



# FOCUS!

## Learning to shield visual search from distractors

Marian Sauter

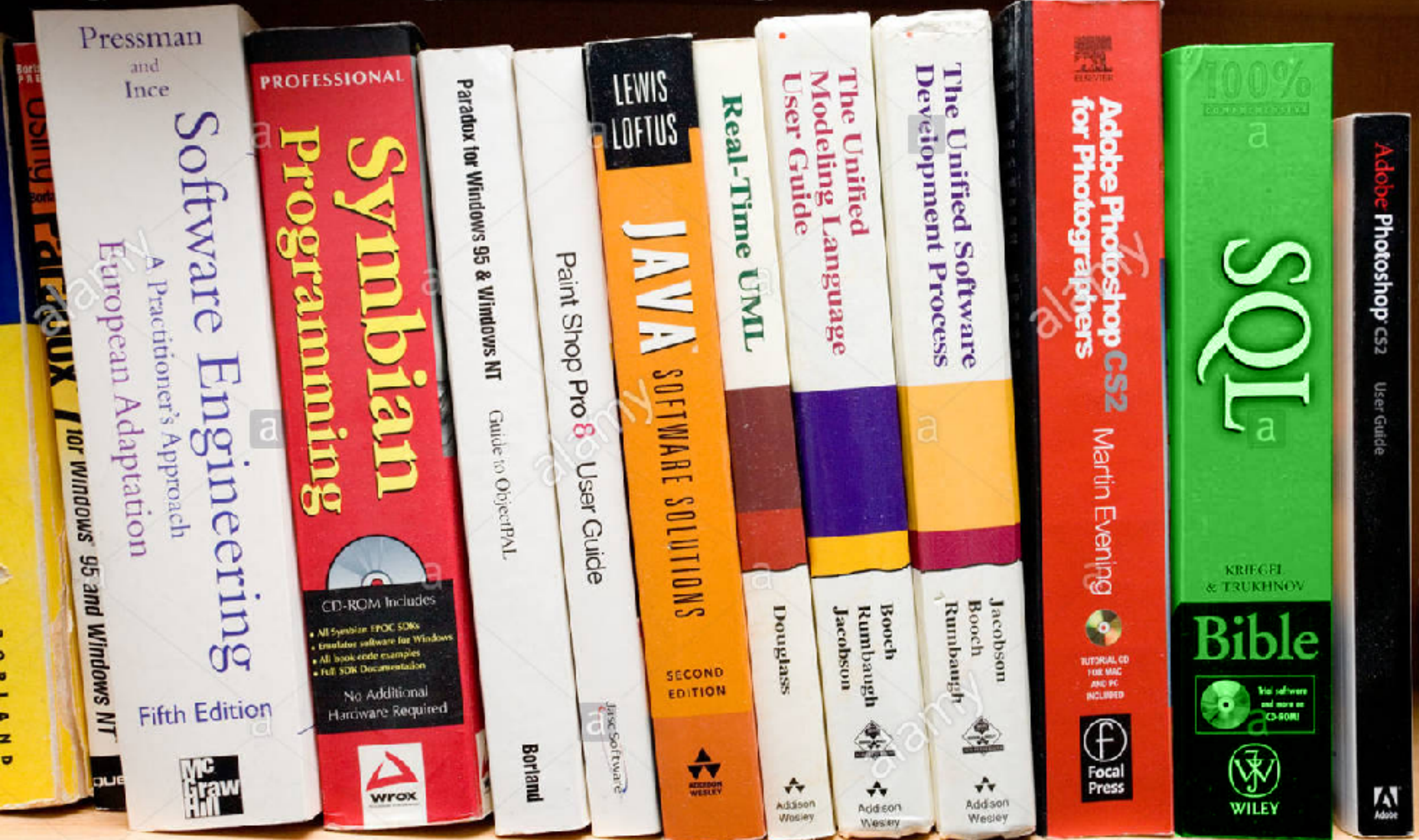


Graduate School of  
Systemic Neurosciences  
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**Is the book about SQL red, green or blue?**





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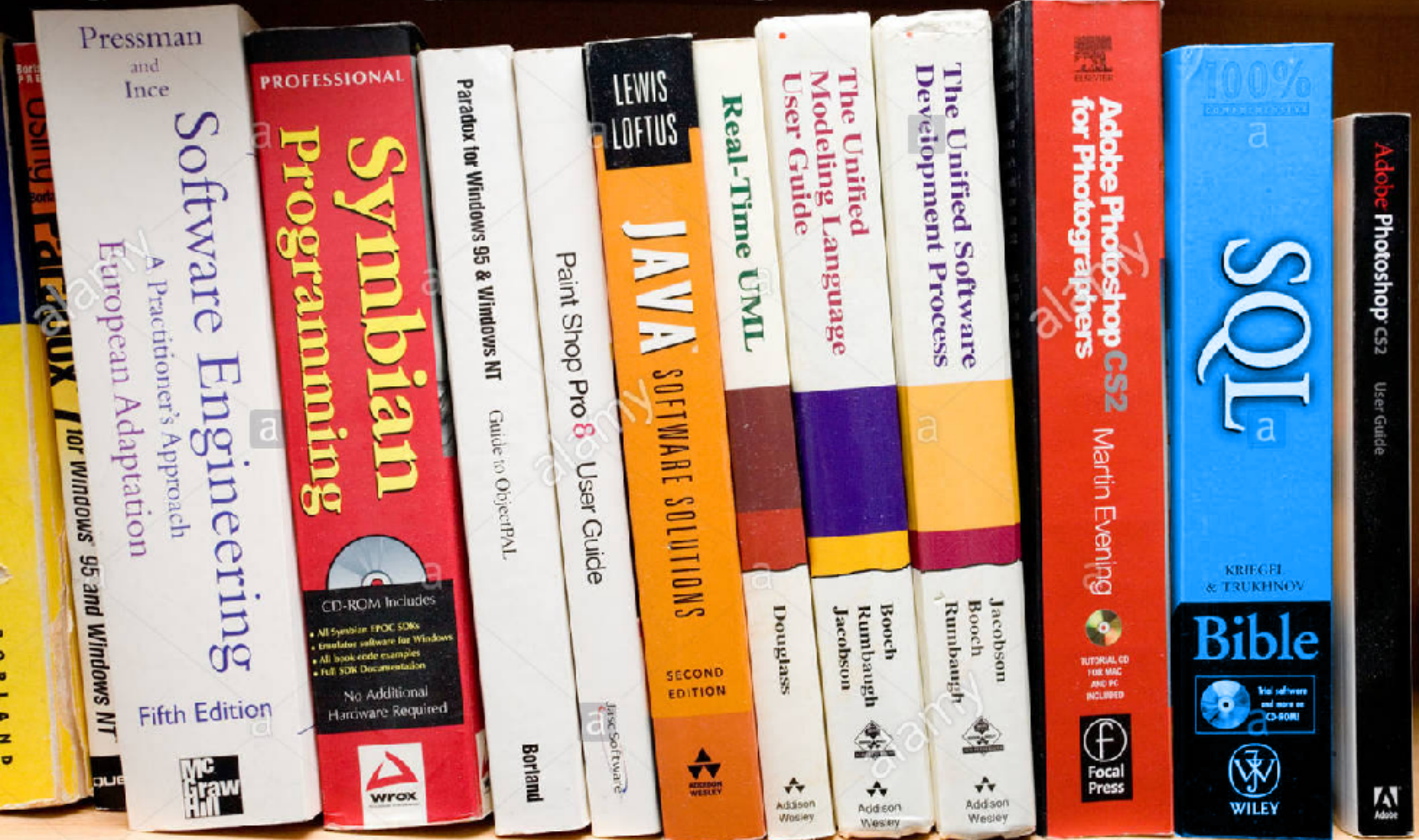
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**Another time:**  
**Is the book about SQL red, green or blue?**





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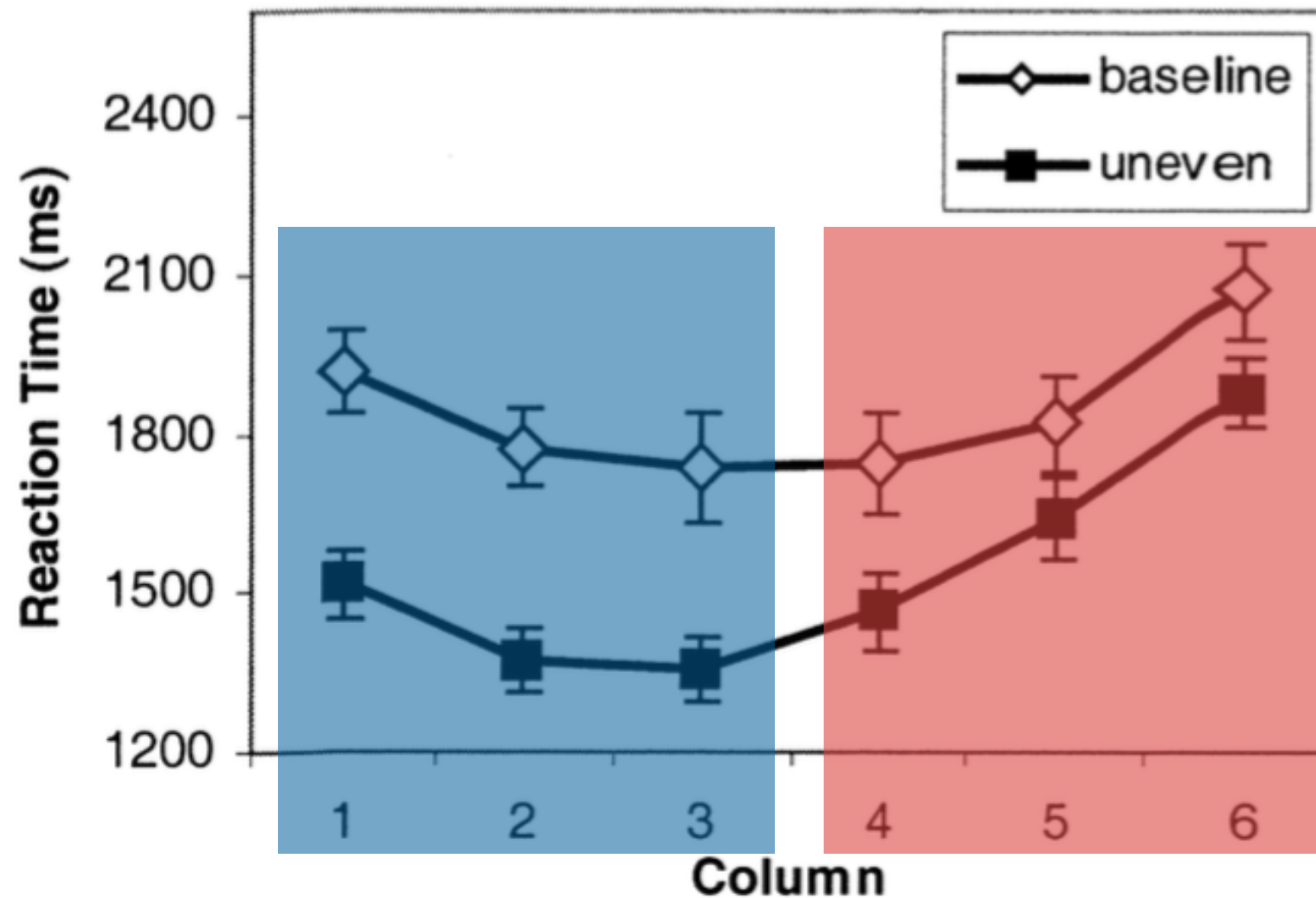








# Location probability cueing

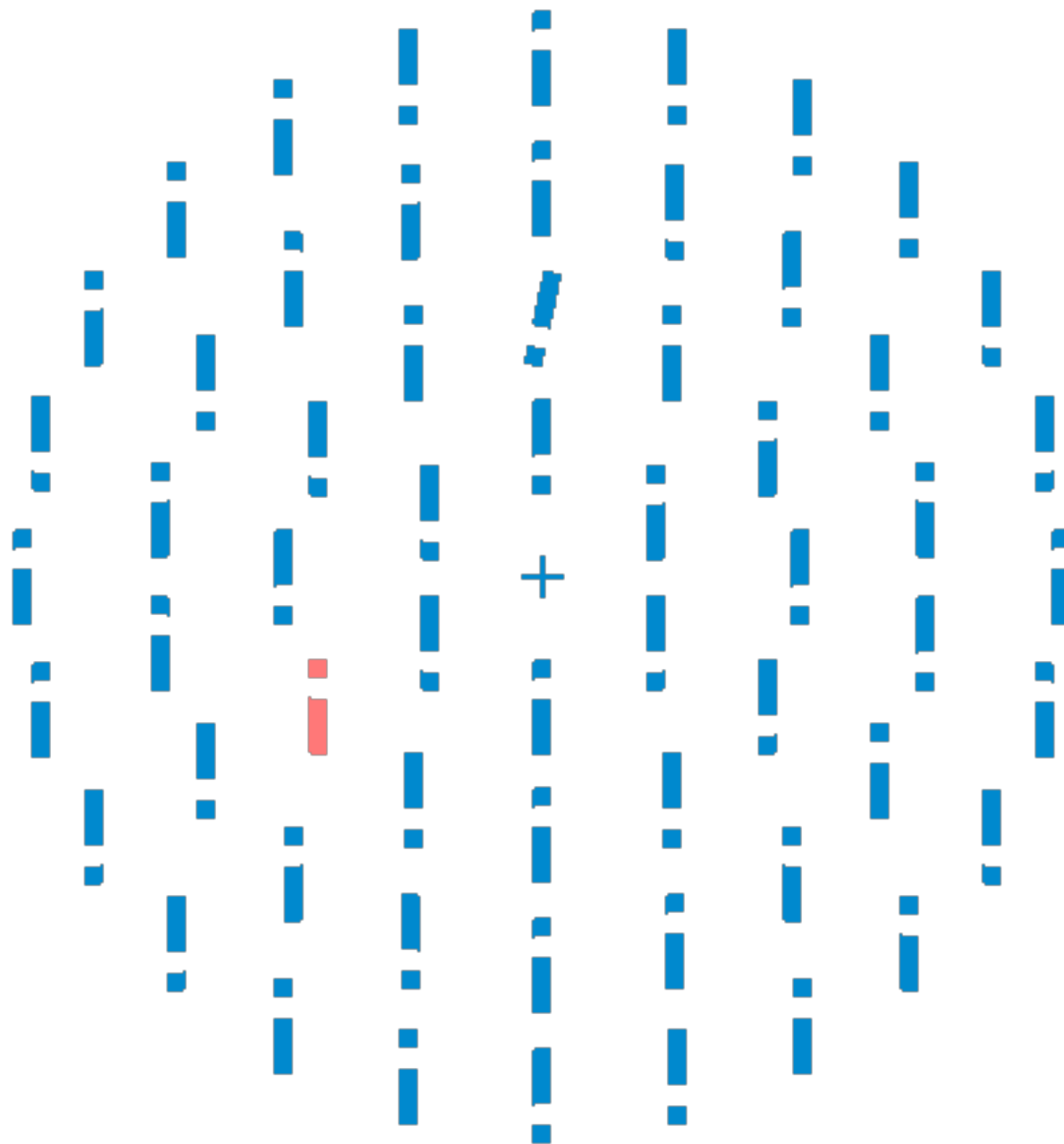


more probable

less probable

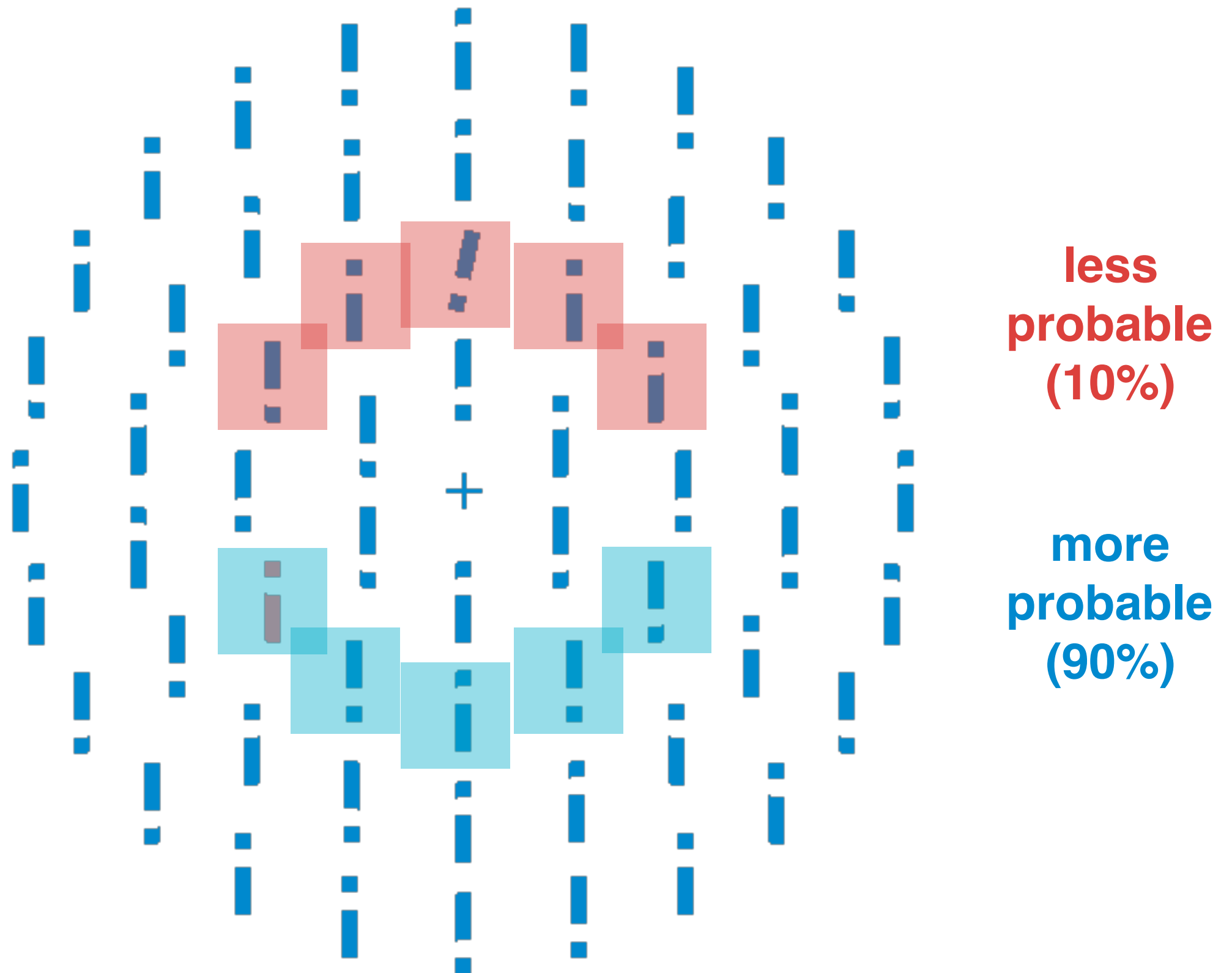


# Location probability cueing





# Location probability cueing





## How are the distractors suppressed?

- (1) **only spatially?** targets in the frequent region should **also** be suppressed



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- (3) **spatially and by object-dimension?** targets in the frequent region should **only** be suppressed in the same-dimension condition

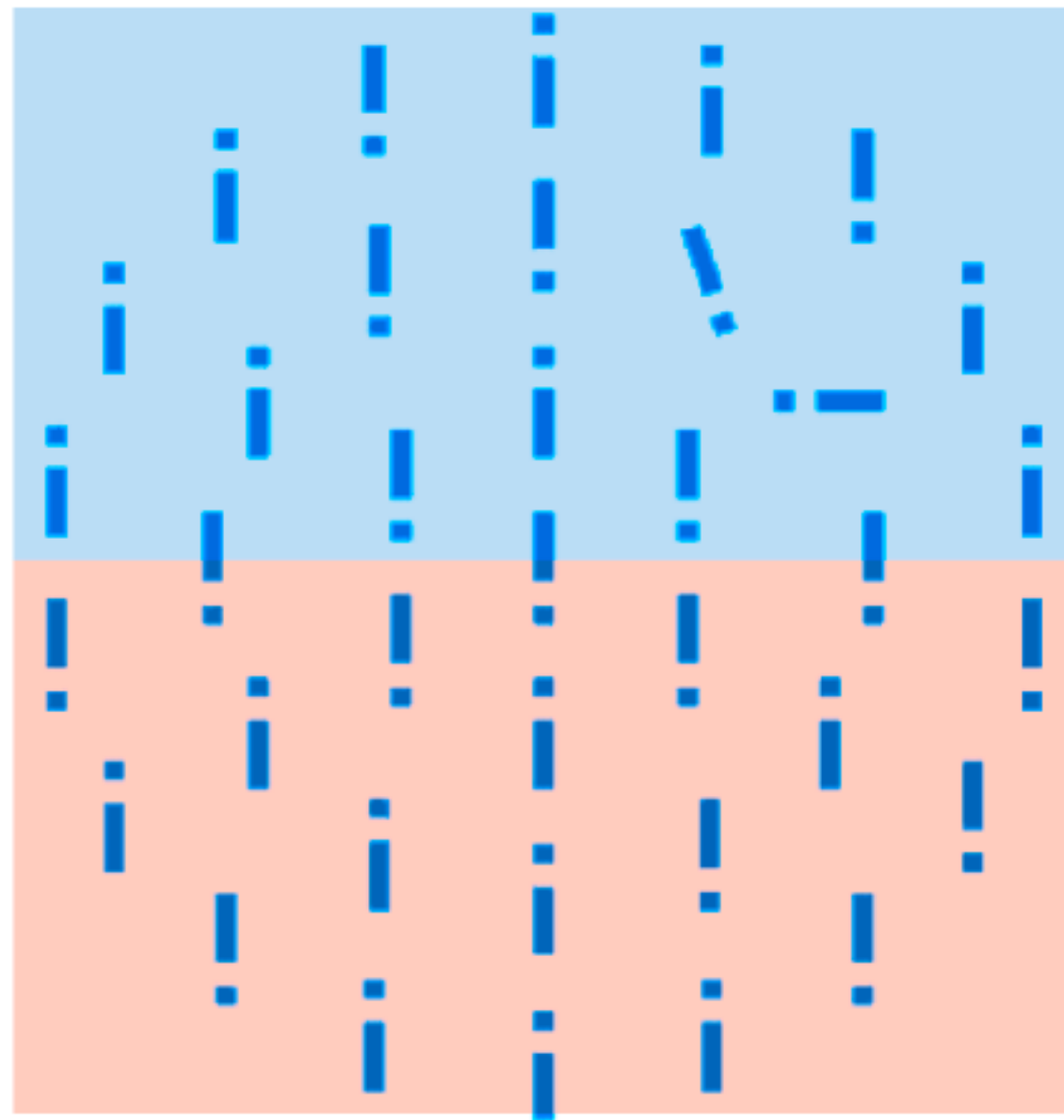


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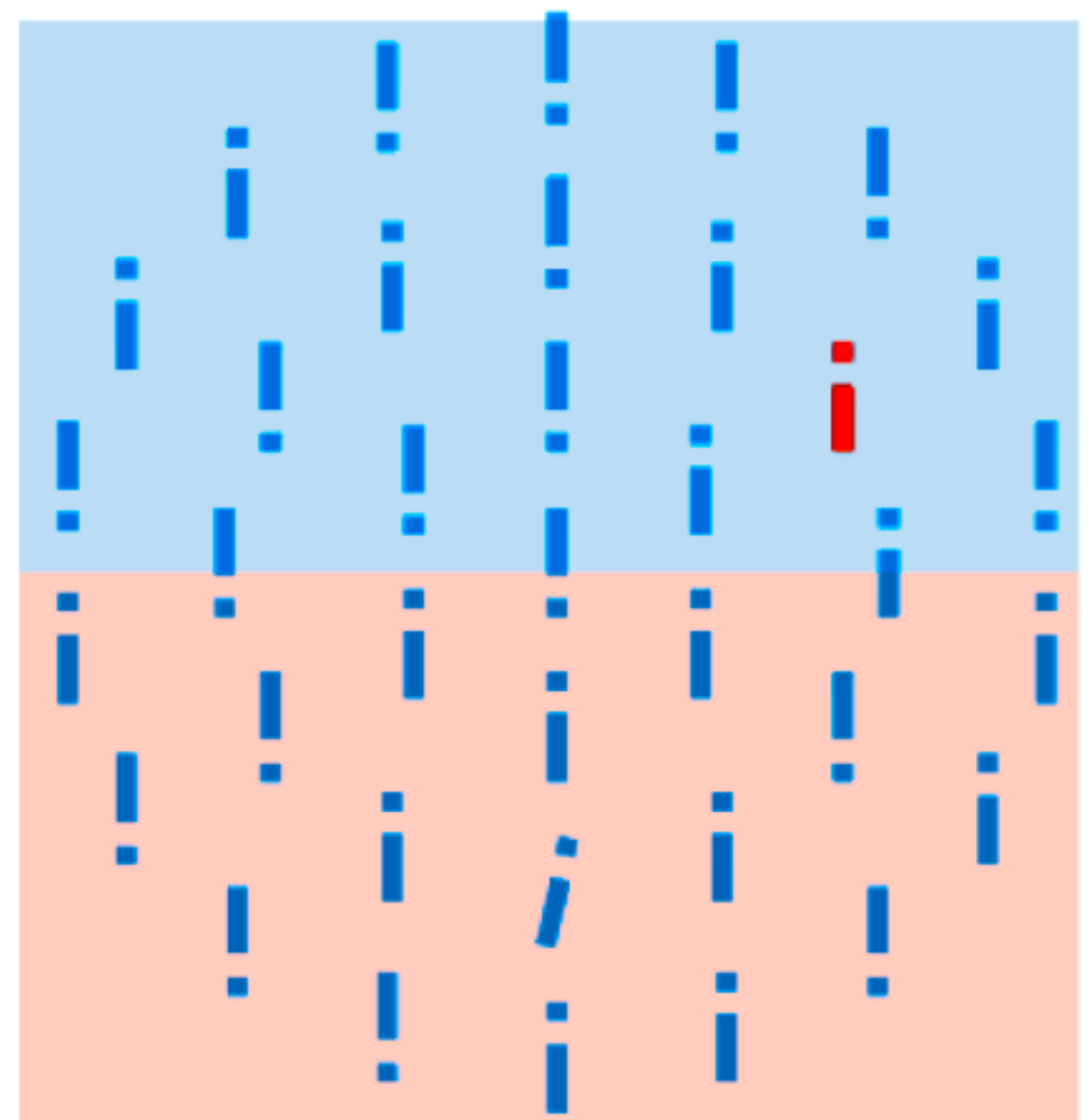


# Same- vs. different dimension distractors



**same-dimension distractor**

**90%**  
distractor  
probability  
**10%**



**different-dimension distractor**

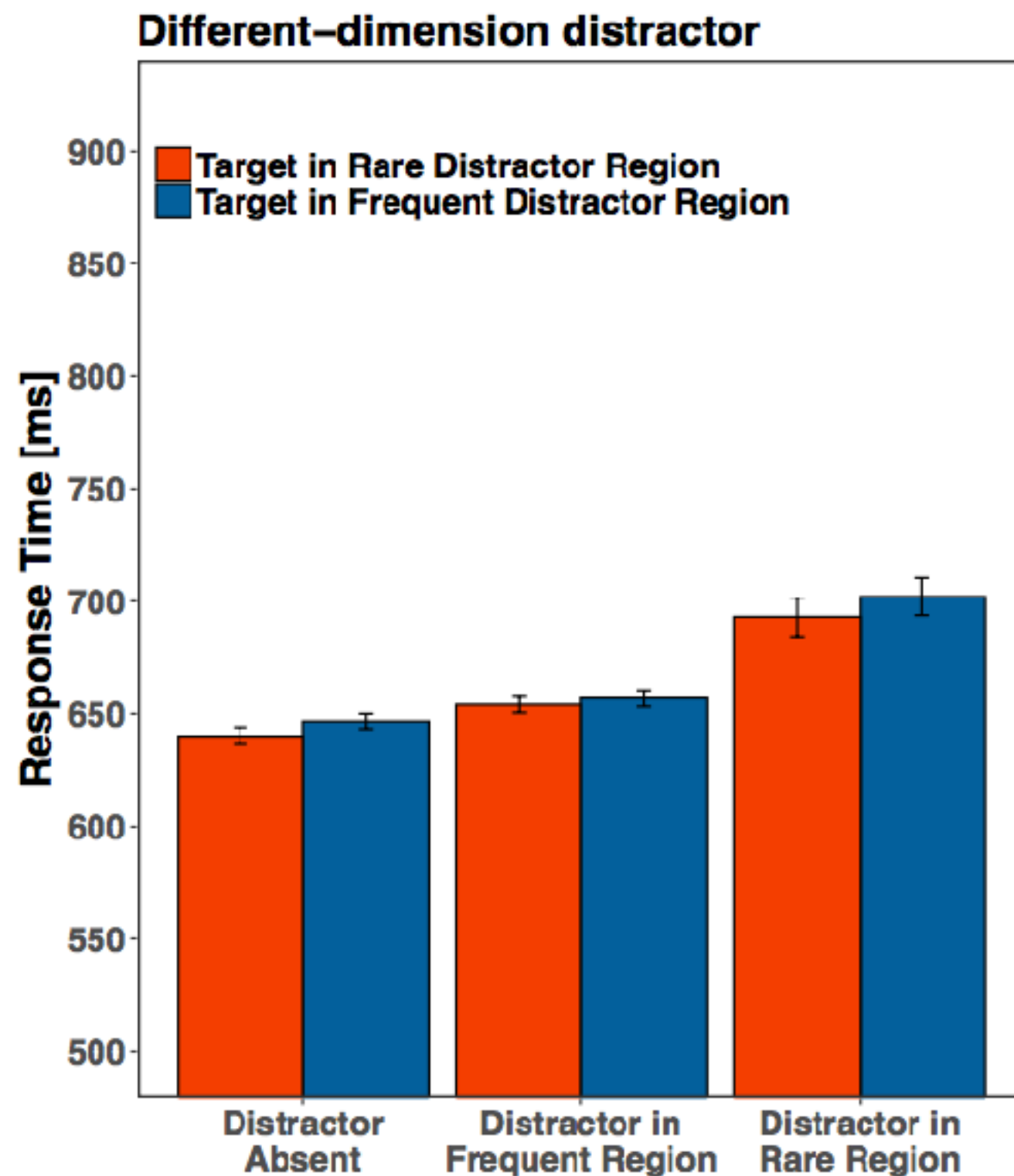
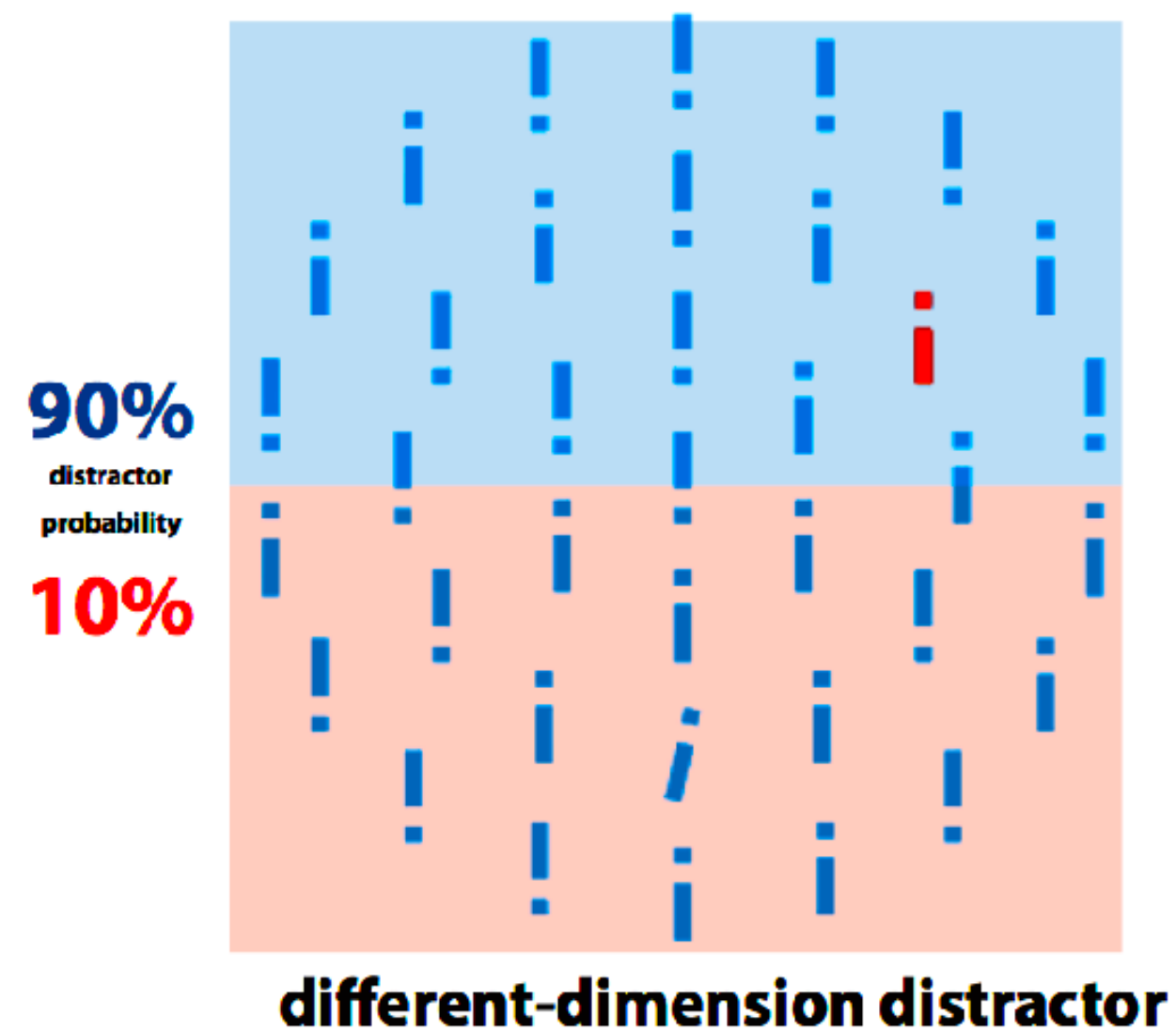
# Same- vs. different dimension distractors



- participants indicated where the “dot” or hole at the target is (top/bottom)
- 184 participants, 18-65 years old
- 800 trials; distractor-present on 50%

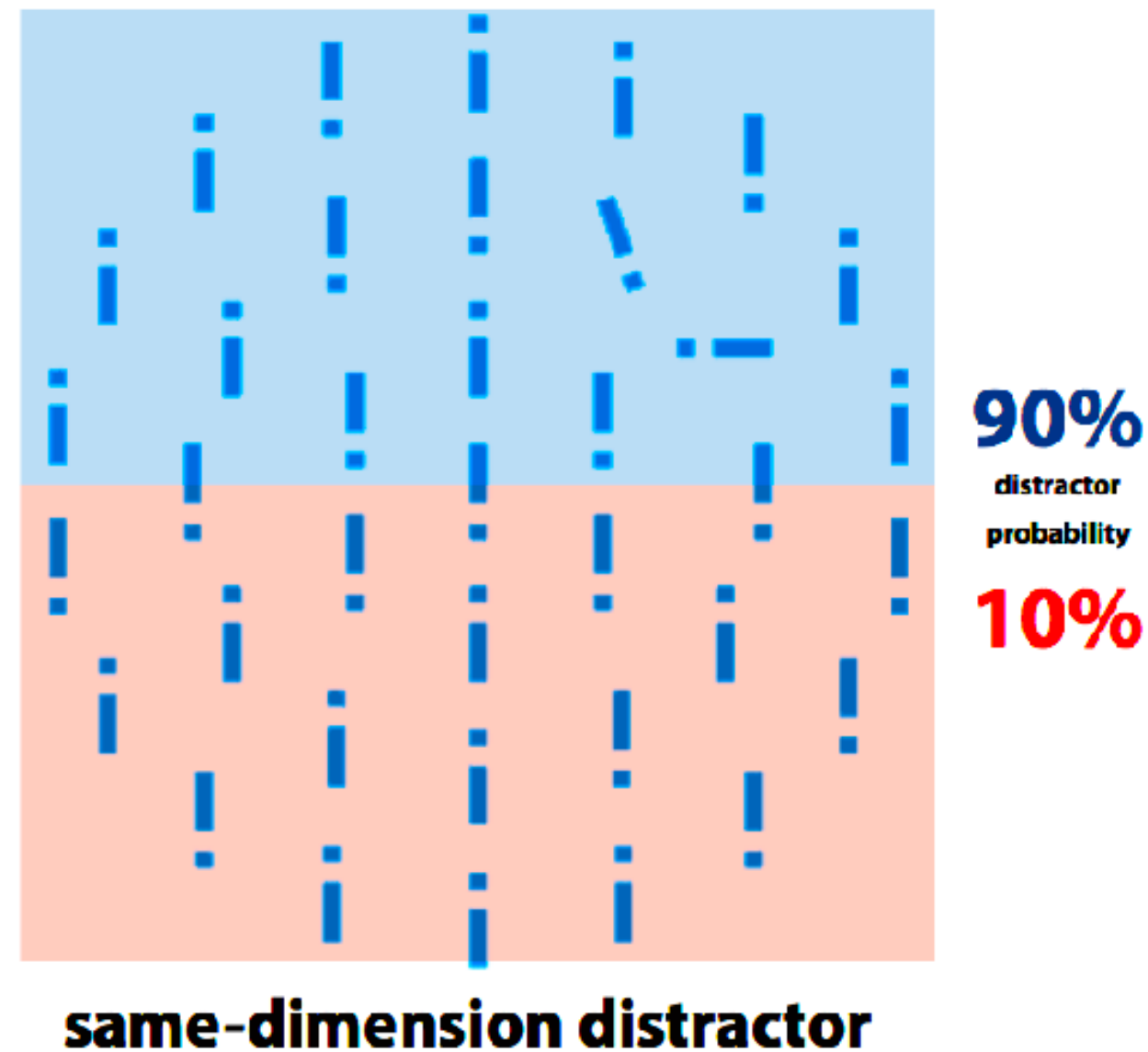
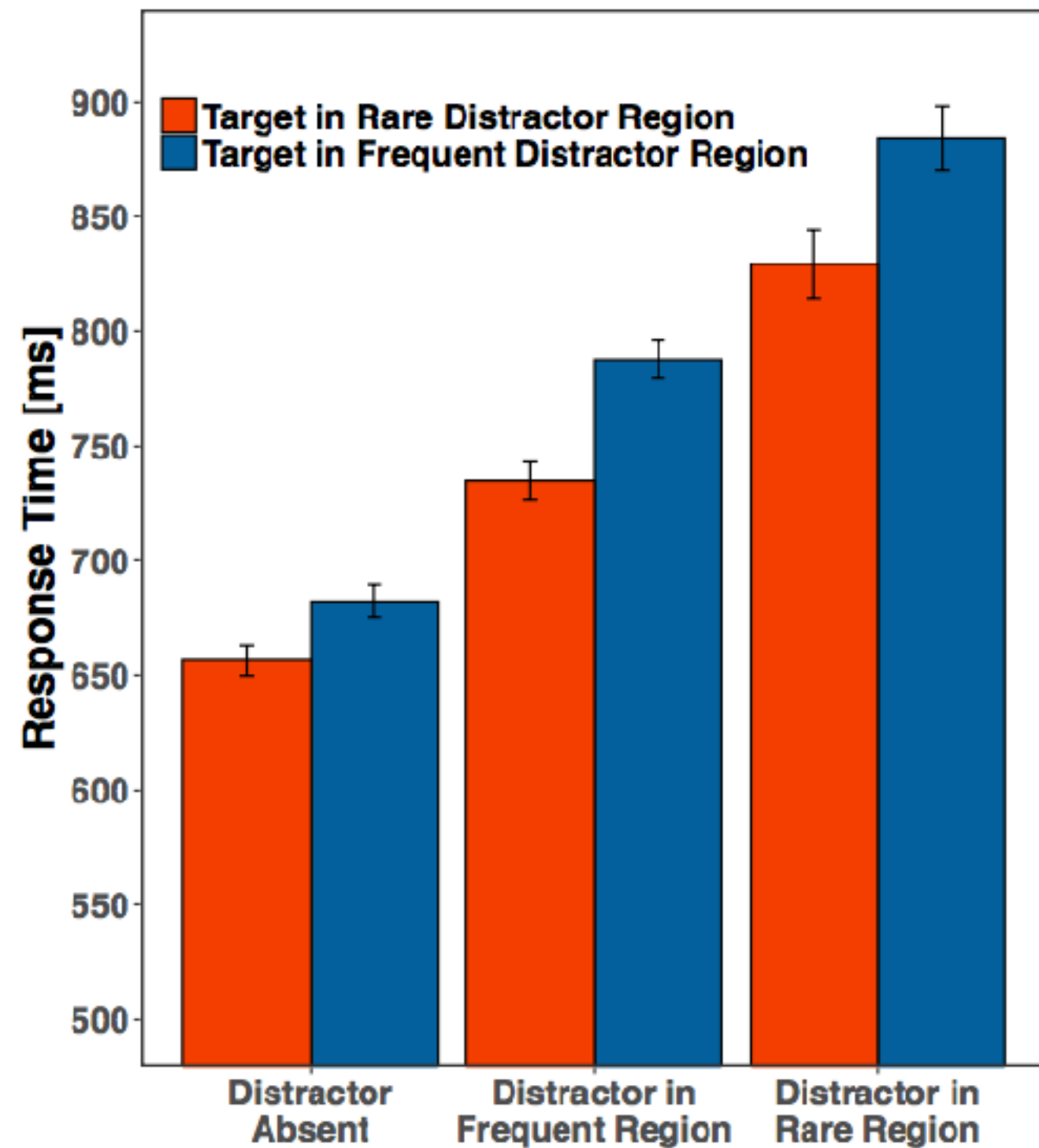


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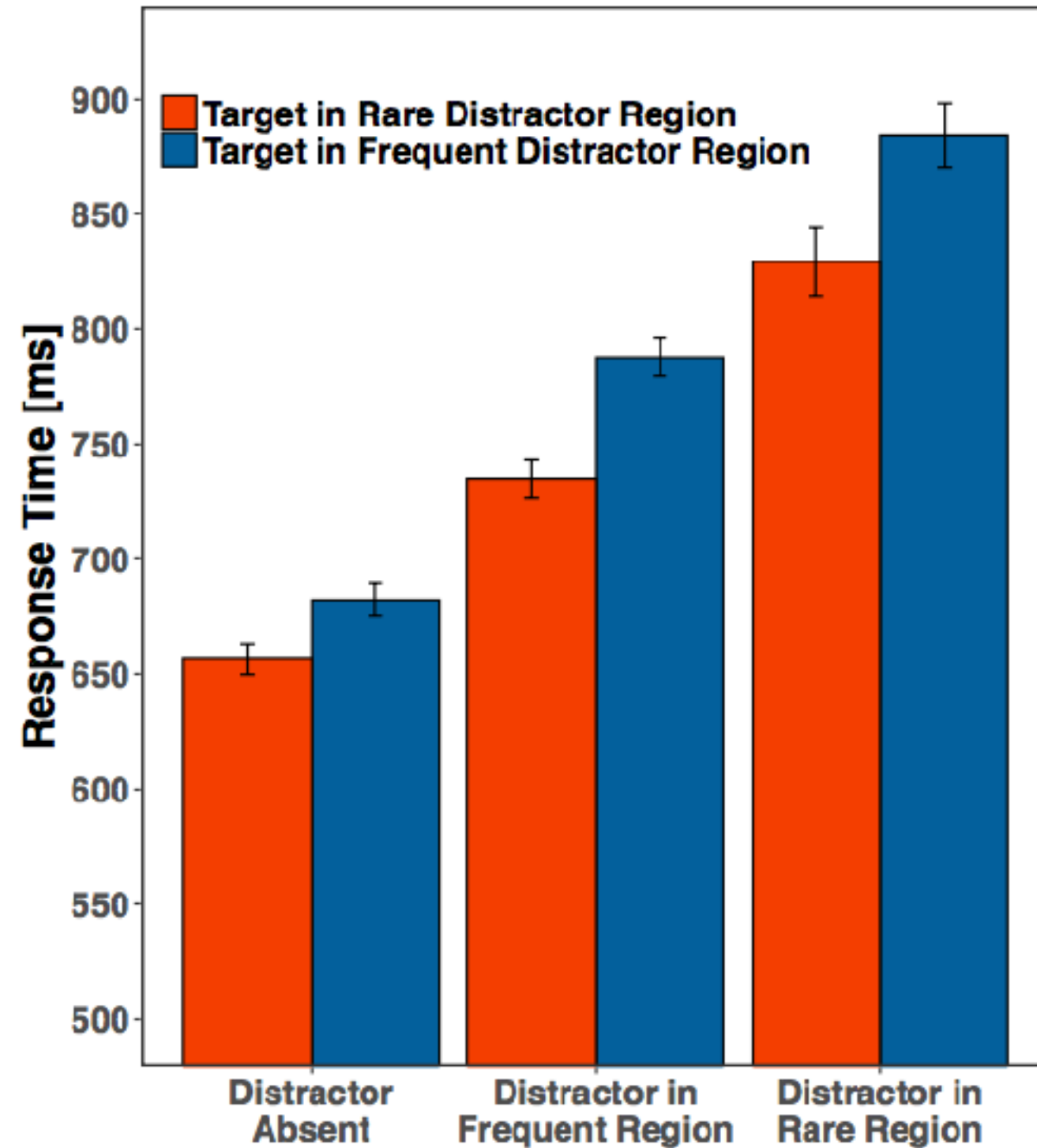
**Same-dimension Distractor**



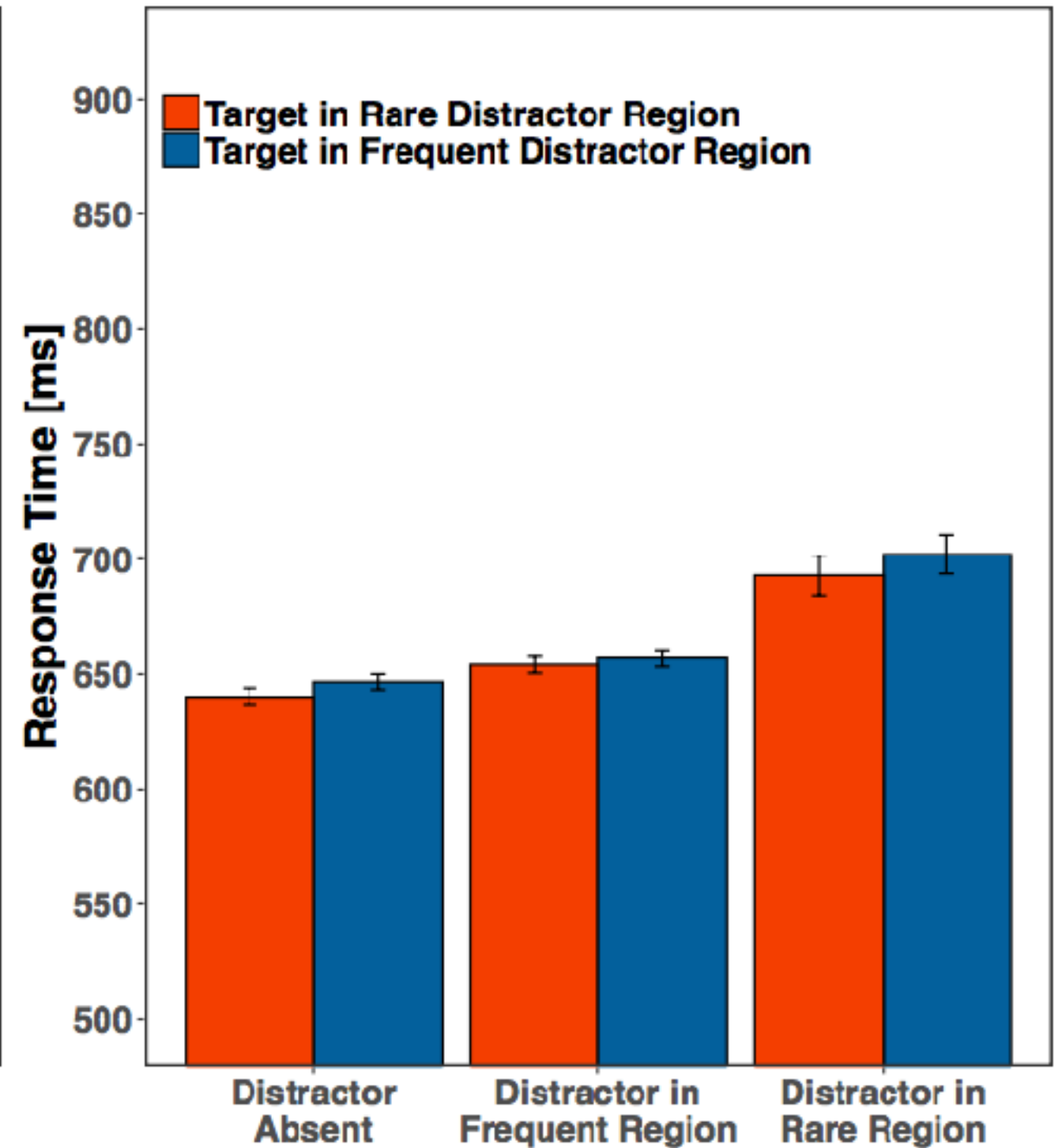


# Same- vs. different dimension distractors

## Same-dimension Distractor

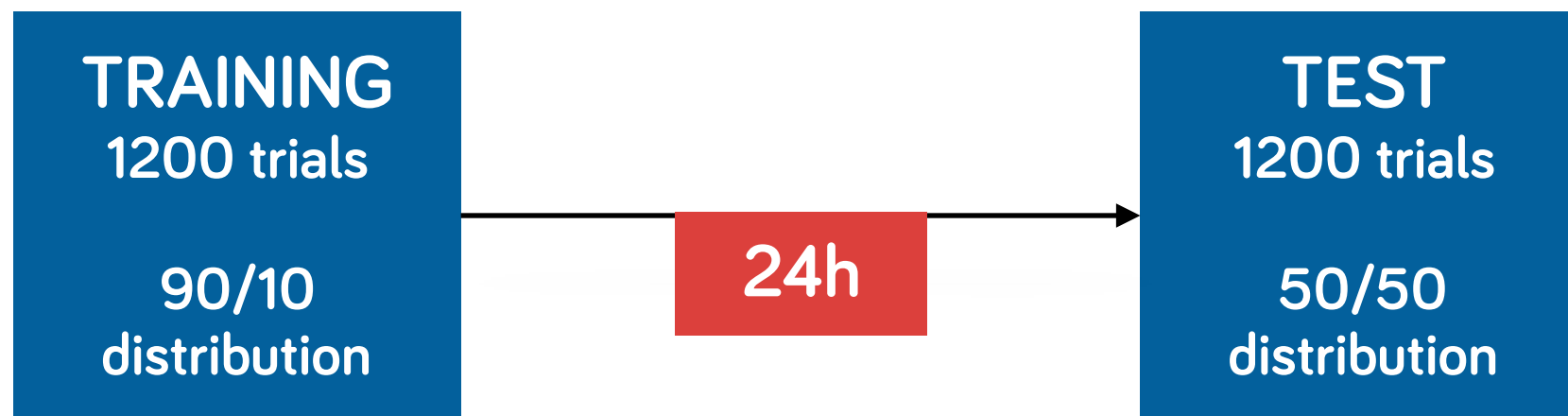


## Different-dimension distractor



# Is the learning persistent over time?

52 observers each participated in two sessions (26 same-dimension distractor)

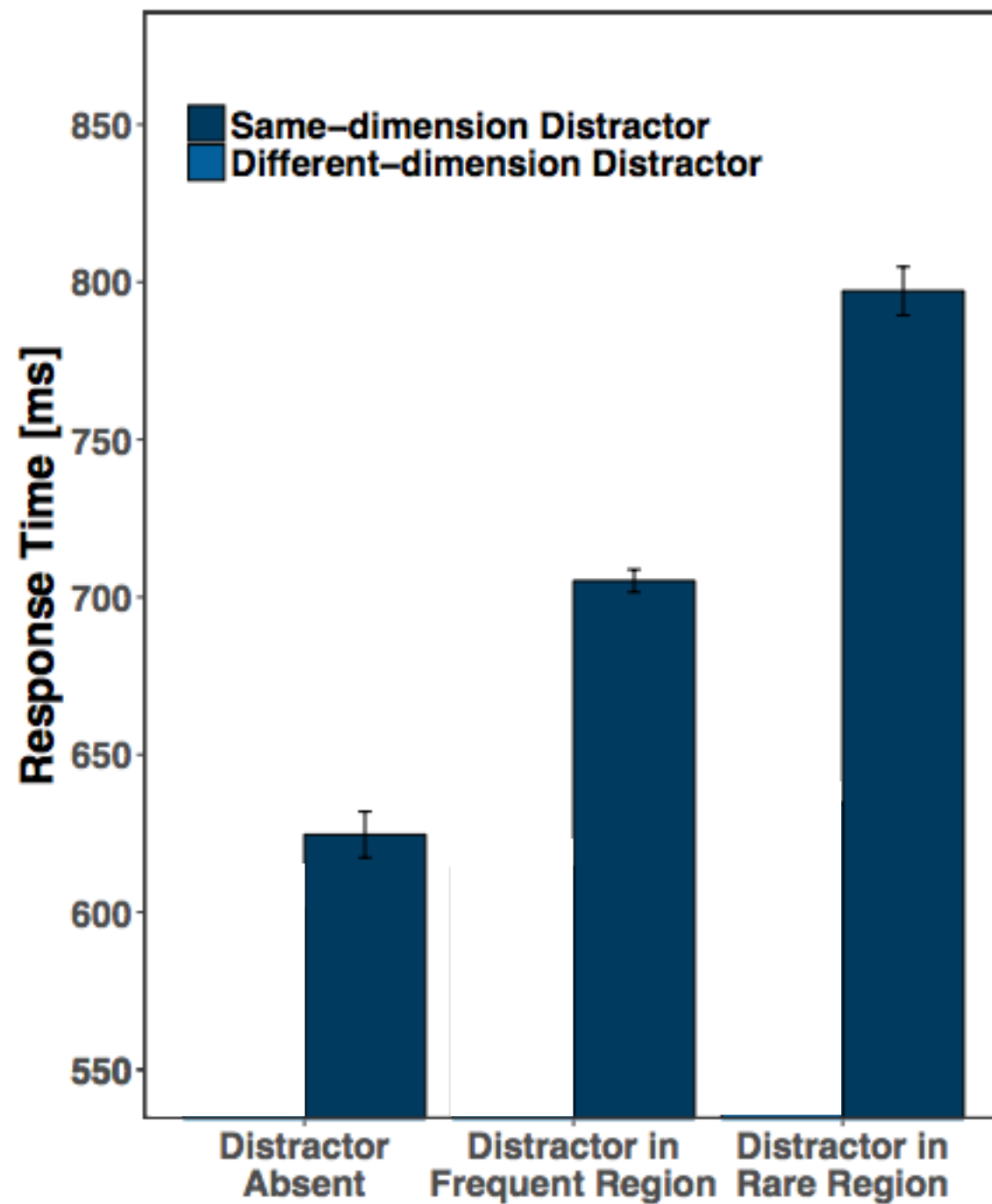


Is there still a bias towards the frequent distractor region (i.e. probability cueing effect) in session 2?



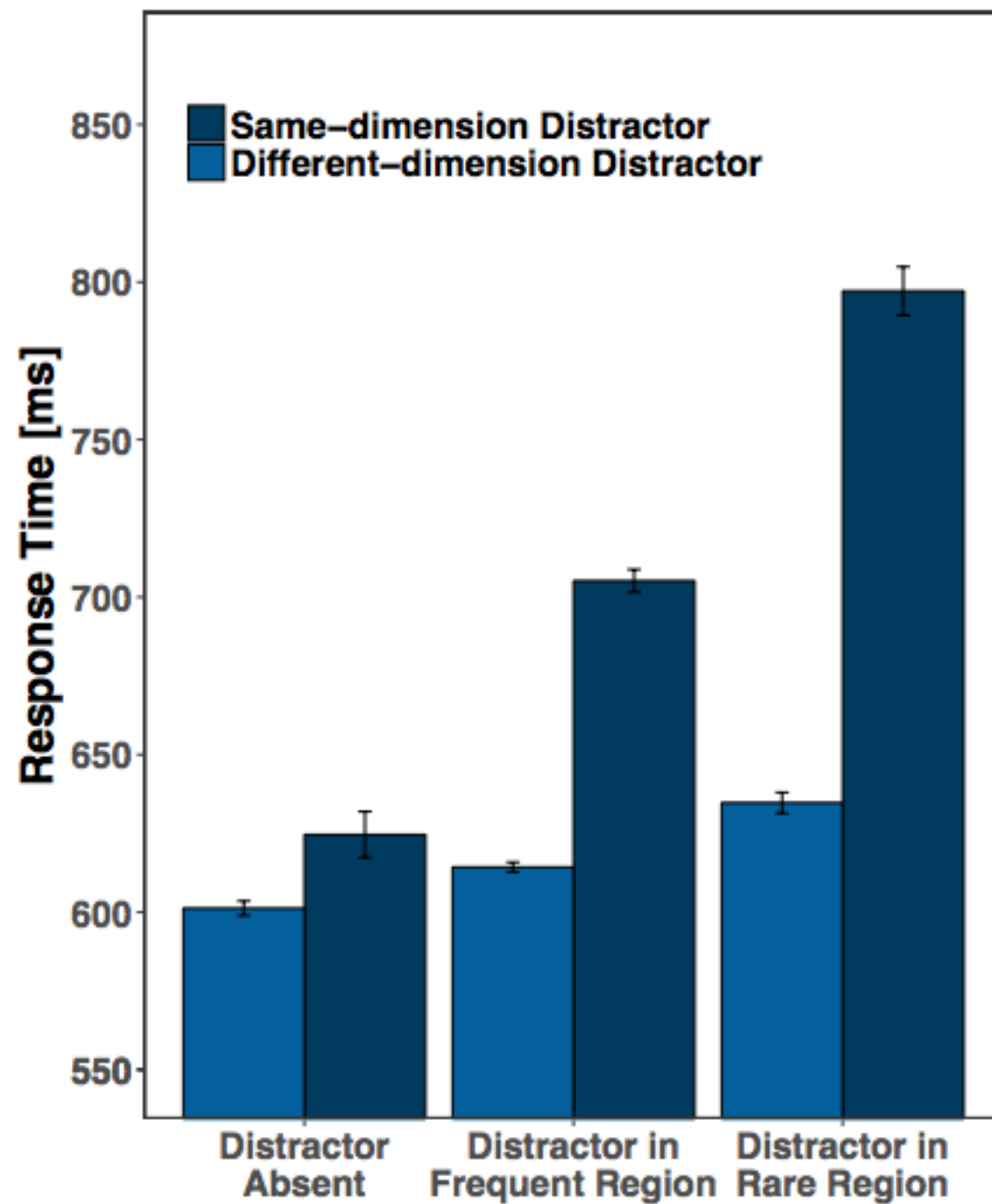
# Is the learning persistent over time?

## Training Session



# Is the learning persistent over time?

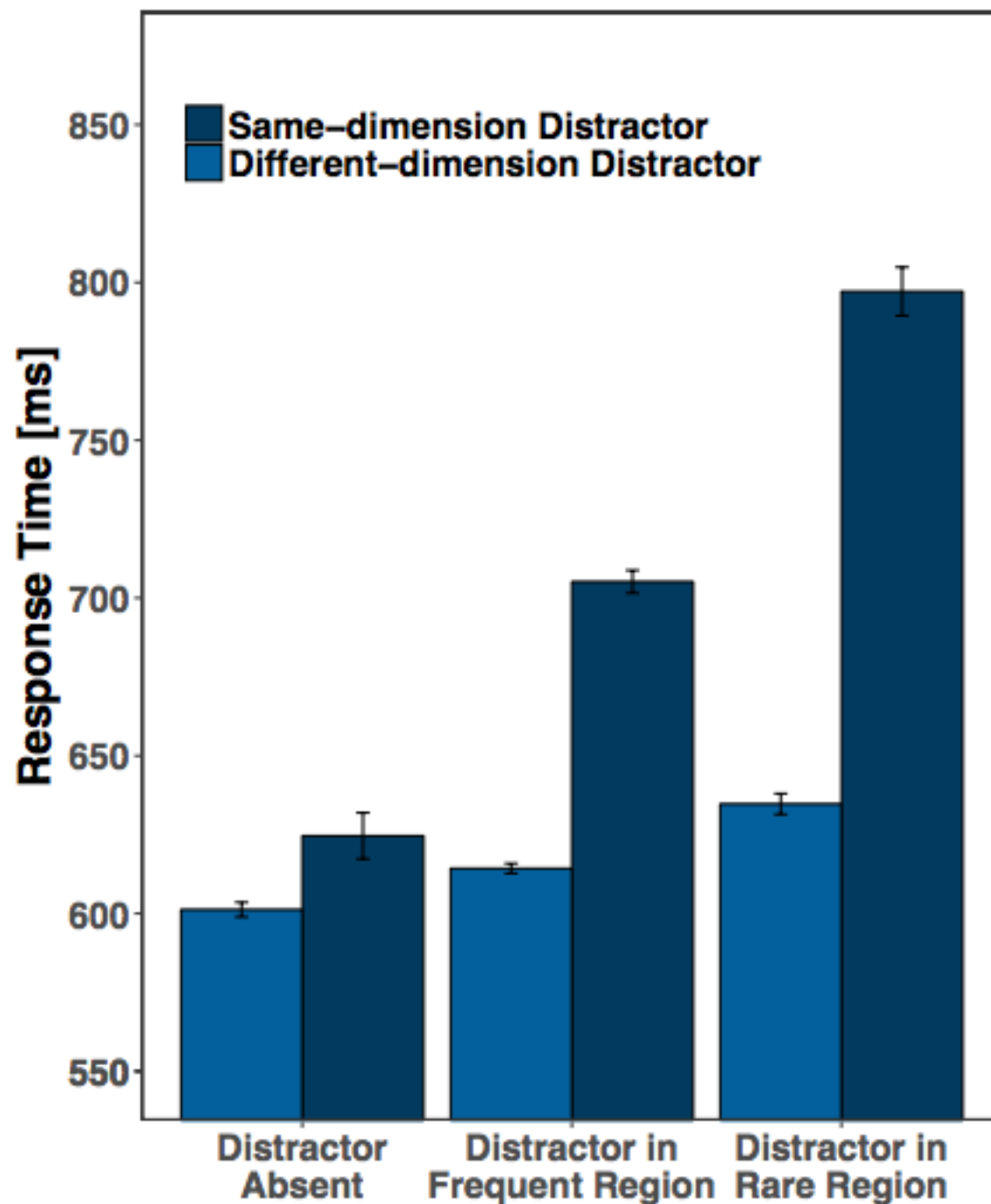
## Training Session



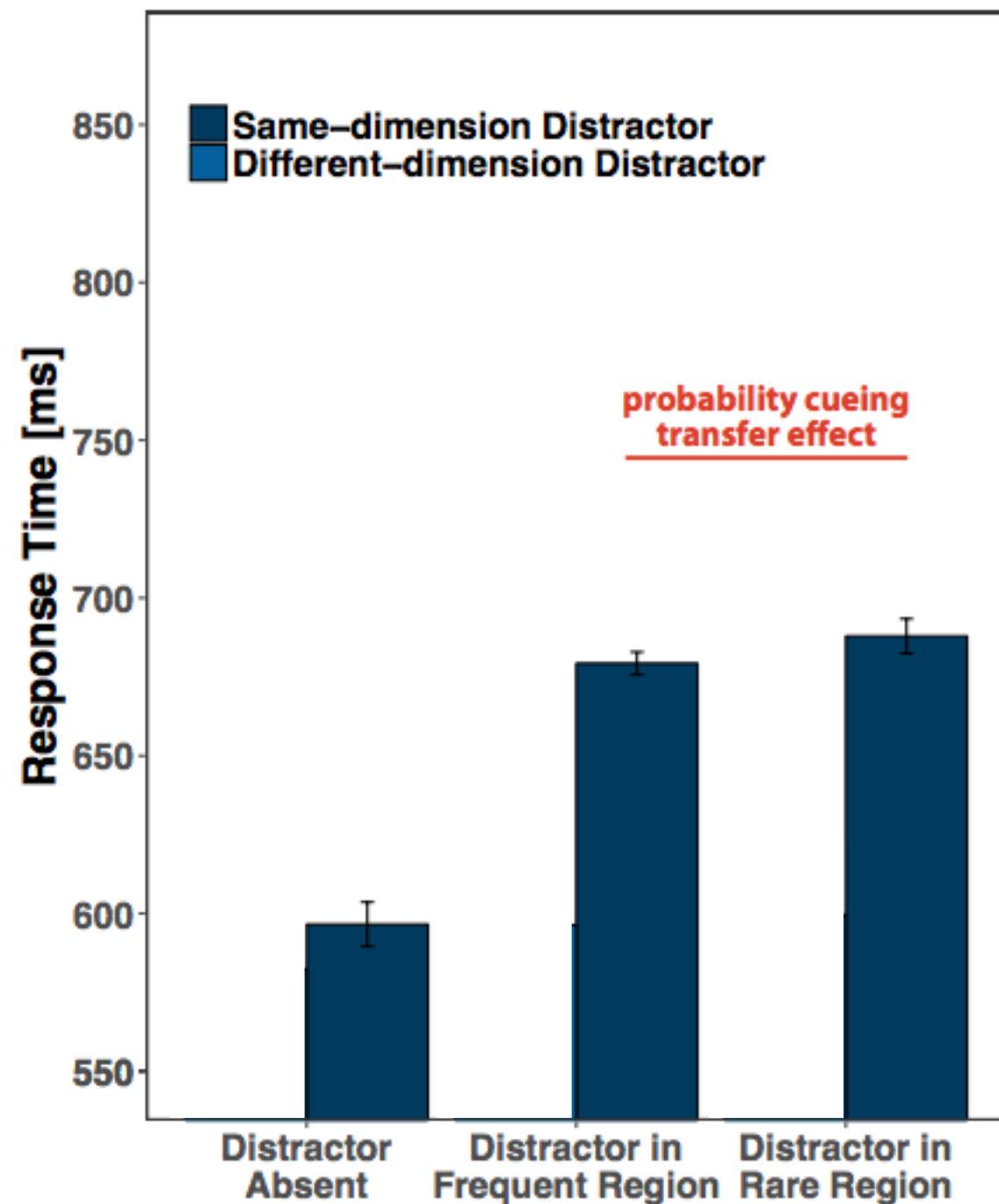


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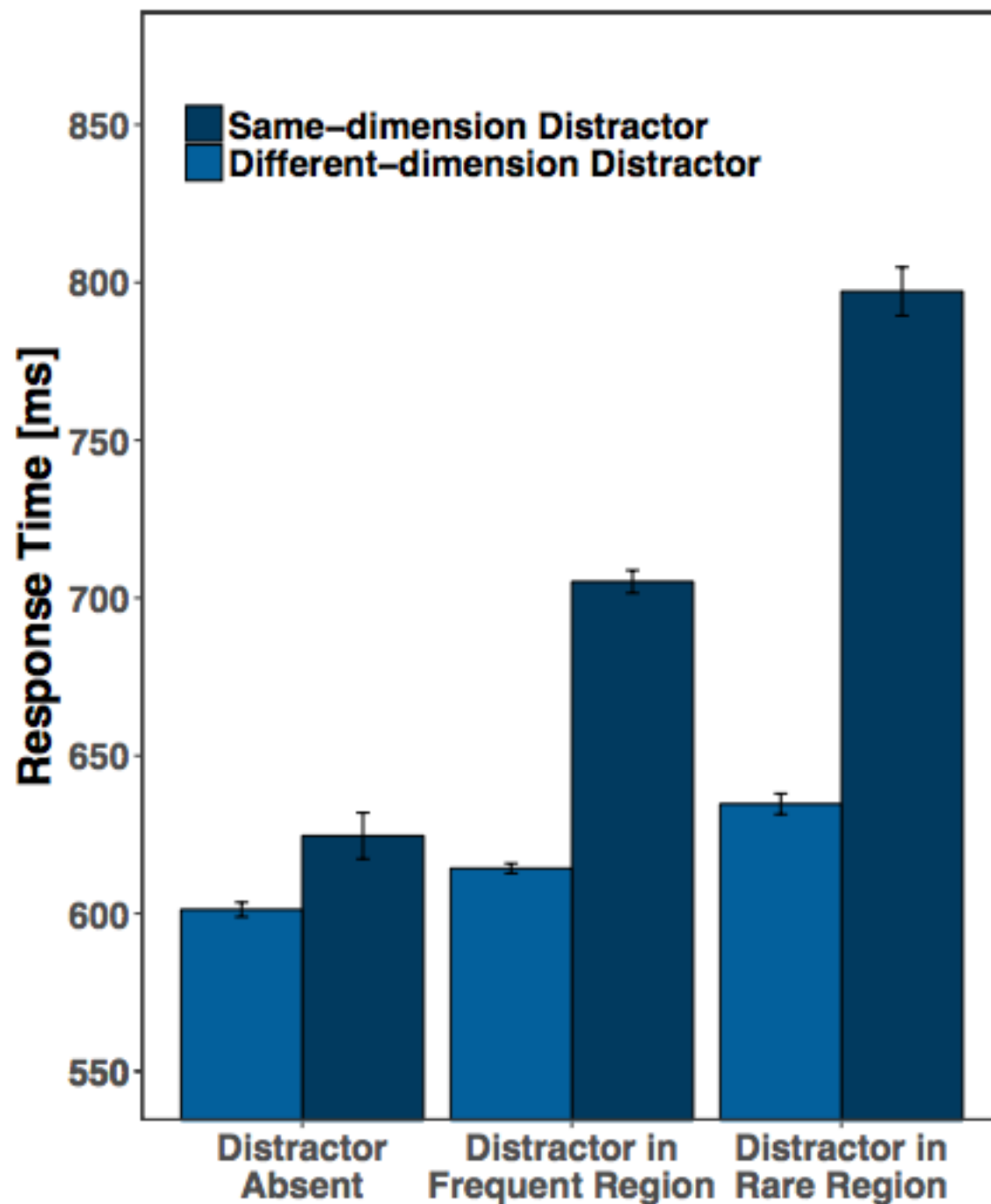


## Test Session

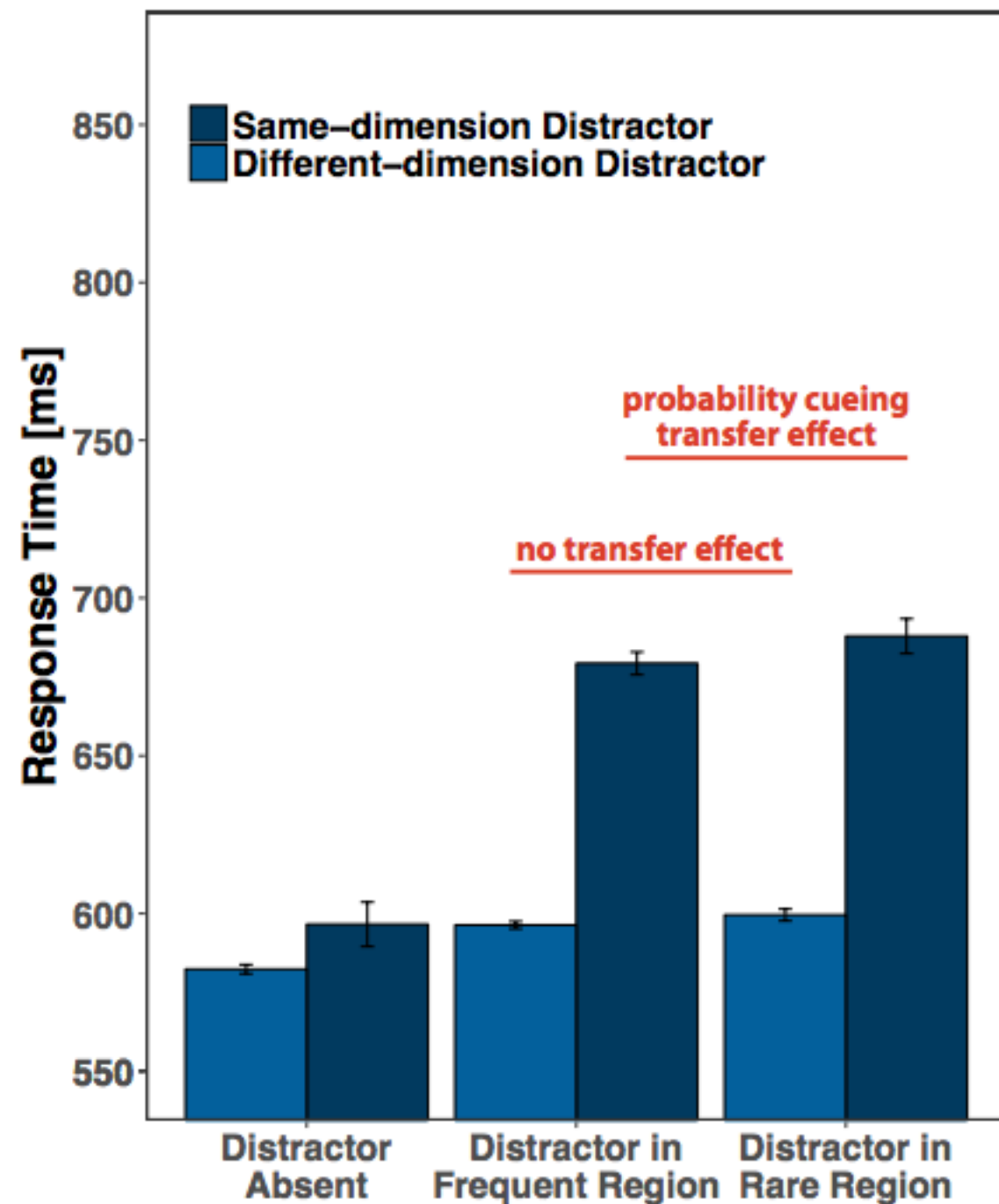


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# Conclusions

- same-dimension distractors produce a **higher probability cueing effect** than different-dimension distractors
- same-dimension distractors produce interference **even when they are not there**
- same-dimension distractors produce a cueing effect **in balanced displays 24h after training**,
- important implications in design of heads-up displays

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THANKS TO



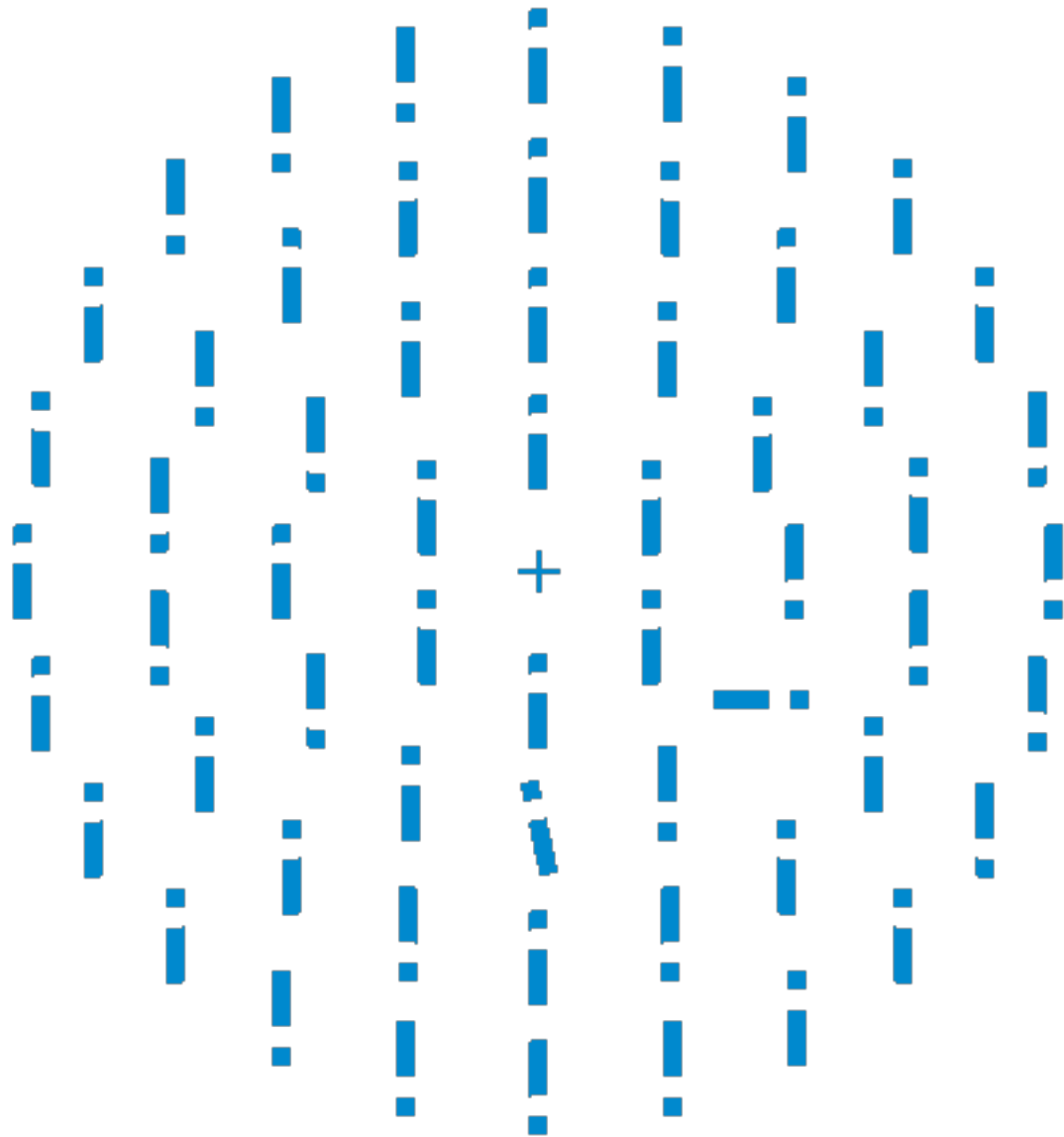
Hermann Müller    René Liesefeld

as well as  
Mallissa Watts  
and Pia Schmidt



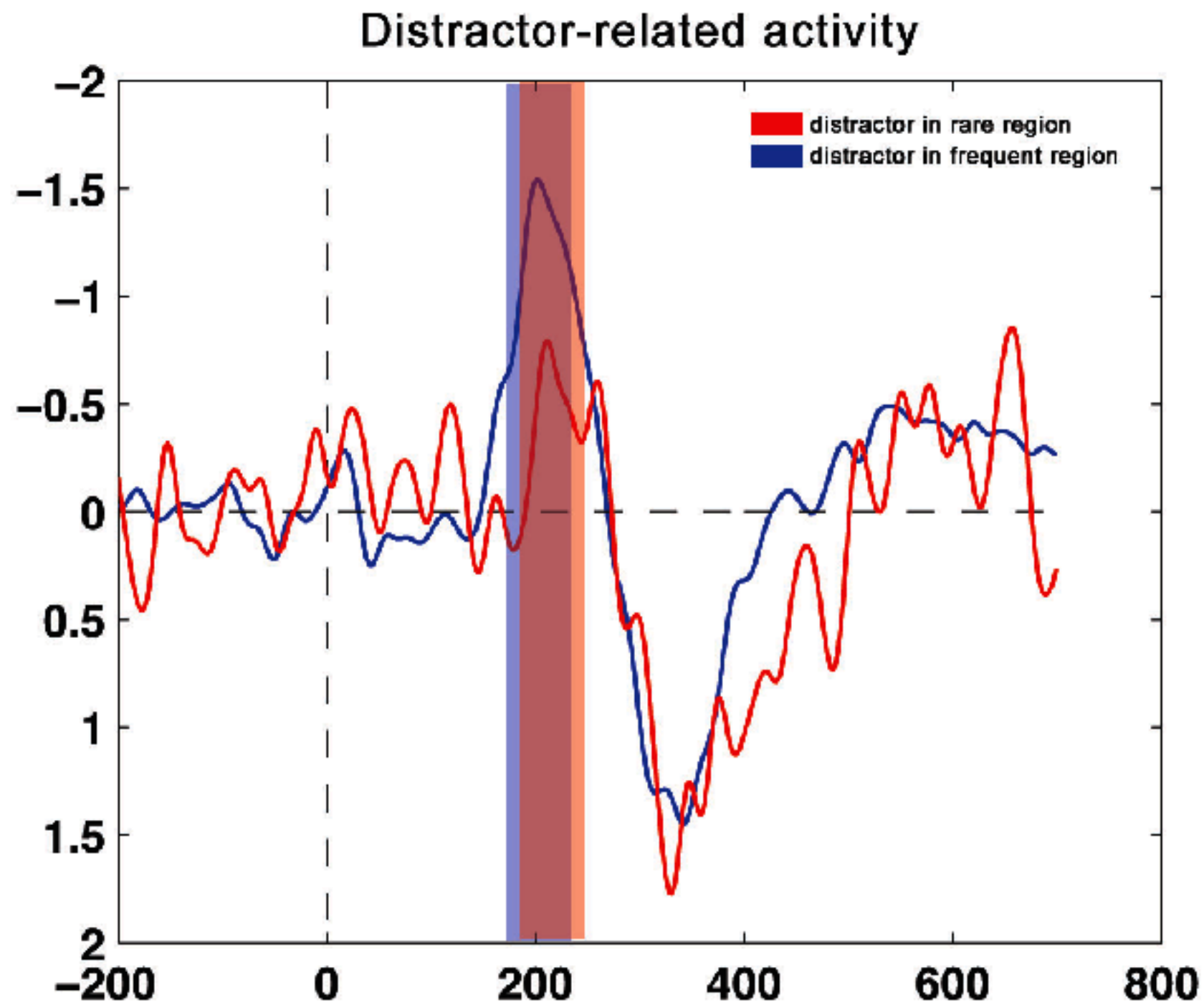
# THANK YOU FOR YOUR ATTENTION

# Is the attenuated capture reflected in EEG?





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