



CONCLUSIONS

- Probability cueing effect is persistent over time for same-dimension distractors only.
- Probability cueing effect is not due to target-distractor similarity.
- Same-dimension distractors are spatially suppressed, different-dimension distractors are dimensionally suppressed.
- Attending a 'suppressed' object requires more effort (reflected in larger N2pc).

RESEARCH QUESTIONS

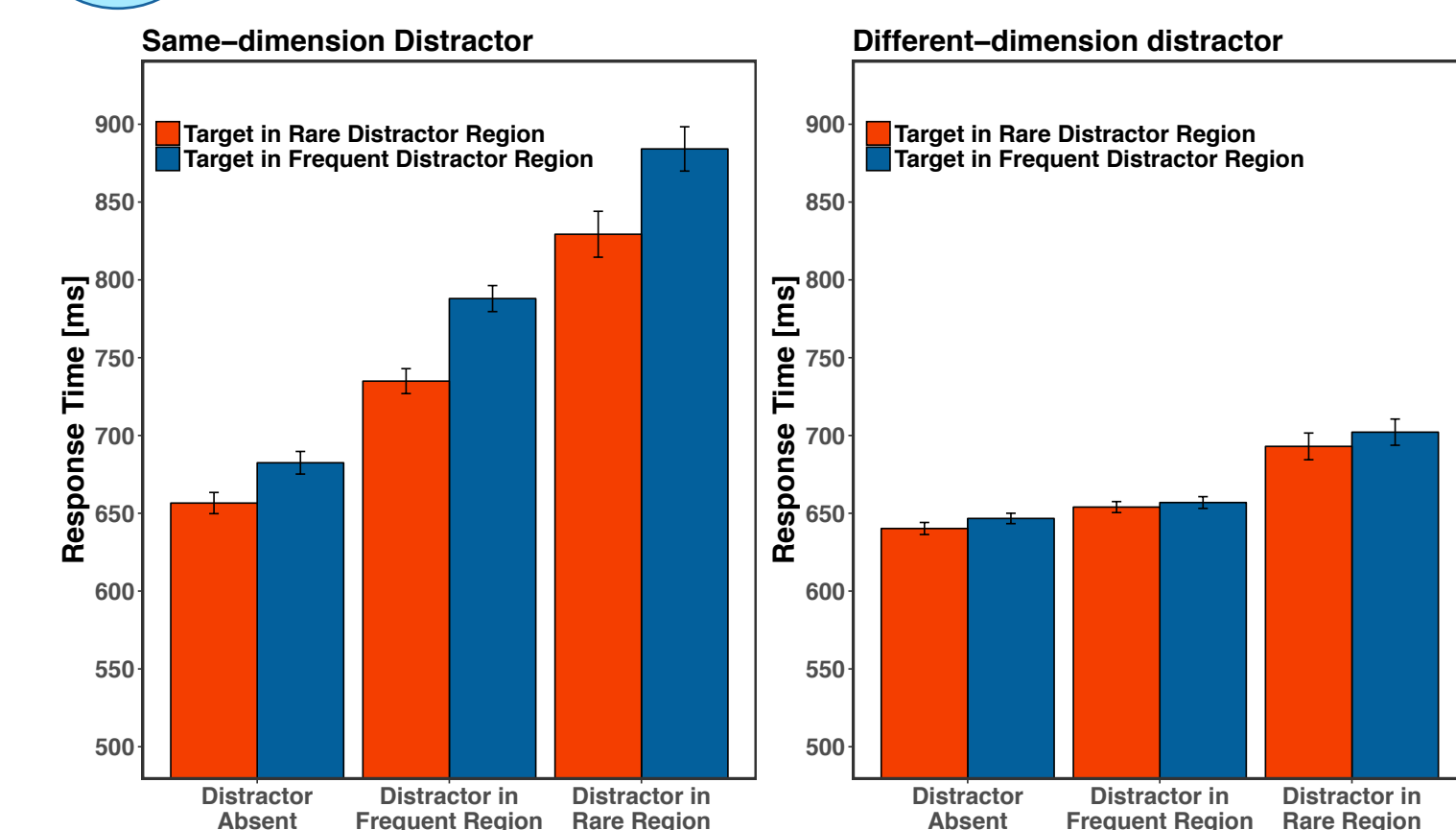
Distractors cause less interference when they appear frequently in the same region ("distractor probability cueing effect").

- 1 Is there a systematic difference between the suppression of same- vs different-dimension distractors?
- 2 Is the effect reflected in the N2pc?
- 3 Does the effect persist over time, i.e. 24h?
- 4 Is the effect just due to similarity?

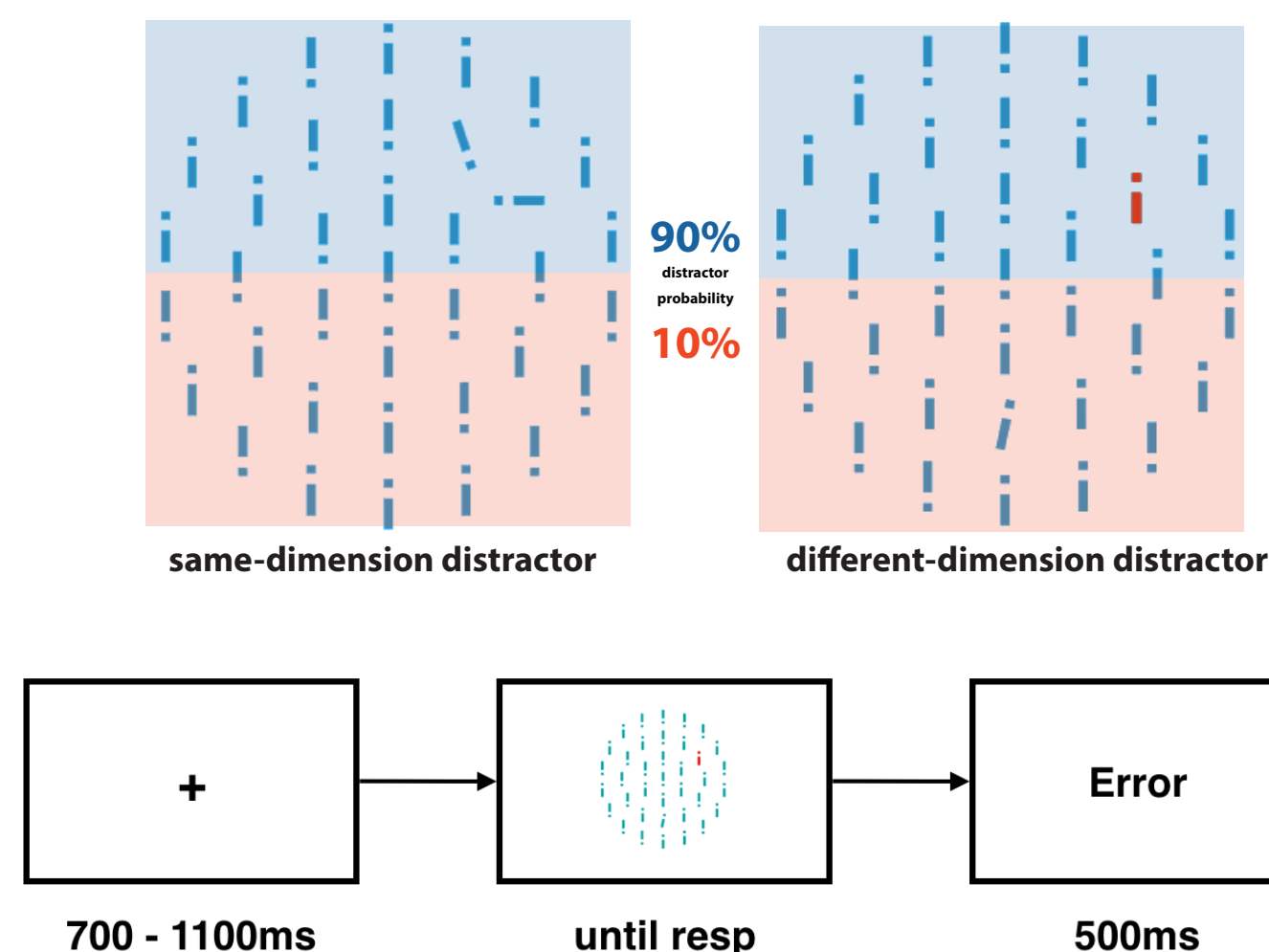
1 PROBABILITY CUEING

Sauter et al. (in review) SAME- VS DIFFERENT-DIMENSION DISTRACTORS

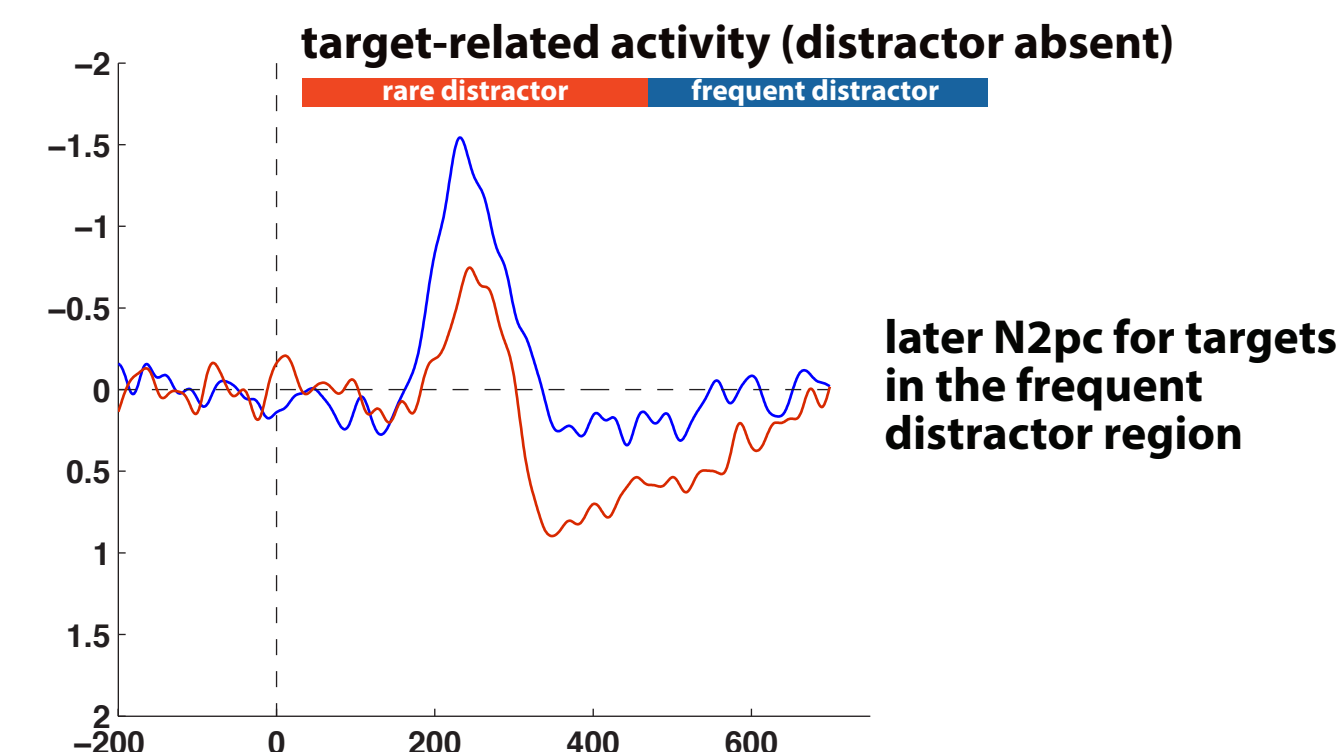
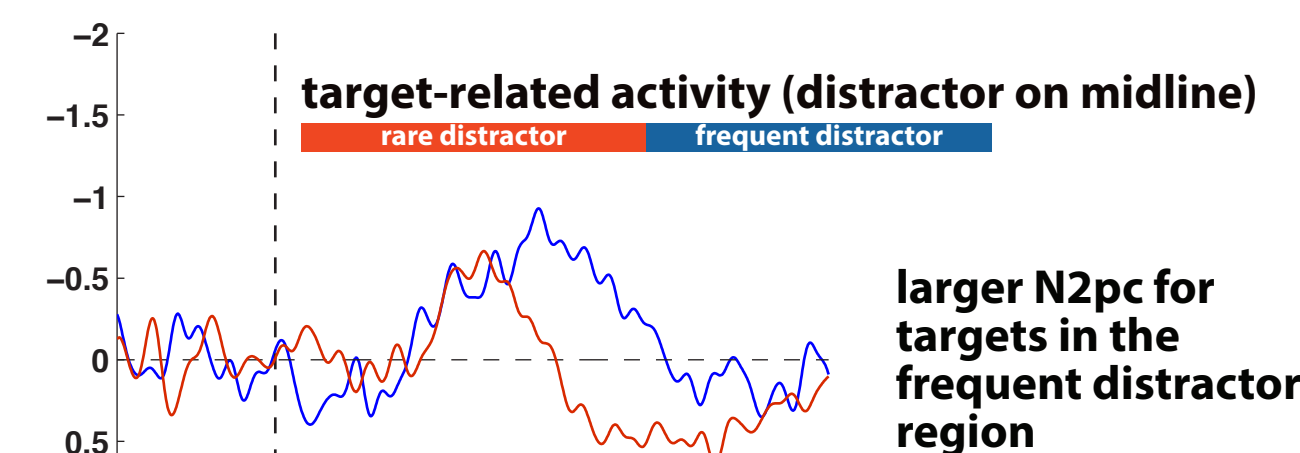
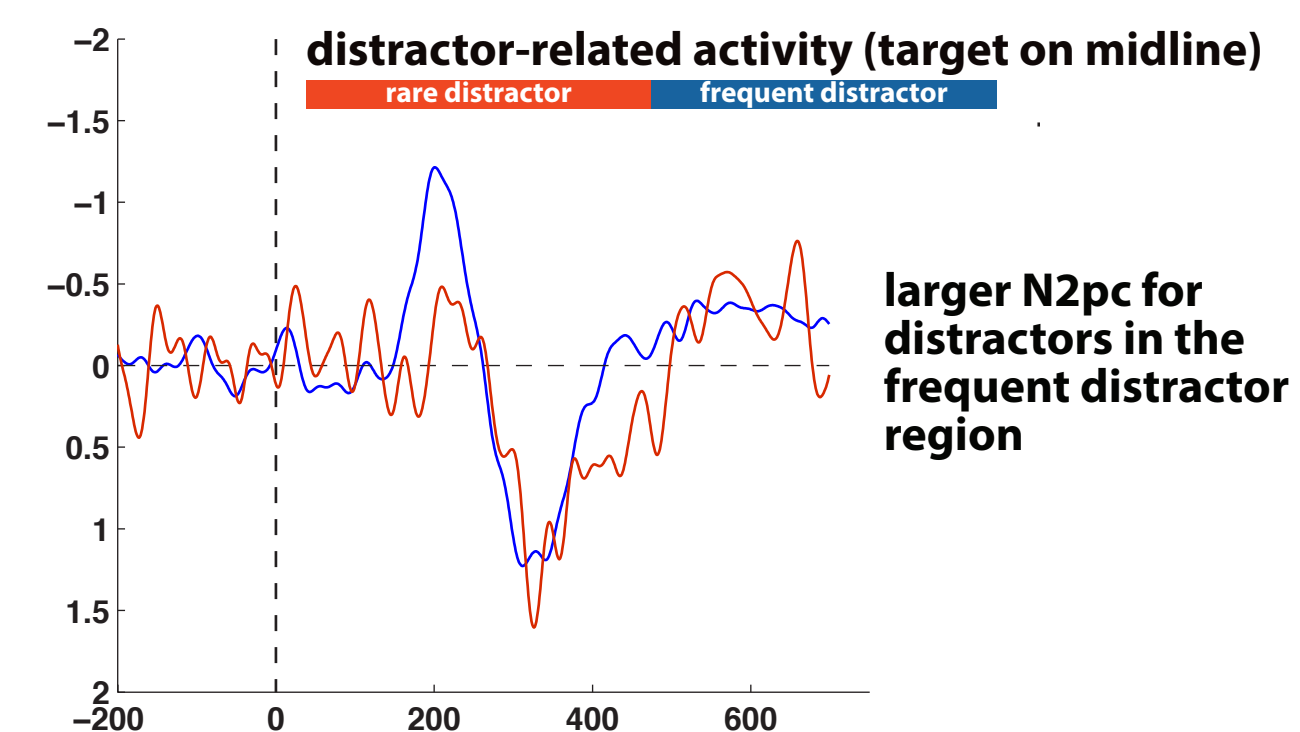
184 PARTICIPANTS



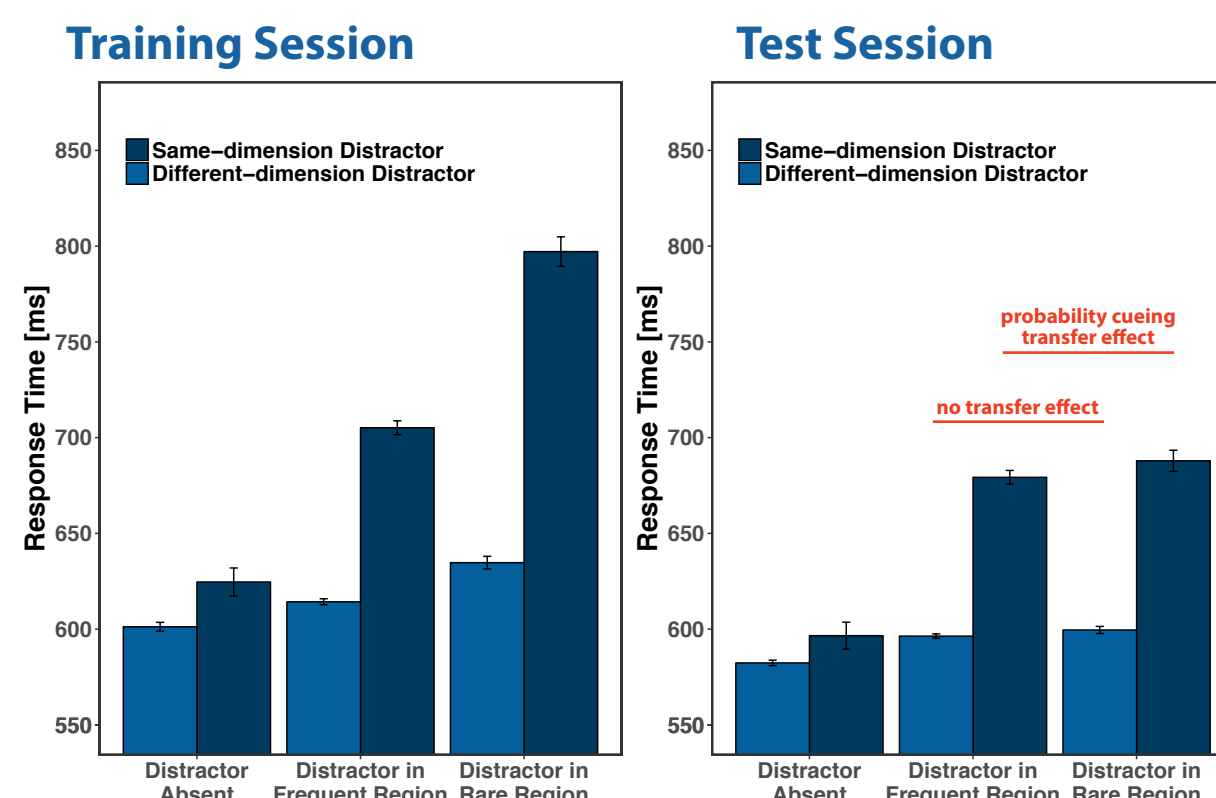
target location effect only for same-dimension (sD) distractors, but not different-dimension (dD) distractors → sD are spatially suppressed, dD are dimensionally suppressed



2 EVENT-RELATED POTENTIALS



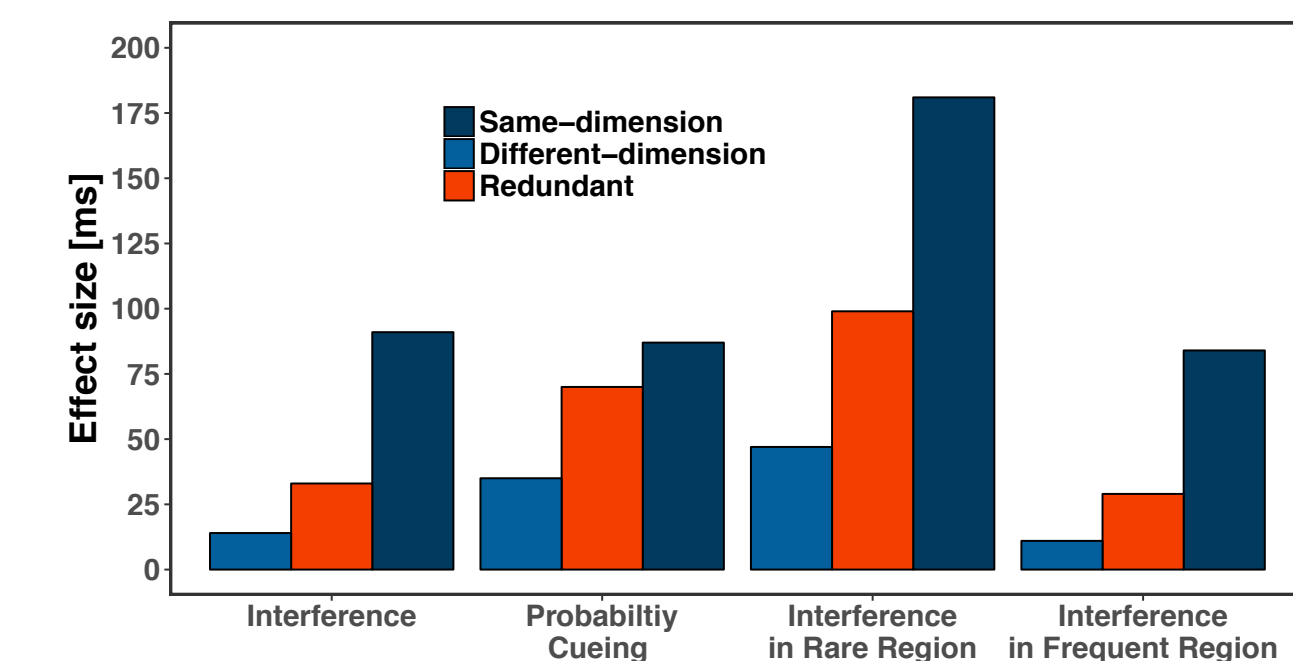
3 24 HOURS DOES IT PERSIST?



Is there a bias towards the frequent region in an equal 50/50 distribution after training?

transfer effect for same-dimension but not different-dimension distractors

4 DIFFERENCE NOT DUE TO SIMILARITY



NEXT STEPS

- different-dimension N2pc experiment
- probing the distractor: 45° distractor, intermixed distractors
- generalizability: different set sizes, different dimensions