Training task screen

This screen is where the subject manipulates a single die to match a stimulus figure.

The goal is to move to block into the target square on the right side of the worksurface, matching the orientation of the die to the stimulus figure.

The timer will begin as soon as this screen is activated (to replicate VR-BD behavior).

When the subject is finished, the experimenter presses the spacebar.
**Dice architecture**

All dice are identical. Each die will have a different number of dots on each side (1-6). Opposite sides should add to 7, as depicted in the attached figure.

It is important that the orientation of the dots relative to each side match the figure exactly. Size of the dots can vary from the figure, but all dots on the die should be exactly the same size as each other.

The die should be identical in size to the blocks used in the VR version of the Block Design task. Each die represents a solid cube with 1-inch square sides. Assuming a 28-inch tall table, this would require each block to have a visual angle 2.97 degrees (calculated using eye height 46 inches).

OpenGL color for surfaces: #FFFACD

Dots can be black.
**Trial complete window**

At the end of each trial, pressing the spacebar should show the message box depicted on the right.

The title bar should have the same text as the title bar in the VR Block Design task. The text should be “Task time: xx.xx seconds” and present the participant’s performance time. Three buttons should be shown:

- **Retry**: Repeat the same trial
- **Next**: Proceed to next trial
- **Quit**: Exit the training application
Training designs

The figures to the right depict four training designs of increasing difficulty. The left column shows the stimulus figure (i.e., the goal state) and the right shows the starting position for each die. When placed in the target square, the top surface of the die must match the stimulus figure exactly, in terms of orientation.

If more than 4 designs are needed, additional designs can be used resulting in 2, 3 or 6 dots. Any starting position can be used with these designs, as long as it is not the same as the stimulus.