

Studying causal inference, affordances, and planning by playing Tetris

Status: Recruiting

Eligibility Criteria

Sex: Male or Female

Age Group: 18 years and over

This study is also accepting healthy volunteers

Inclusion Criteria:

- age 18-36 years old - right-handed - normal (or corrected) vision - normal hearing

Exclusion Criteria:

- history of epilepsy

Conditions & Interventions

Conditions:

Brain & Nervous System

Keywords:

Decision-making, EEG, Game, Planning, Tetris, MNFair

More Information

Description: Researchers are studying how the brain processes visual information and plans actions. Participants will play the popular arcade game Tetris and watch replays of their gameplay while researchers measure brain activity using a safe, non-invasive EEG. The results may help researchers better understand how the brain solves problems and plans future actions.

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