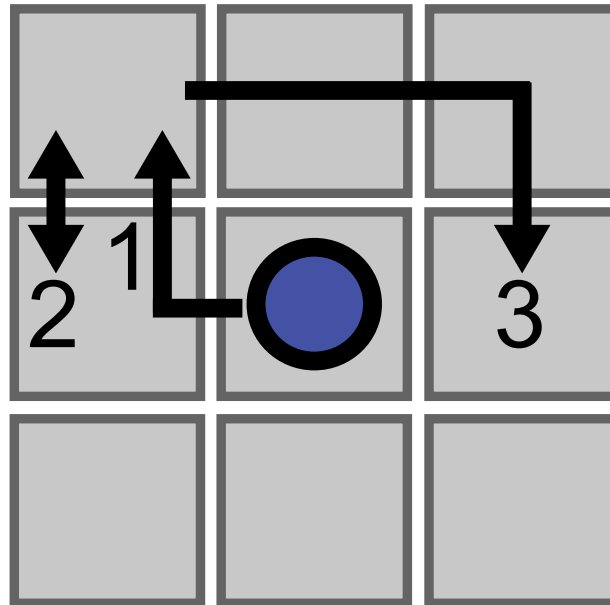Are we on the same page?

Tacit Communication Game

1. ## Experimental design
   Within-trial events, across-trial manipulations
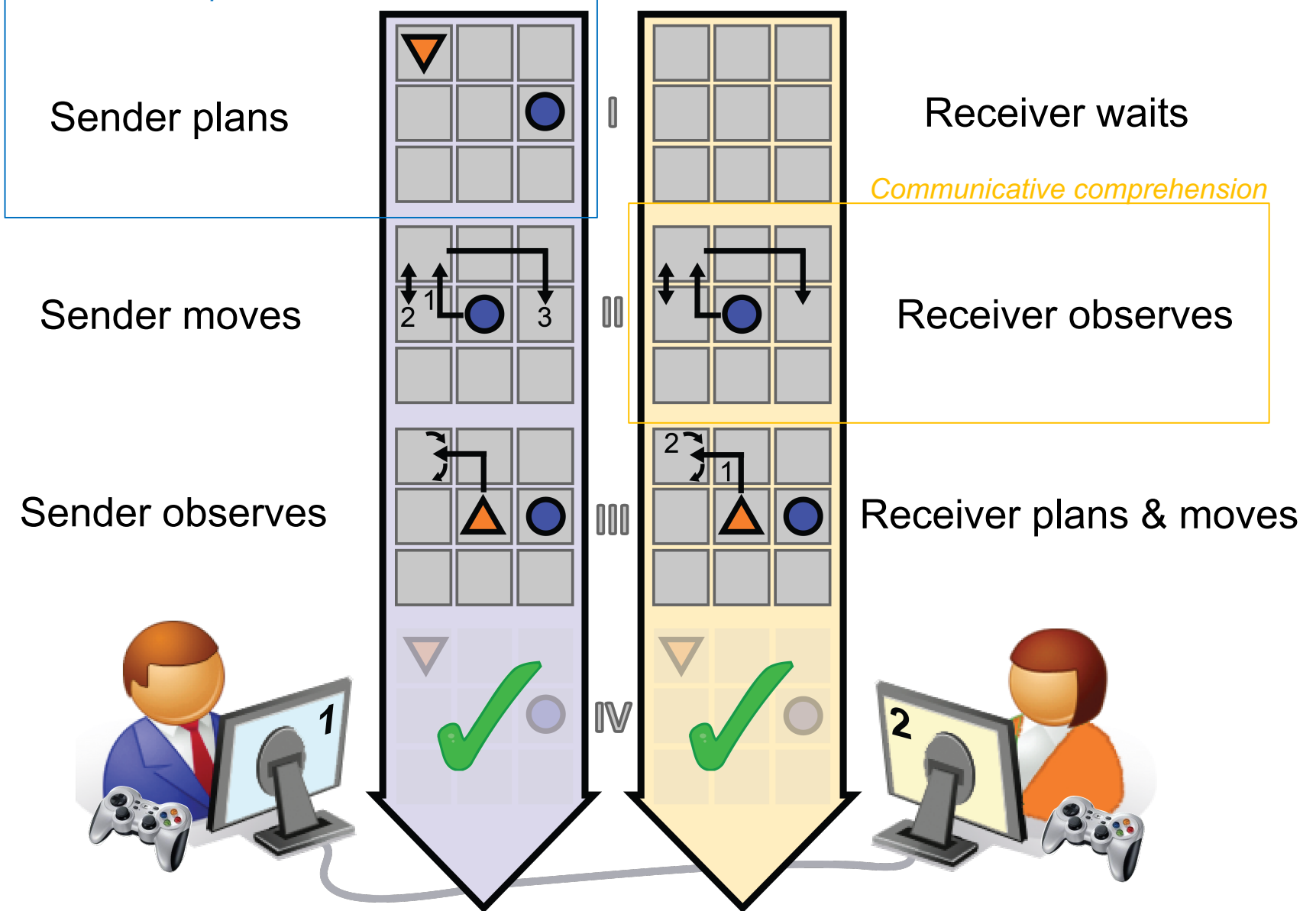
2. ## Data analysis
   Demo, breakout session

3. ## Brain predictions
   Breakout session

Communicative production

Sender plans — Receiver waits

Communicative comprehension

Sender moves — Receiver observes

Sender observes — Receiver plans & moves

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)

1. Experimental design
   Within-trial events, across-trial manipulations

2. Data analysis
   Demo, breakout session

3. Brain predictions
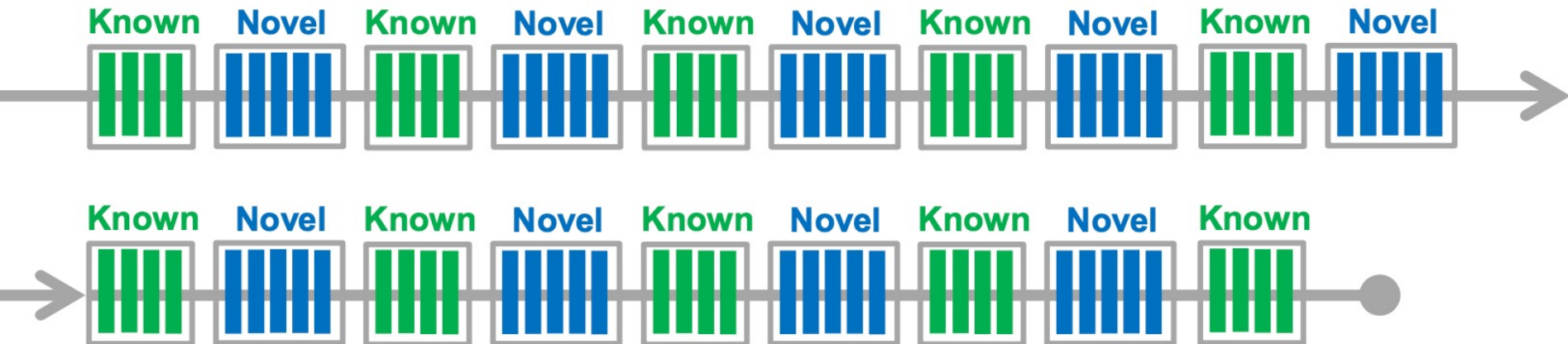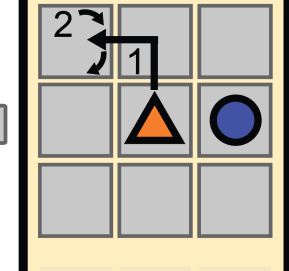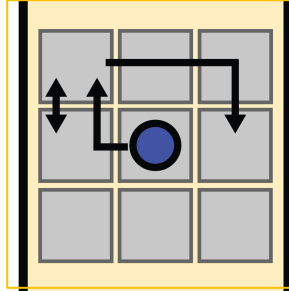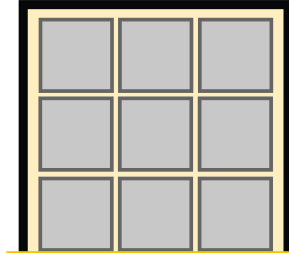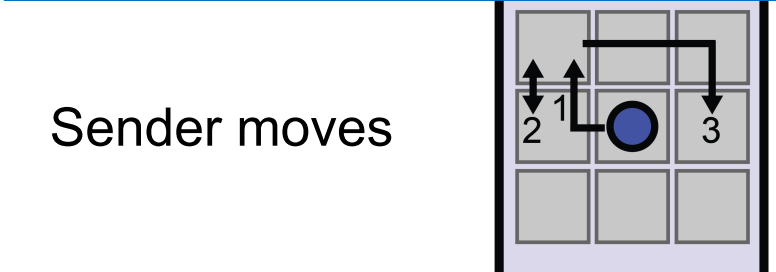   Breakout session

- Lab3_TCG_web.ipynb

Data analysis

Communicative production

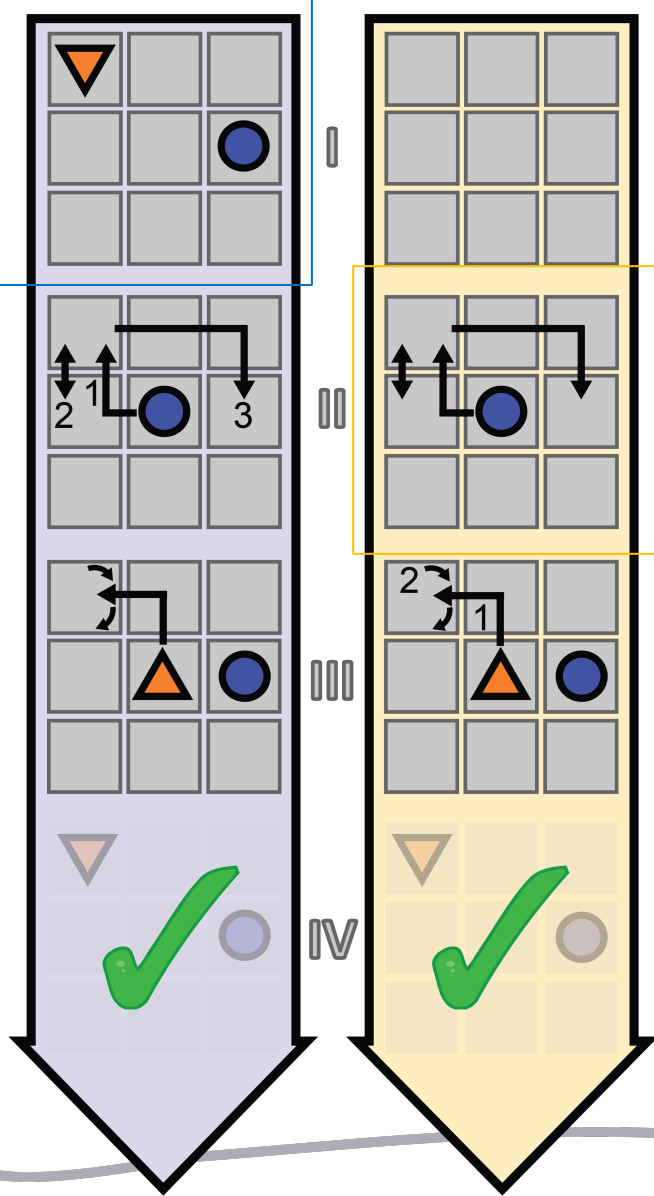Sender plans

Sender moves

Sender observes

Receiver waits

Communicative comprehension

Receiver observes

Receiver plans & moves

1. **Experimental design**

   Within-trial events, across-trial manipulations

2. **Data analysis**

   Demo, breakout session

3. **Brain predictions**

   Breakout session

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?

- Shared Conceptual Spaces I