

Pilot Data Analysis

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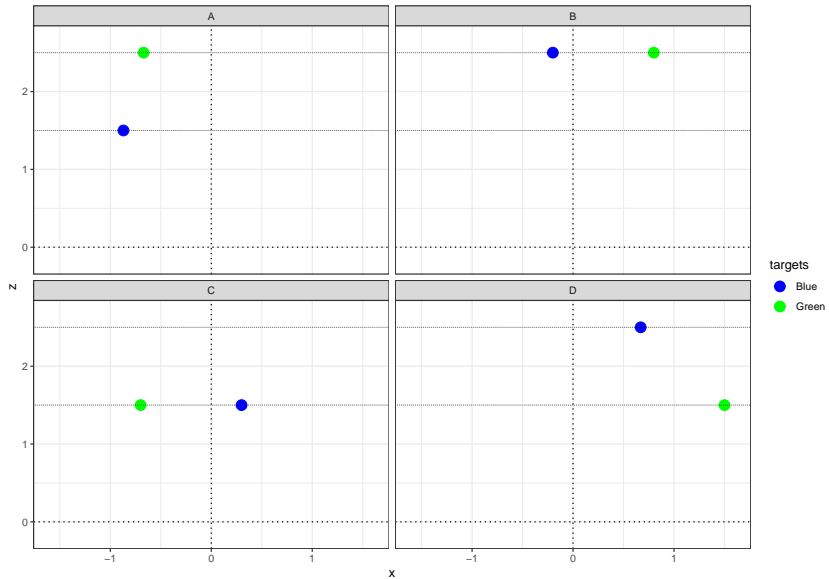
Current Setup

- ▶ Video
- ▶ Conditions
- ▶ Targets layout

Conditions

	0deg static	120deg rotate
Virtual	<ul style="list-style-type: none">▶ 2 or 3 decoys	<ul style="list-style-type: none">▶ 2 or 3 decoys▶ 40/80 or 0/40/80
Physical	<ul style="list-style-type: none">▶ 2 or 3 decoys	<ul style="list-style-type: none">▶ 2 or 3 decoys▶ 40/80 or 0/40/80

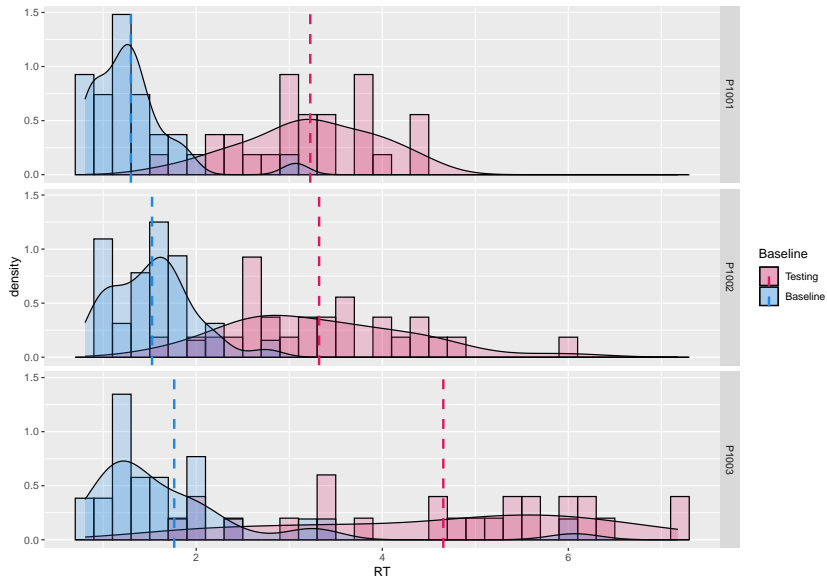
Physical Targets Layout



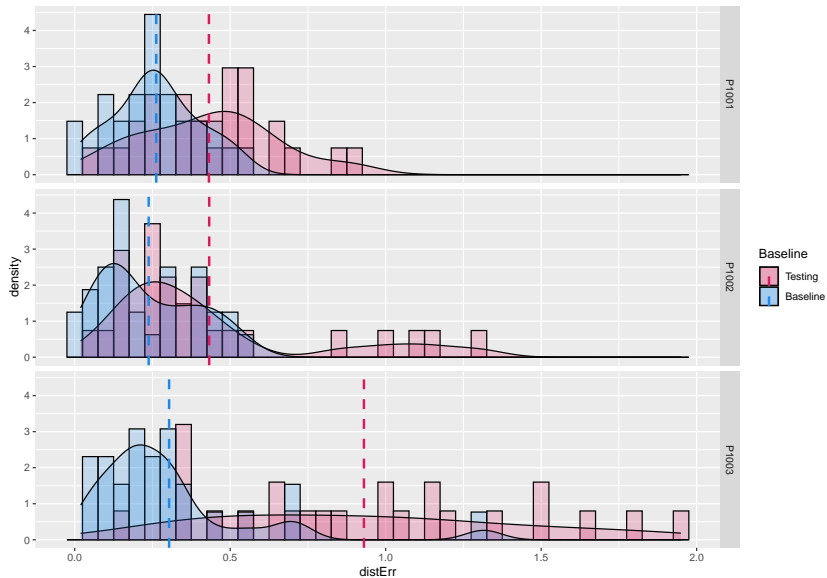
Virtual/Decoy Targets Layout

Randomly generated from - X: -1,1 - Z: 1.5, 2.5, 3.5 three depths

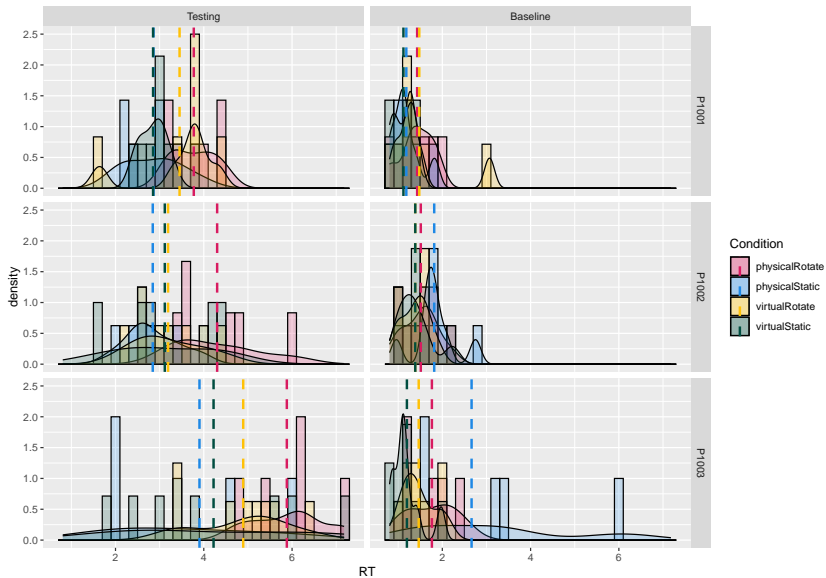
Reaction Time by P and Baseline/Testing



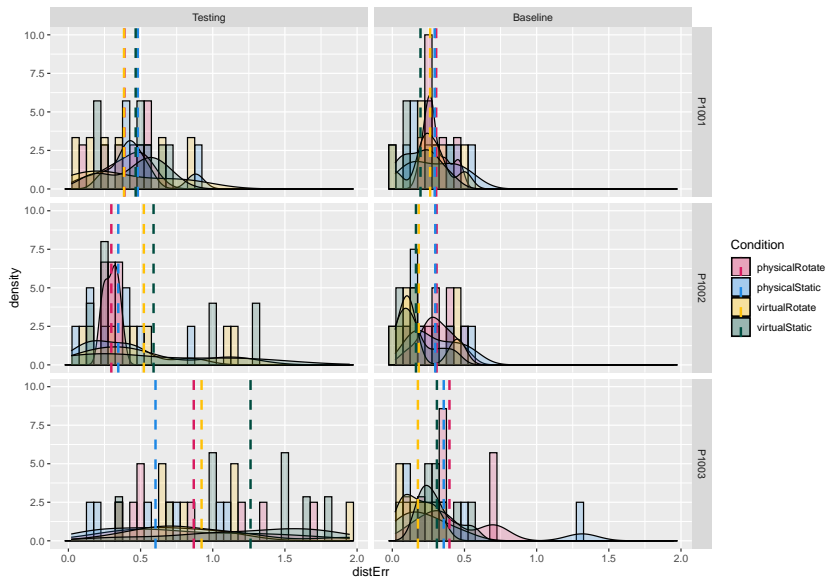
Absolute Distance Error by P and Baseline/Testing



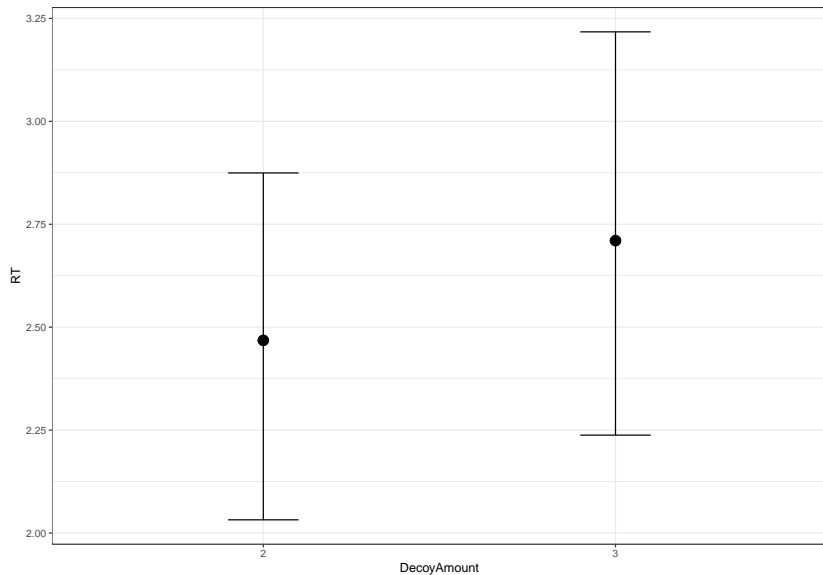
Reaction Time by P, Conditions and Baseline/Testing



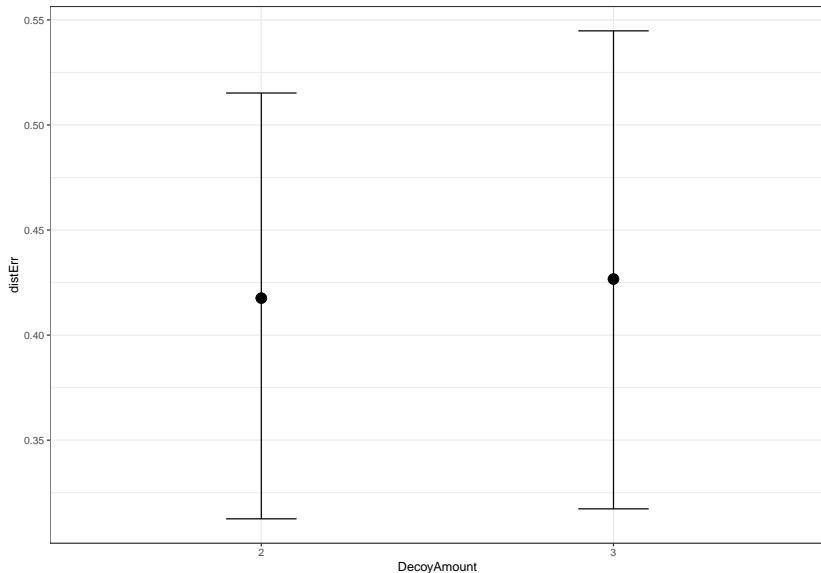
Absolute Distance Error by P, Conditions and Baseline/Testing



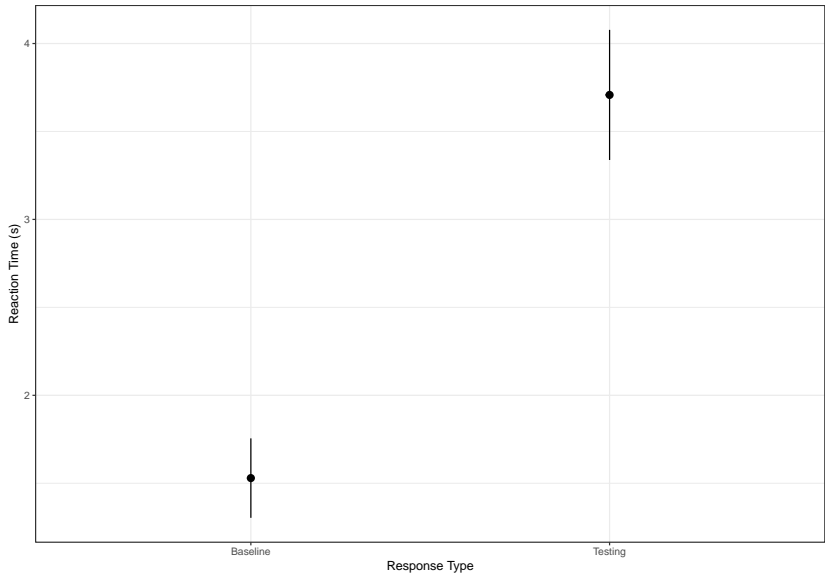
Decoy Amounts and RT



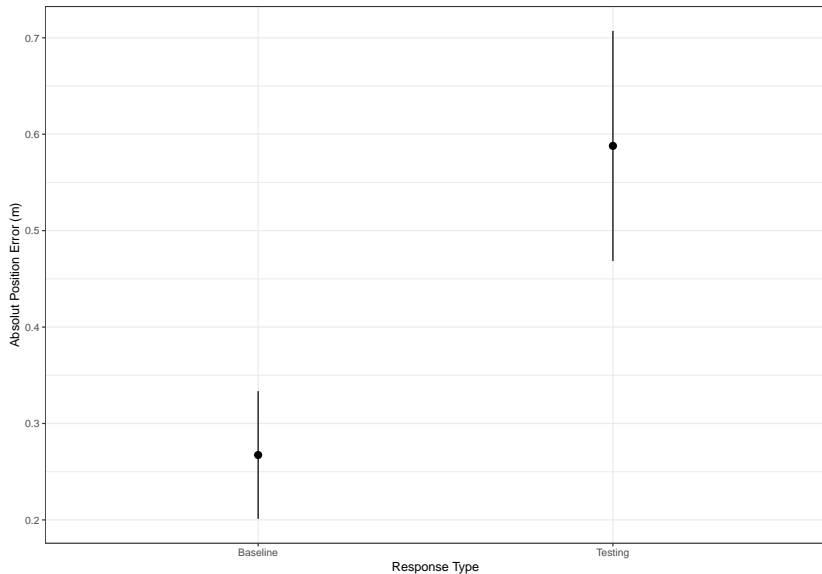
Decoy Amounts and Absolute Distance Error



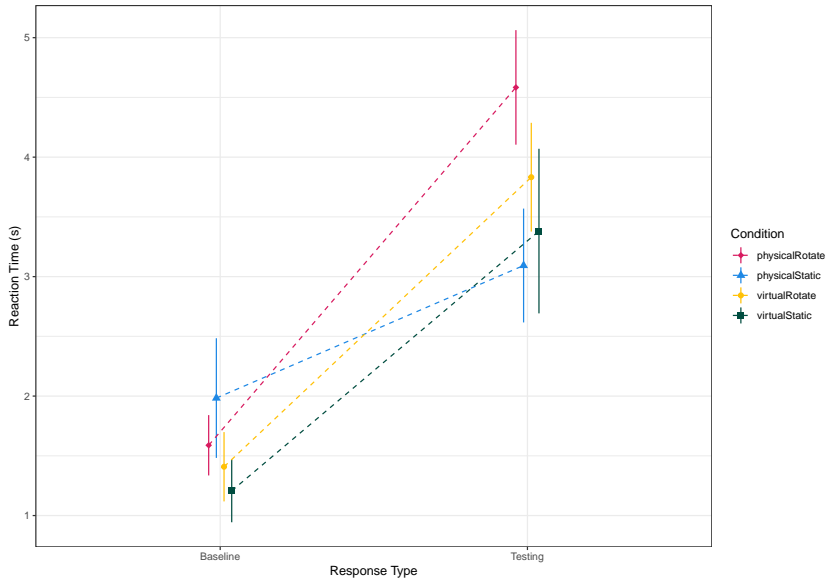
Reactions Times by Baseline/Testing



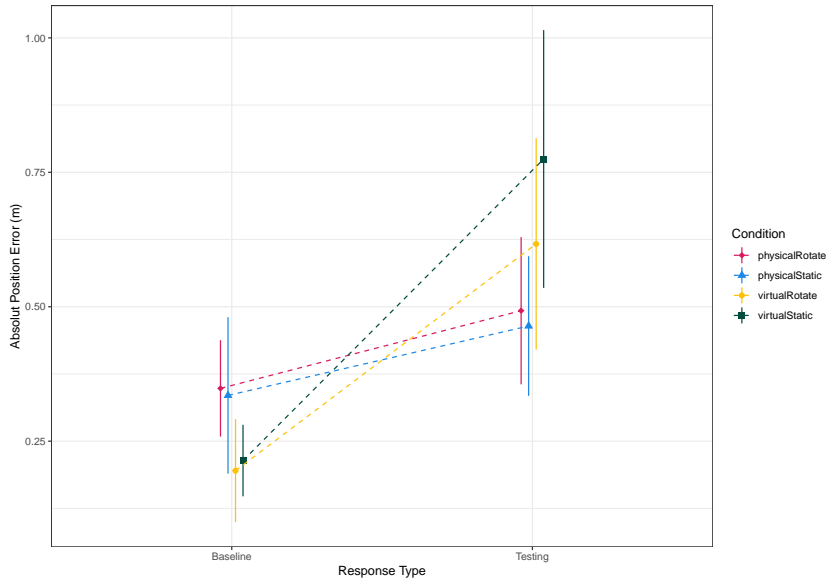
Absolute Distance Error by Baseline/Testing



Reactions Times by Baseline/Testing and Conditions



Absolute Distance Error by Baseline/Testing and Conditions



Decisions to Discuss

- ▶ With and without mountain (allocentric vs. egocentric)
- ▶ Should virtual and physical targets layouts be the same?
- ▶ A restart function when the performance is too bad
- ▶ Preregistration