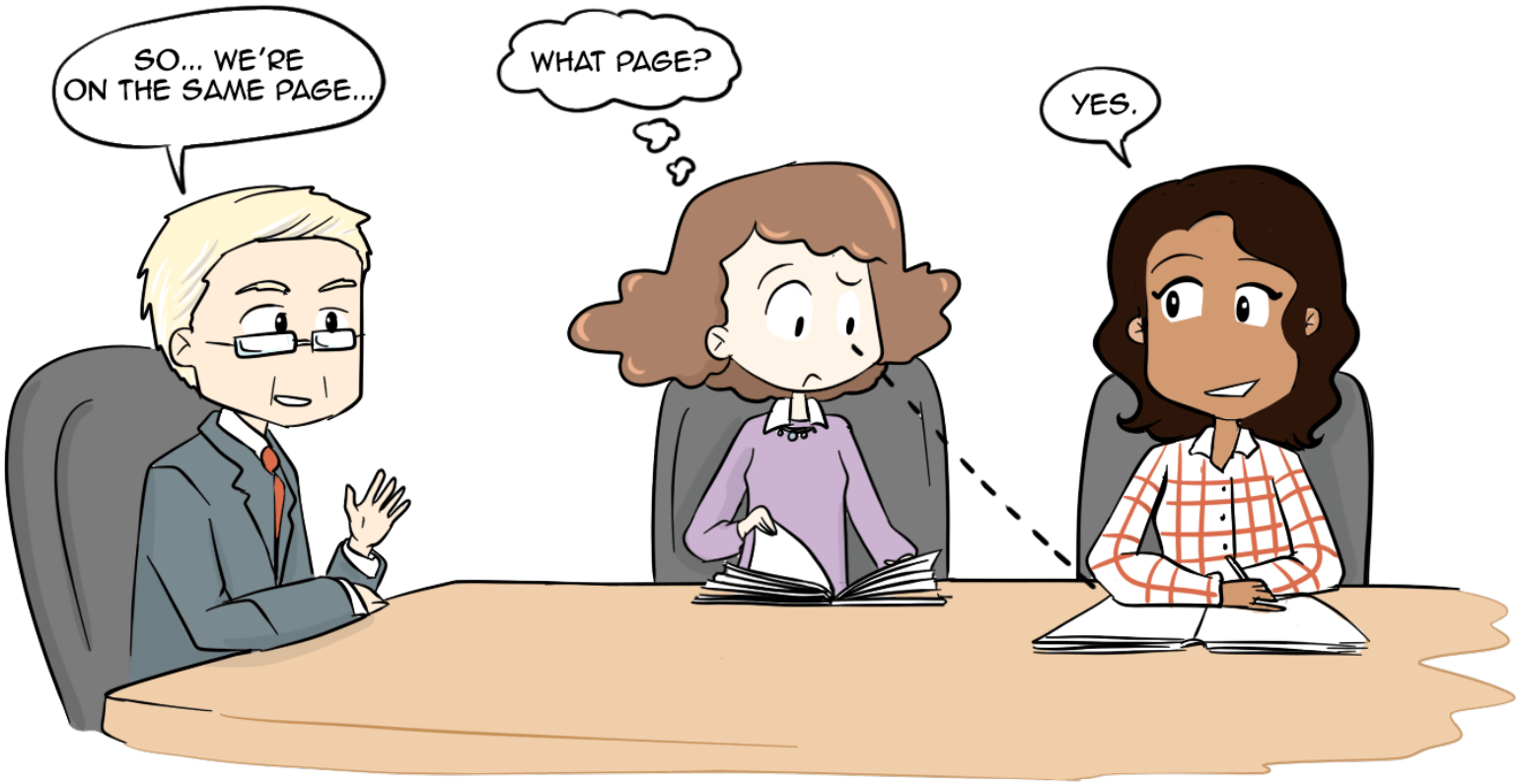
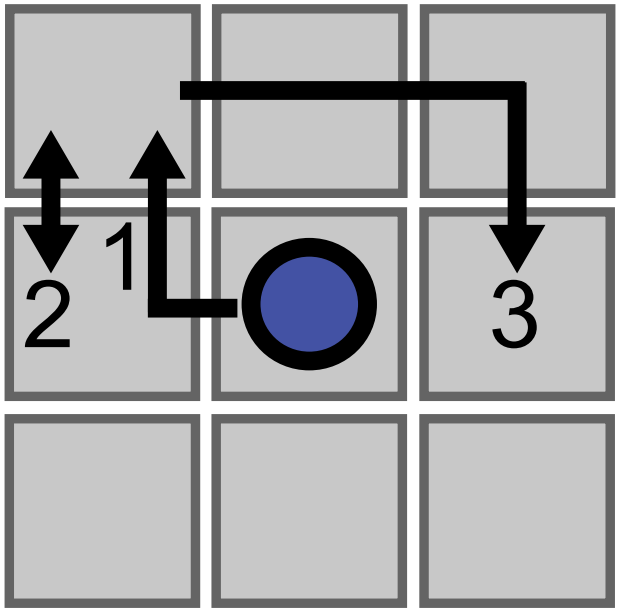
Today's question



Are we on the same page?

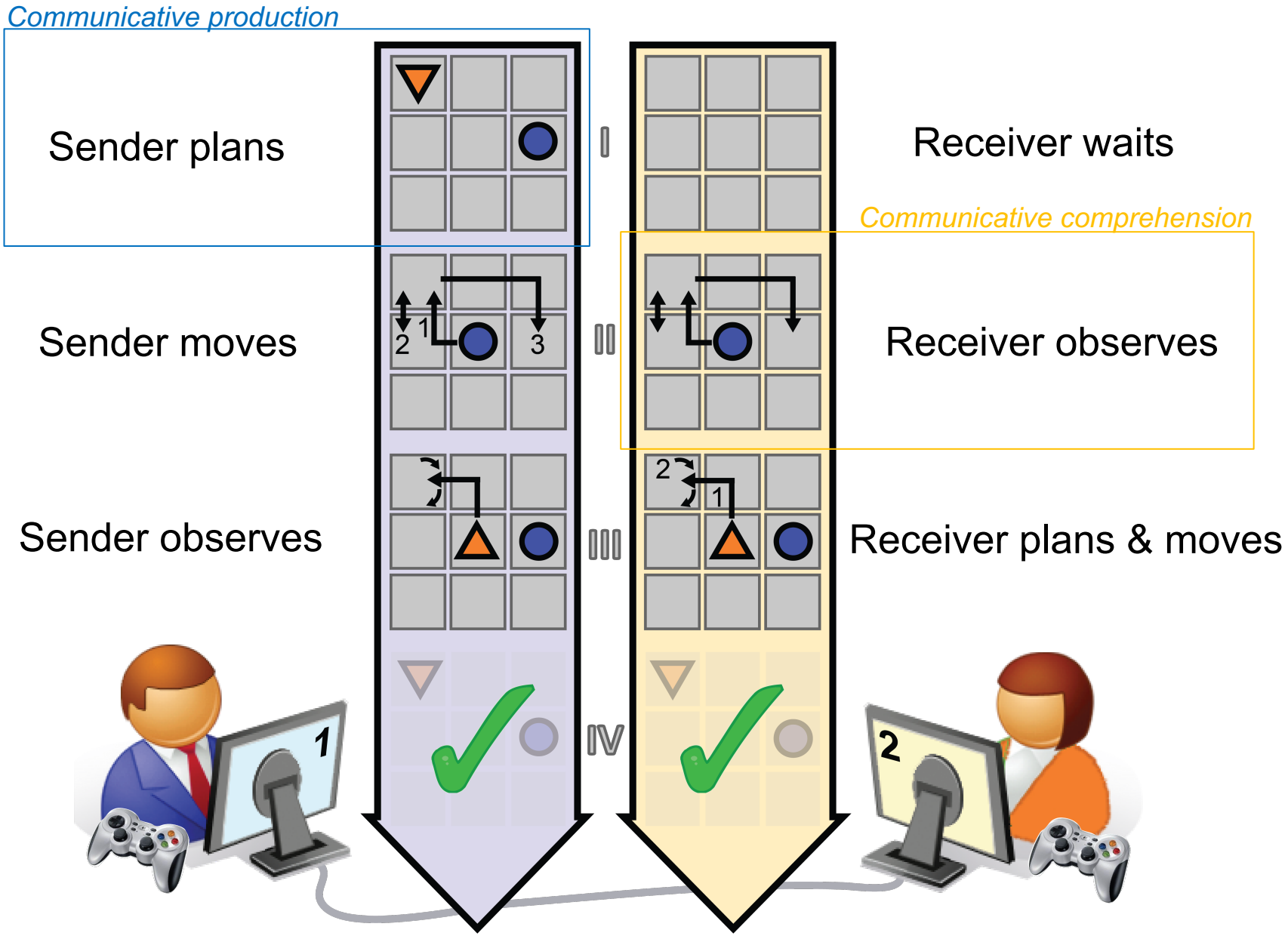
Tacit Communication Game



Today's docket

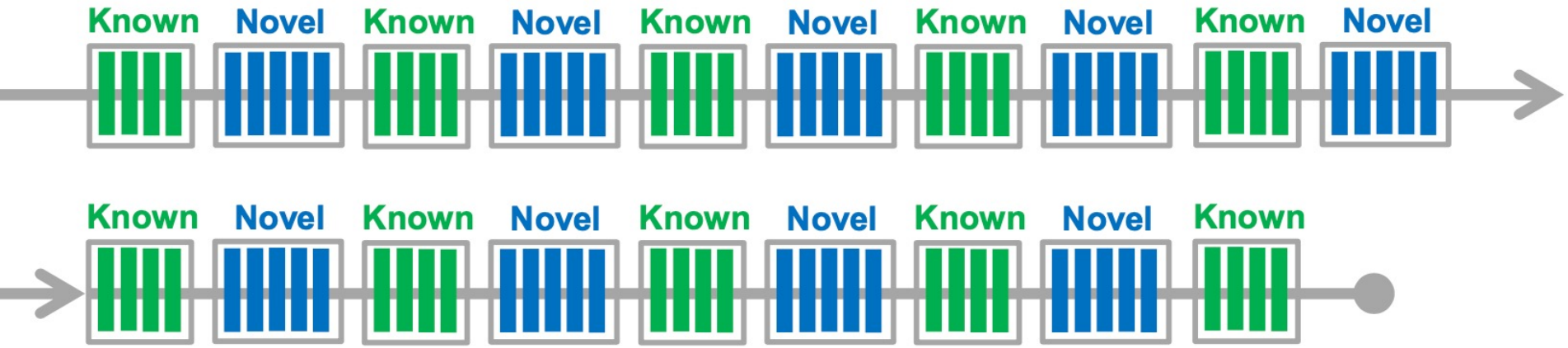
1. Experimental design
   Within-trial events, across-trial manipulations
2. Data analysis
   Demo, breakout session
3. Brain predictions
   Breakout session

Experimental design



Crack the Vault (TCG)

- Alternation of Sender and Receiver roles
- Level 1 “training” > 11 Known blocks (of 4 trials)
- 10 Novel blocks (of 5 trials)



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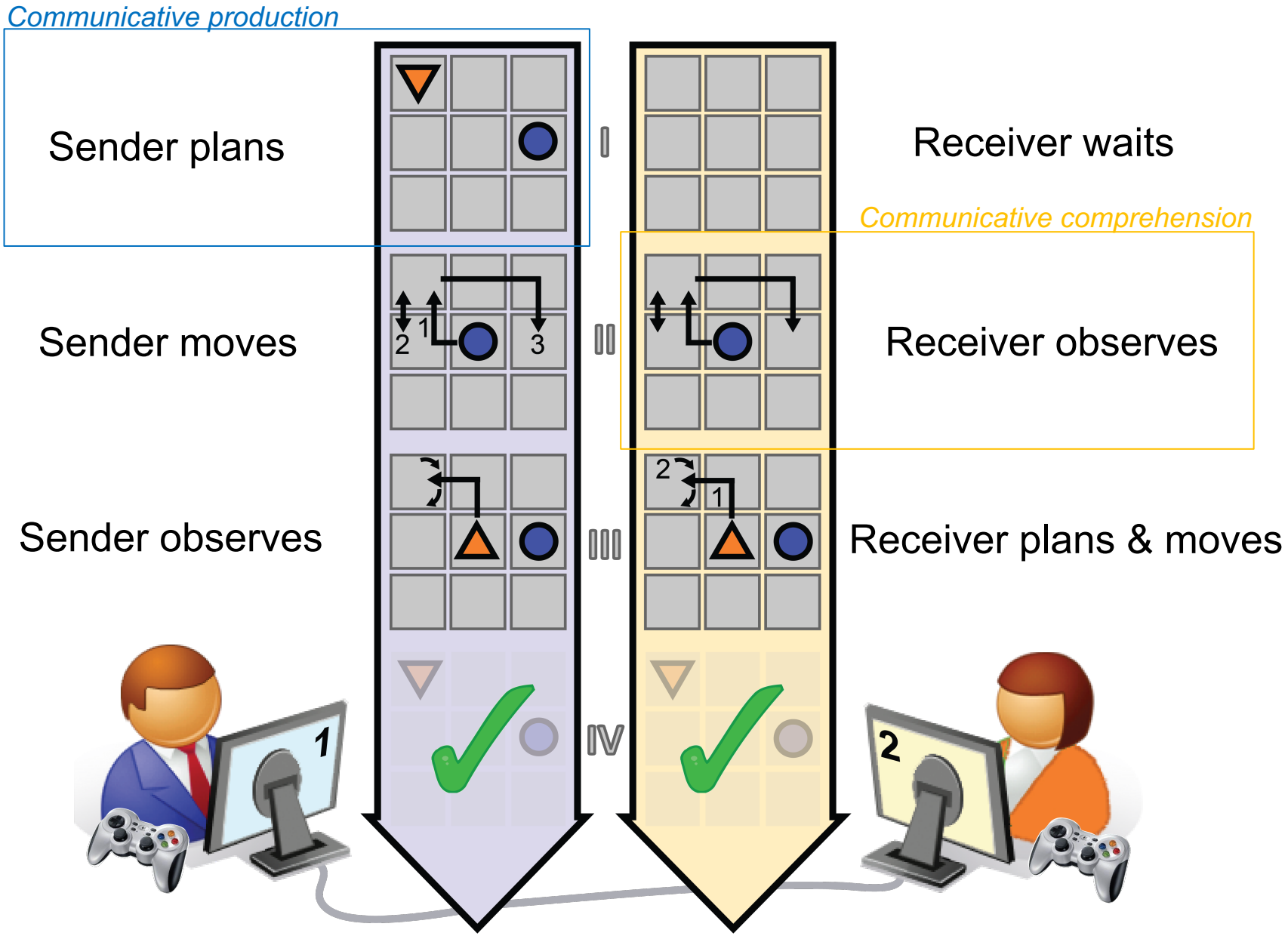
Data analysis

- Lab3_TCG_web.ipynb

Data analysis



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Prediction I

- Pairs were more successful when they could rely on previously established shared context (Known > Novel interactions)
- What types of processes are *unique* to senders and receivers? And what processes might be *overlapping* across communicative production and comprehension?
- How would you investigate this if you could measure people's brain activity in the game?

Prediction II

- *When* would you expect to observe these overlapping (neural) processes? After, during, or before the production and comprehension of communicative behavior?
- How would you investigate this?

Prediction III

- Pairs' planning times were more strongly correlated over Novel than over Known interactions, consistent with a *negotiation* of contextual knowledge over the course of Novel interactions.

- Would you expect this negotiation process to be visible in the brain data, and how would you test this neural prediction?

Next up

- Shared Conceptual Spaces I
- Paper review (Wadge et al., 2019) due Wednesday night (max. 2 pages)
  - Summarize the main points
  - Highlight the positive aspects
  - Critique through identifying gaps, inconsistencies, and unanswered questions
  - Craft a conclusion, including a recommendation (accept, revise, reject)