screen.
  + A set of **slooks** will appear on the screen.
  + Search for your target **slook** among the **slooks**.
  + If the target **slook** is on the screen, press ‘W’.
  + If the target is not on the screen, press ‘R’.
  + A **slook** is not the target unless it has the same color.

## Context Gaps

* Version 1 – response modes missing
  + You will be searching for a target letter on the screen.
  + A set of letters will appear on the screen.
  + Search for your target letter among the letters.
  + If the target letter is on the screen, **respond appropriately**.
  + If the target is not on the screen, **respond appropriately**.
  + A letter is not the target unless it has the same color.
* Version 2 – no connection between target/distractors and letter
  + You will be searching for a target on the screen.
  + A set of **objects** will appear on the screen.
  + Search for your target among the **objects**.
  + If the letter is on the screen, press ‘W’.
  + If the letter is not on the screen, press ‘R’.
* Version 3 – No response conditional provided
  + You will be searching for a target letter on the screen.
  + A set of letters will appear on the screen.
  + Search for your target letter among the letters.
  + A letter is not the target unless it has the same color.