

Instructions verbatim for the color selection task (Experiment 1)

Experimenter read the instructions to the observer at the beginning of each experimental session. In the first session, the experimenter started the training block of trials in the beginning of the session so that a stimulus was displayed on the screen and served as a reference while the observer was listening to the instructions. In other sessions, the observer was familiar with the task/experiment, so the experimenter started the first experimental block after repeating the instructions.

At the beginning of each trial you will see a cube in the center of the screen. The cube will have three distinct “buttons”, like pips on a dice – one on the right and two on the left side. The button in the center of the right side will be the target for the trial. The two buttons on the left side are the test buttons.

Your task is to choose the test button that is closest to the target in color.

To indicate your choice, use the joystick on the controller. To select the upper test button, move the joystick up. To select the lower test button move the joystick down.

When you make the choice, a small black dot will briefly flash in the center of the button you selected. At that point the trial will end and the new cube with buttons will appear at the center of the screen.

At the first session only the experimenter said:

Let’s now do a short training session so you get familiar with the task.

The observer then ran through a short training consisting of four illuminant-constant trials, one for each target. After the first session, the experimenter skipped this part of the instructions and moved on to the general info section below.

In today’s session we will do about 15 (for illuminant-constant, or 7-8 for illuminant-changed) blocks of trials, each consisting of about 40 (120) single trials. After each block of trials, the screen will turn gray. At that point, please alert the experimenter to start the new block of trials.

Try not to make long breaks within a block of trials. You can take as much time as you need for break between blocks.