

**CATEGORICAL TEMPLATES:
TYPICAL CATEGORY
MEMBERS ARE FOUND AND
IDENTIFIED QUICKLY DURING
WORD-CUED SEARCH**

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PICTURE- CUED SEARCH VS CATEGORICAL SEARCH

Find the following:



Guided by features in VWM
template

Find the following:

VEHICLE

Guided by...?

Please search for the following:

BIRD

Indicate if the target is PRESENT or ABSENT

(raise your hand if you find one)



Please search for the following:

BIRD

Indicate if the target is PRESENT or ABSENT

(raise your hand if you find one)



WERE YOU FOOLED?



CATEGORY TYPICALITY

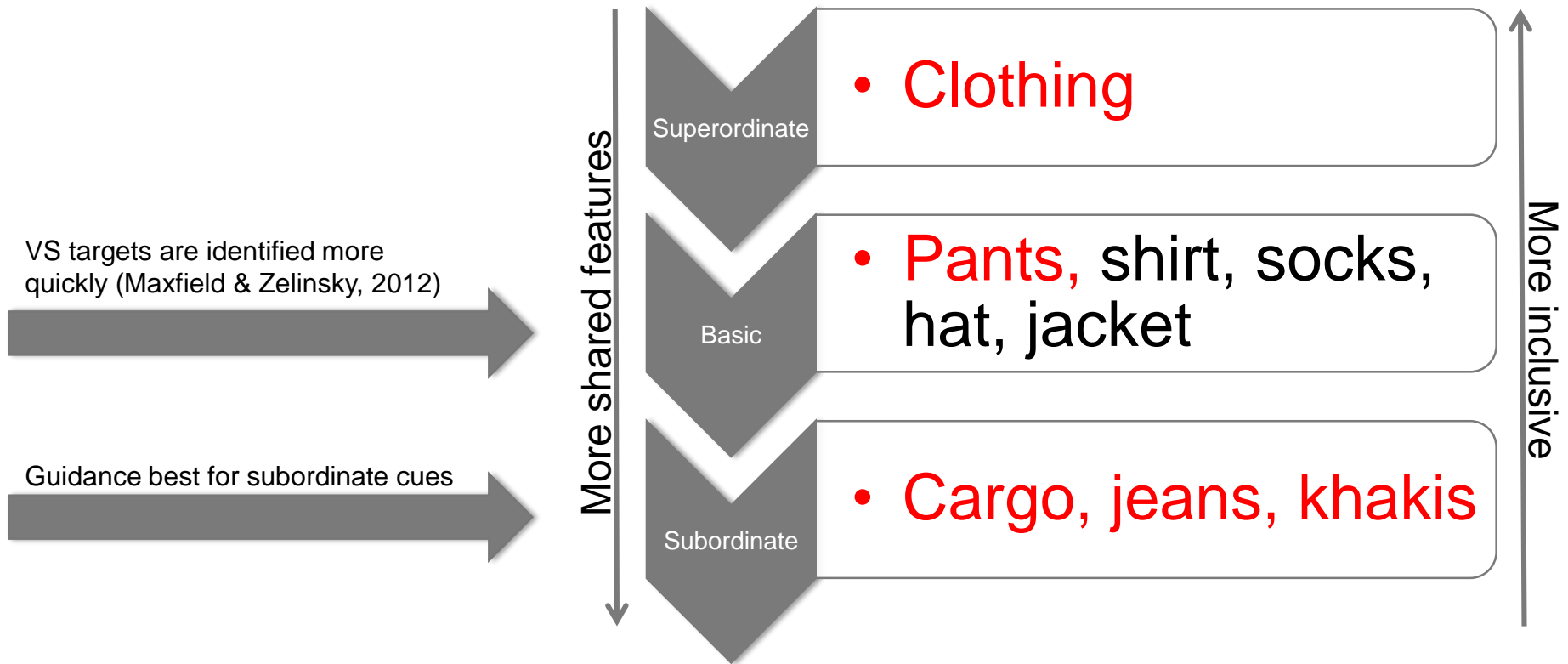
- Through experience, we gain a sense of what an average/typical member of a category looks like
 - Which of the dogs is most typical?
- Typicality does indeed influence search and guidance (Maxfield, Stradler, & Zelinsky, 2014)



EXPERIMENT 1

Does typicality affect all levels of the categorization hierarchy equally?

- How does the level of categorization for distractors influence search?



STEP 1: TYPICALITY RATINGS

CLOTHING

- 1) PANTS
- 2) SHIRTS
- 3) JACKETS
- 4) SHOES
- 5) HATS

PANTS

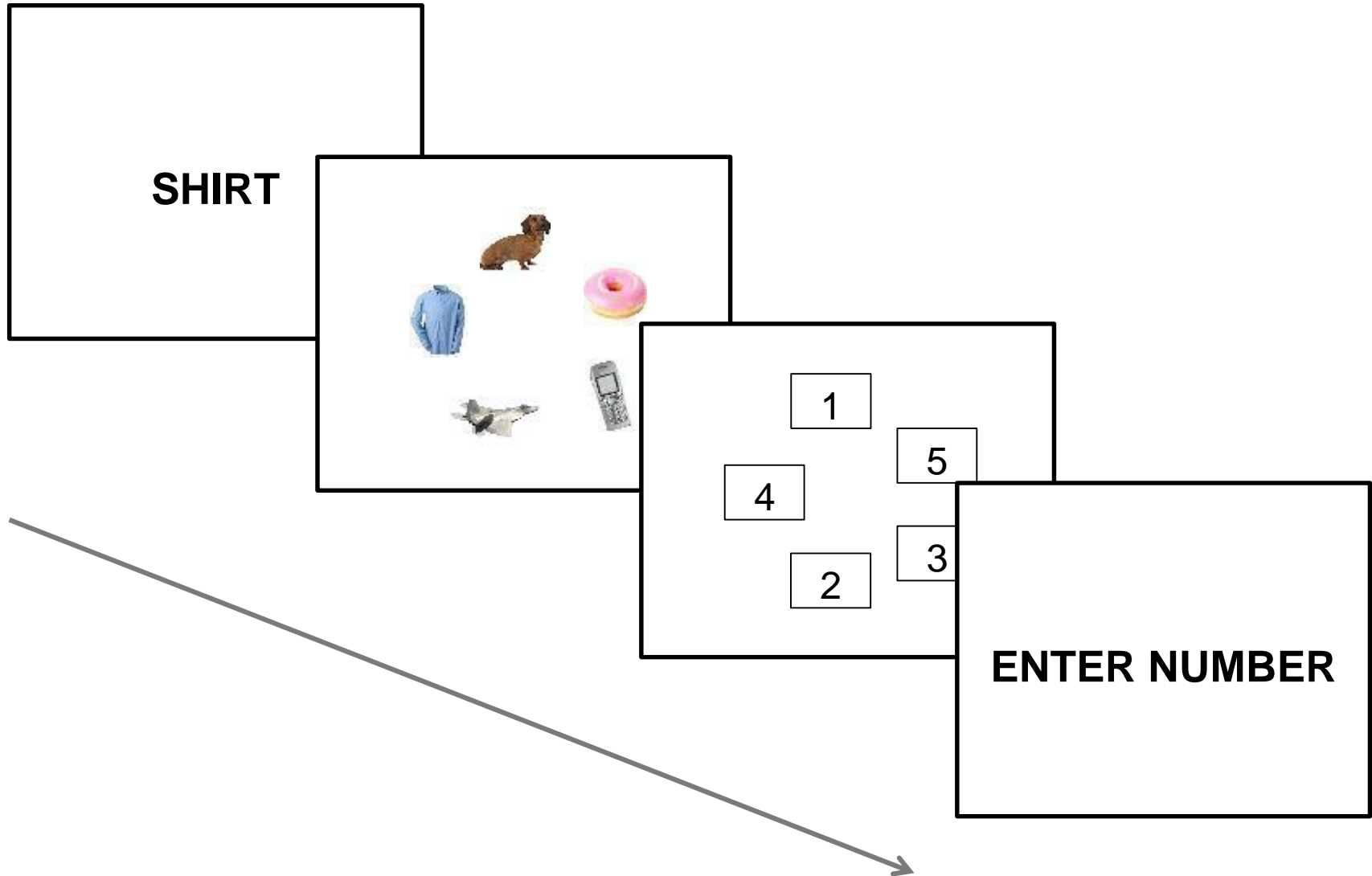
SHOES

HATS

JACKETS

SHIRTS

SEARCH PROCEDURE



TRIAL CONDITIONS

Superordinate

CLOTHING



Distractors from other super

Basic Across

PANTS



Distractors from other super

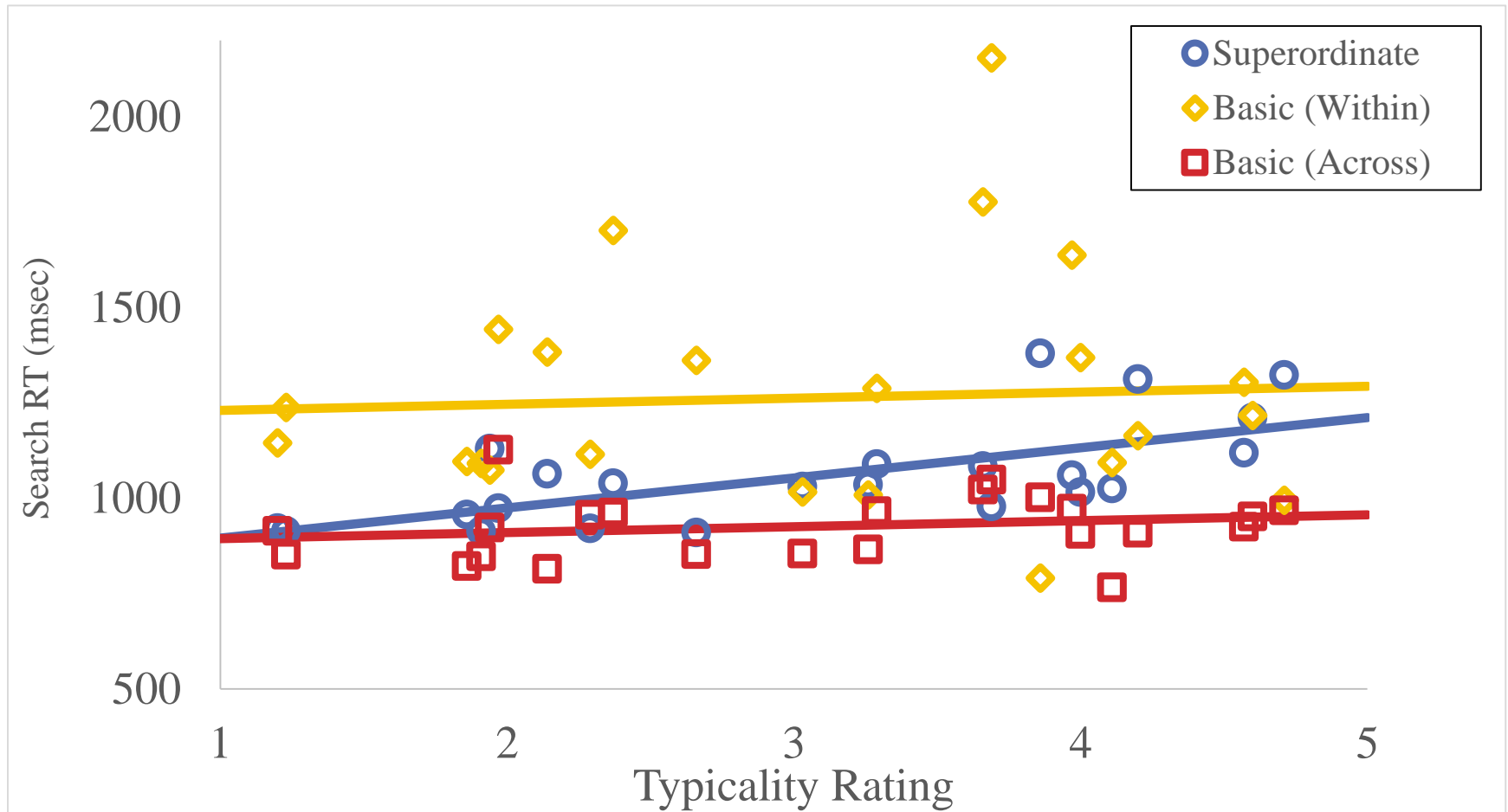
Basic Within

PANTS



Distractors from same super

EXP. 1 RESULTS



Typicality influenced search performance

- For the superordinate condition only

Basic across trials yielded fastest performance

- Specific cue, less overlap of features

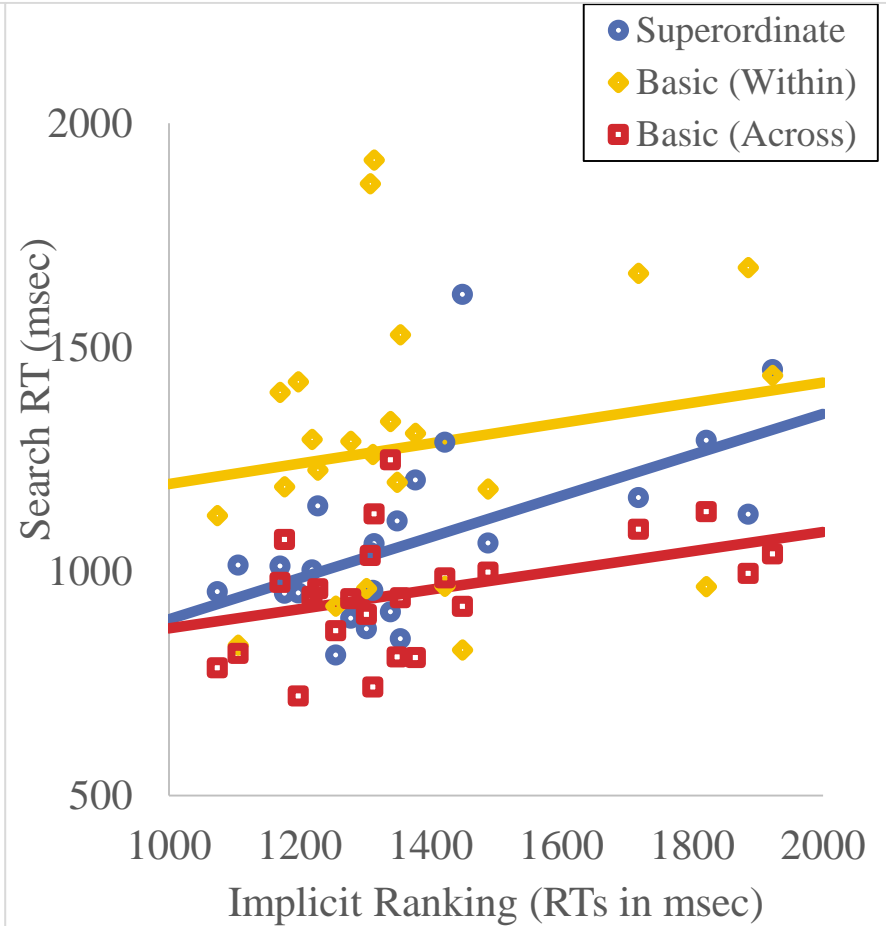
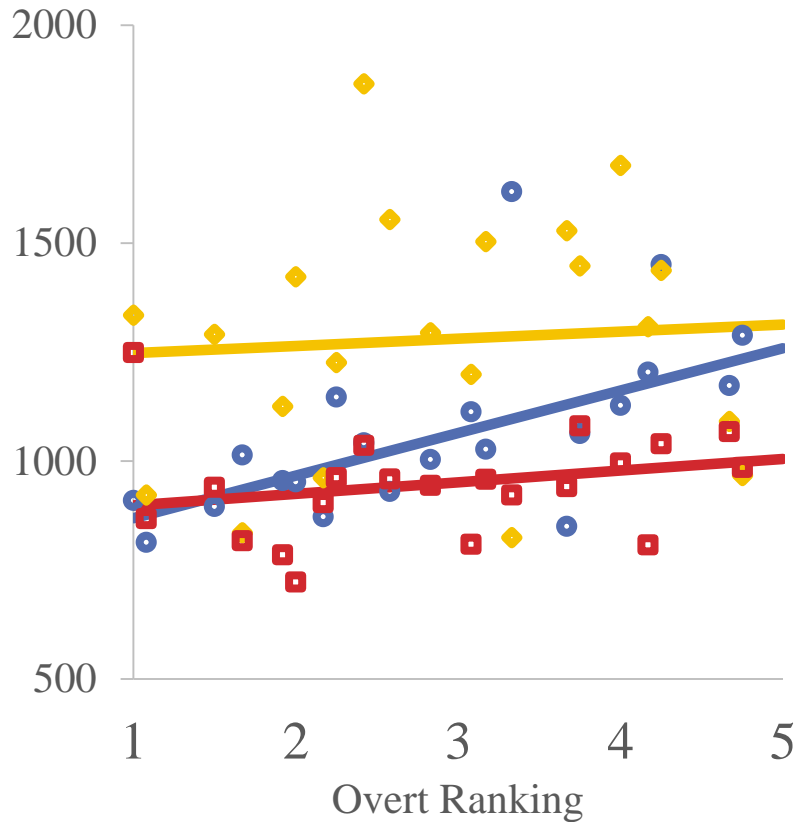
Basic Within yielded slowest

- Most overlap of features
- Interference from similar features

EXPERIMENT 2: GUIDANCE

- Using eye tracking, we can observe how certain features draw eyes (attention)
- Same procedure, but with eye tracking and new typicality measure using RT.
 1. “Are PANTS a member of CLOTHING?”
 2. Fastest responses would be most typical

EXP. 2 BEHAVIORAL RESULTS



CLOTHING

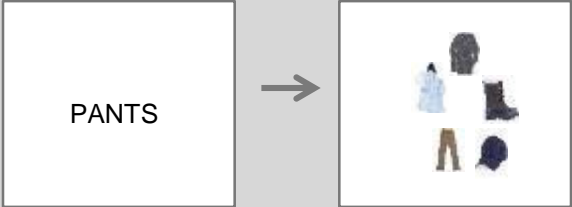

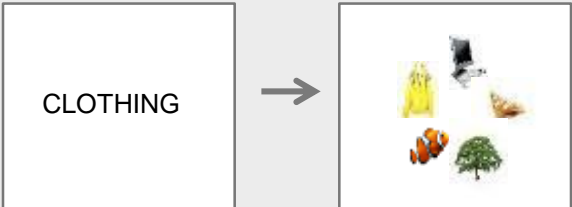

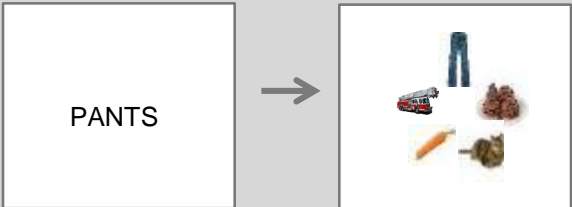

- 1)
- 2)
- 3)
- 4)
- 5)

PANTS
SHOES
HATS
JACKETS
SHIRTS

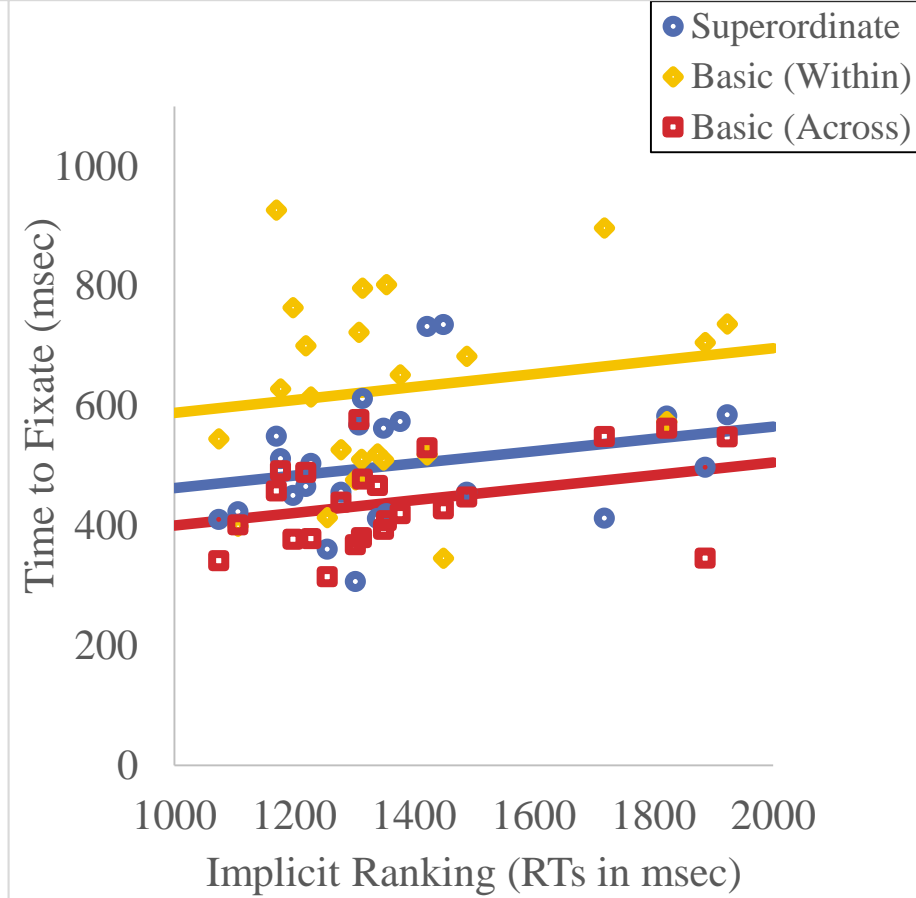
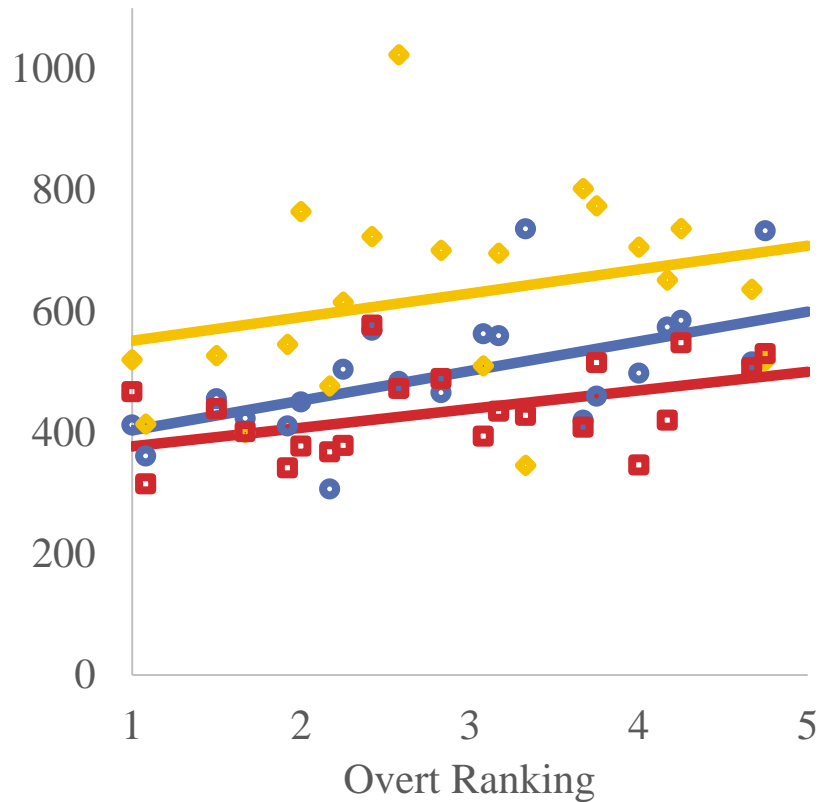
Are PANTS a member of CLOTHING?

RESULTS SUMMARY

Does typicality affect...



CONDITION	RT	Time to Fixate	Time to Press	# Visits
Basic Within 				
Superordinate 				
Basic Across 				

EXP. 2 EYE TRACKING RESULTS

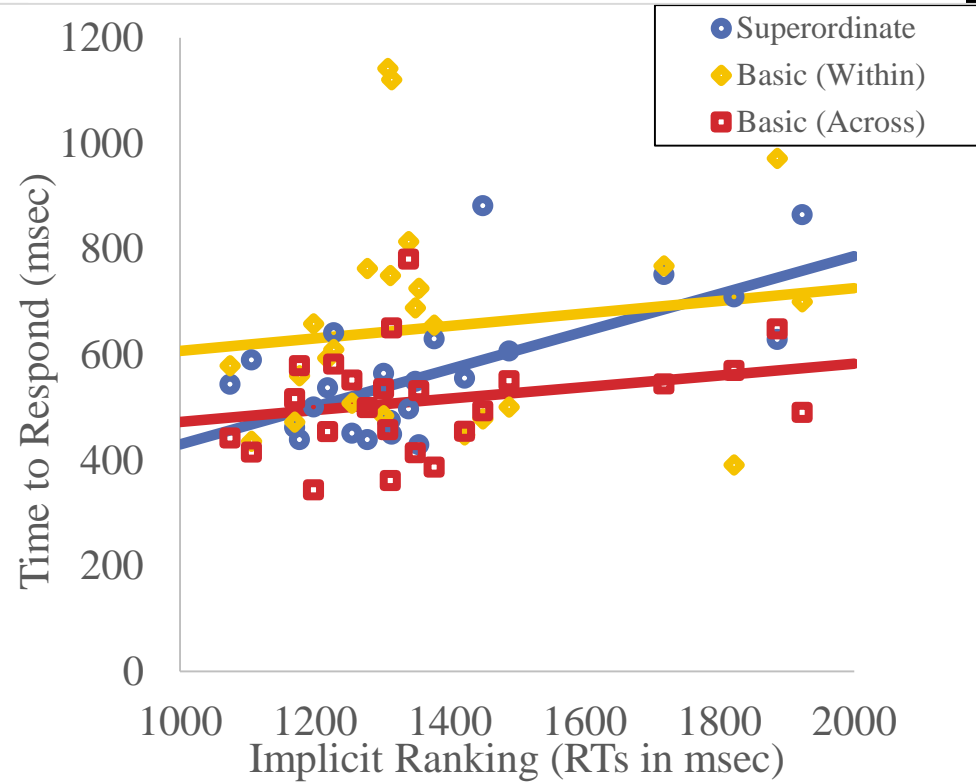
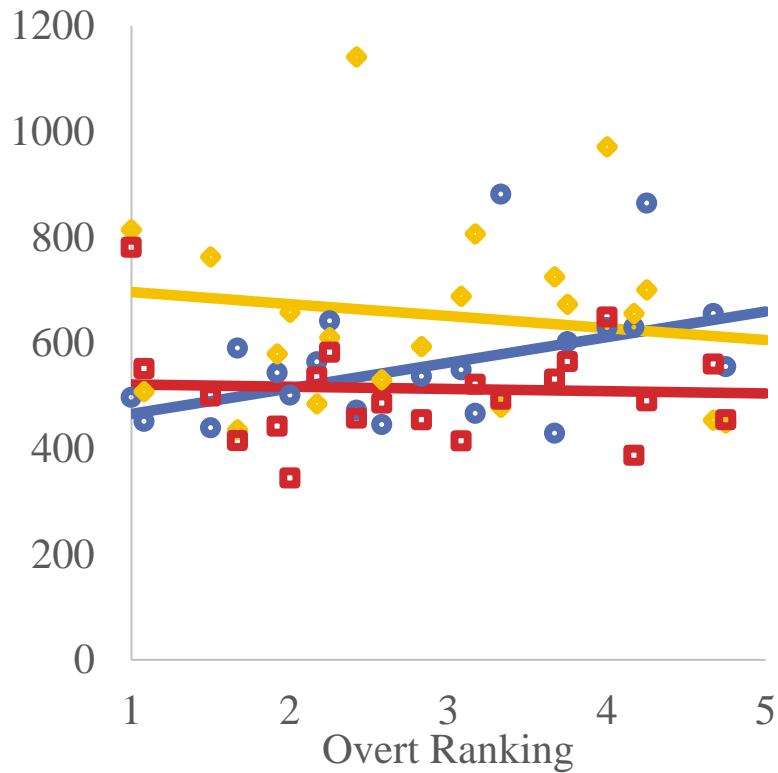


RESULTS SUMMARY

Does typicality affect...


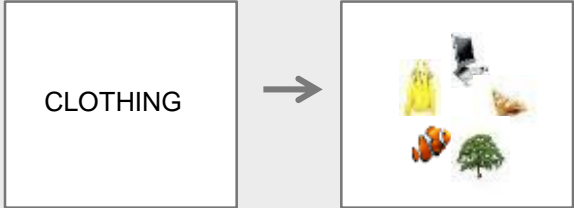

CONDITION	RT	Time to Fixate	Time to Press	# Visits
Basic Within 				
Superordinate 				
Basic Across 				

EXP. 2 EYE TRACKING RESULTS

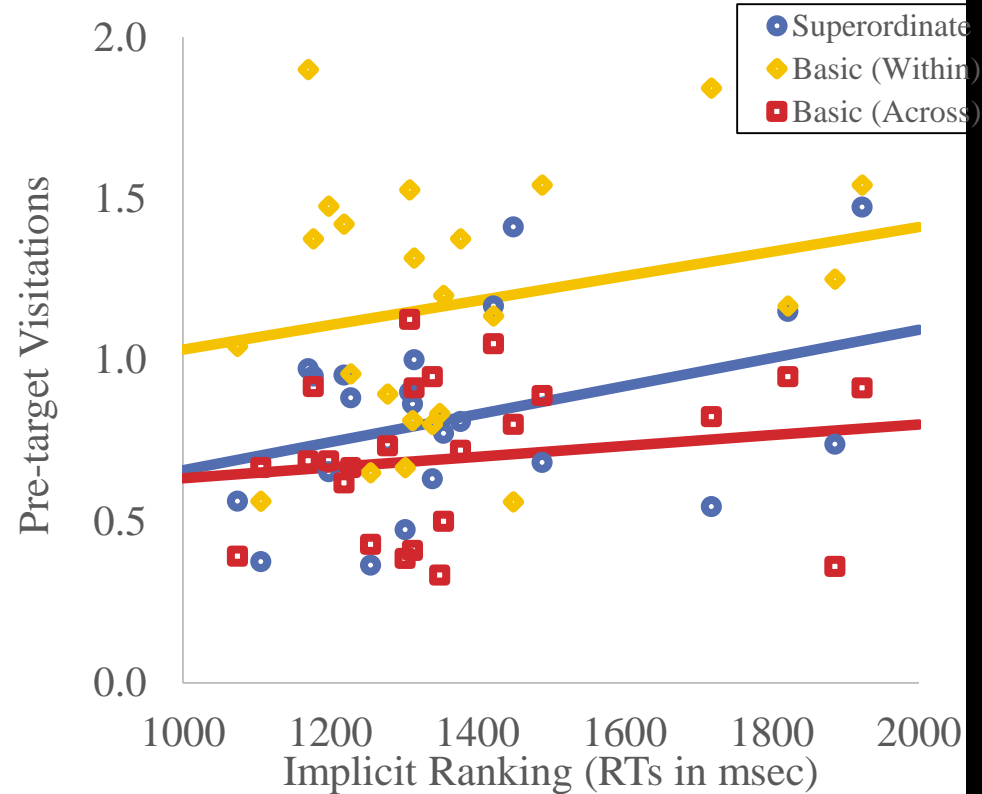
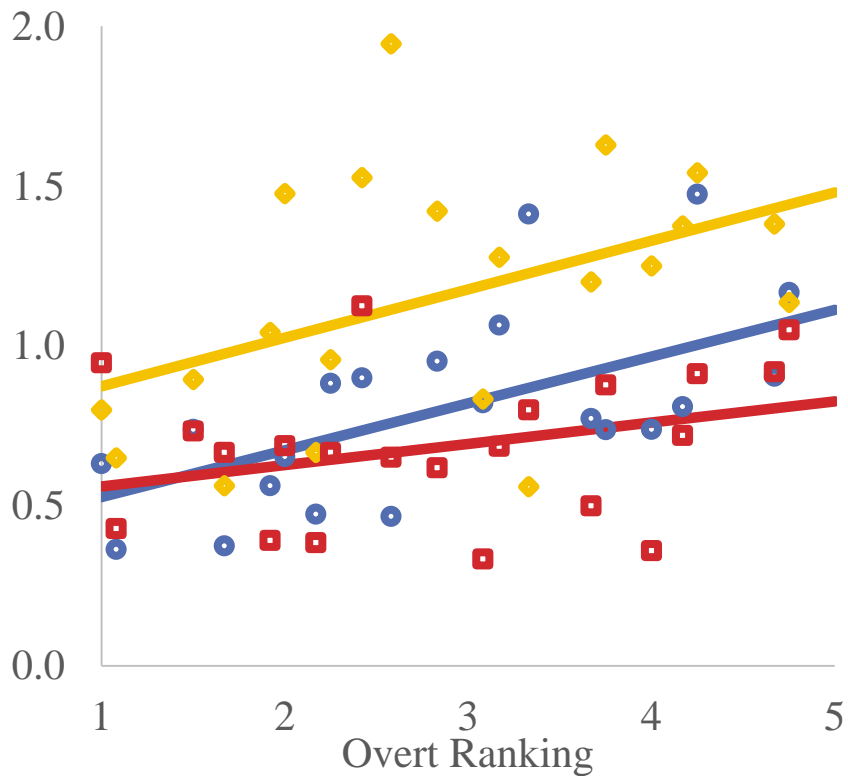


RESULTS SUMMARY

Does typicality affect...

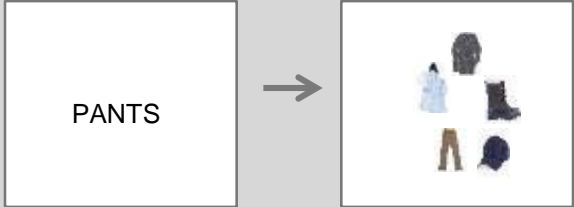




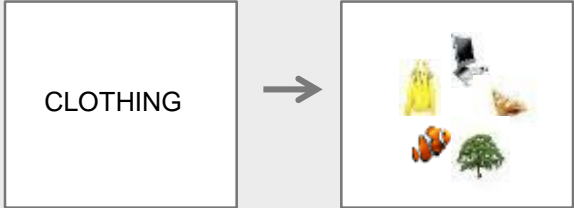




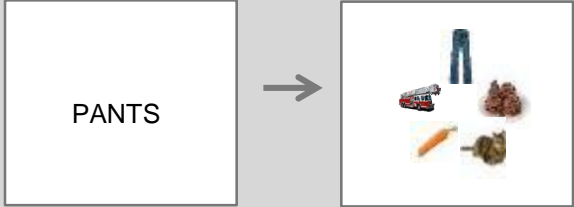



CONDITION	RT	Time to Fixate	Time to Press	# Visits
Basic Within 				
Superordinate 				
Basic Across 				

VISITS BEFORE TARGET



RESULTS SUMMARY

Does typicality affect...

CONDITION	RT	Time to Fixate	Time to Press	# Visits
Basic Within 				
Superordinate 				
Basic Across 				

CONCLUSIONS

When targets differ greatly from distractors (super cue, super level distractors), typicality matters.

CLOTHING



THANKS!

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Adam Underwood

Prospective memory, Friday evening posters, #3085

