

SO
BC

Science
Of
Behavior
Change

Title: Immersive Virtual Reality Assay for target: Regulation of Cognition


Type of Measure: Task

Domain: Cognitive Control

Adult/Child: Adult

Duration (min): 5 minutes

The last assay that participants will complete at each visit is the cognitive control environment. Each environment was selected based on its potential to measure response inhibition and differentiate between participants similarly to the GoNoGo task that we use both in the scanner, and in our browser-based cognitive battery. Although these environments did not vary as a function of visit, we will update our cognitive control environments twice based on new technology availability (Table 6). Our first selection was *VROG*, which we will use until we are able to acquire an Oculus CV1. While we have the CV1 but are waiting for Oculus Touch controllers, we will use *Crystal Rift* to probe cognitive control. Upon acquiring the controllers, we will ultimately switch to *Fruit Ninja VR*, using three rounds of arcade mode in *Fruit Ninja VR* as our cognitive control environment.

	<p style="text-align: center;">Fruit Ninja VR (CV1 + Touch)</p> <p style="text-align: center;">v. 1.0</p> <hr/> <p>https://vr.fruitninja.com/</p> <hr/> <p>Automatic Response: Cut fruit</p> <p>Response Inhibition: Avoid bombs</p> <hr/> <p>Metrics: Score per round, bombs hit per round</p>
--	---

Title: Immersive Virtual Reality Assay for target: Regulation of Cognition (Self-Report)

227) Score	_____
228) Hits	_____
229) Misses	_____
230) Score Round 1	_____
231) Bombs Round 1	_____
232) Strikes Round 1	_____
233) Score Round 2	_____
234) Bombs Round 2	_____
235) Strikes Round 2	_____
236) Score Round 3	_____
237) Bombs Round 3	_____
238) Strikes Round 3	_____