Guess how many triangle game

Perseverance skill measure

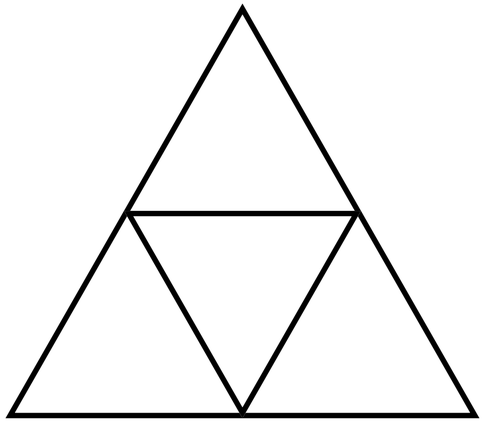
Game Mechanics

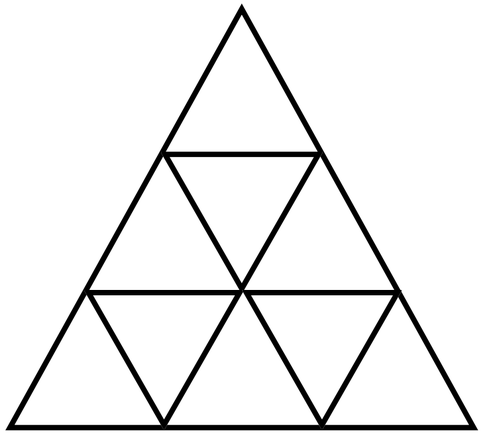
How to play

- We are going to play a game that can **increase the number of points** you will receive after completing this interview
- For this game, you will count the number of triangles in a figure. There are difficult and easy figures. We will play the game for six rounds: two practice rounds and four test rounds.
- Remember, if you finish the whole interview you will get **5 points**. This game will give you the chance to increase that amount depending on your choices and performance.
- If you choose the difficult version and give the correct answer, your additional reward will be **10 points**.
- If you choose the easy version and give the correct answer, your reward will be **5 points**.

Example Figures

Easy and Difficult



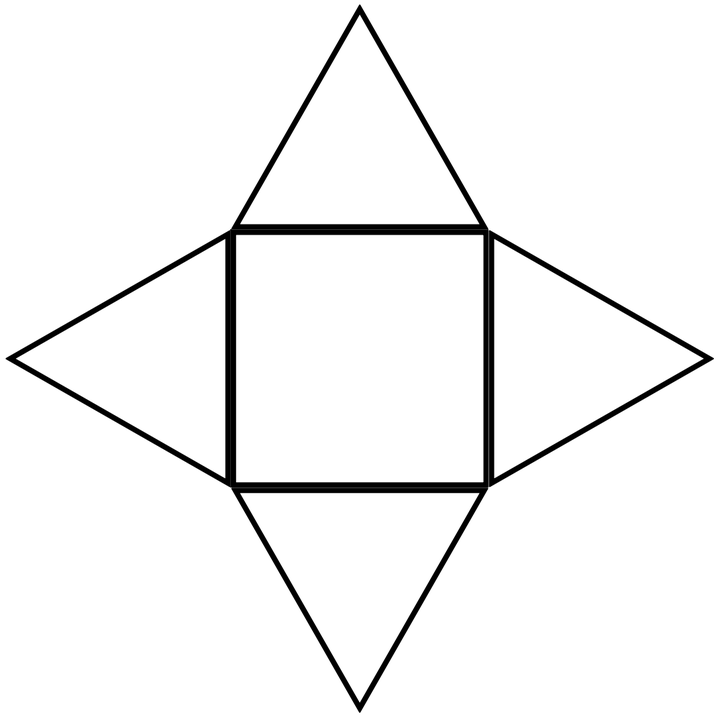


Player’s Choice

After viewing the example puzzles, which version of the game do you want to play: **easy or difficult?**

You will now have 60 seconds to count the number of triangles in the figures!

Are you ready to play?



Easy Figure (Round 1)

The correct answer was:

Easy: 4

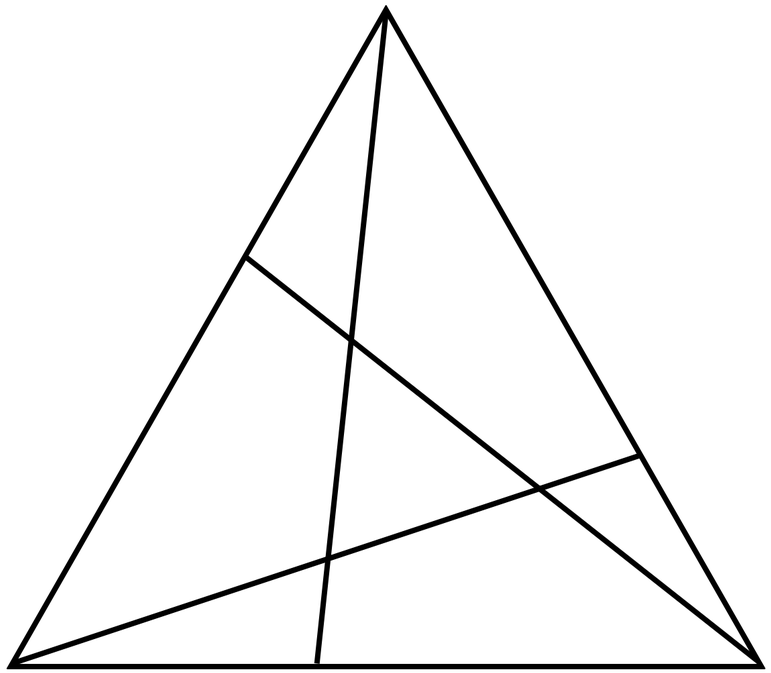
Round Two

Please select:

Easy

Difficult

Quit



Difficult Figure (Round 2)

The correct answer was:

Difficult: 12

Round Three

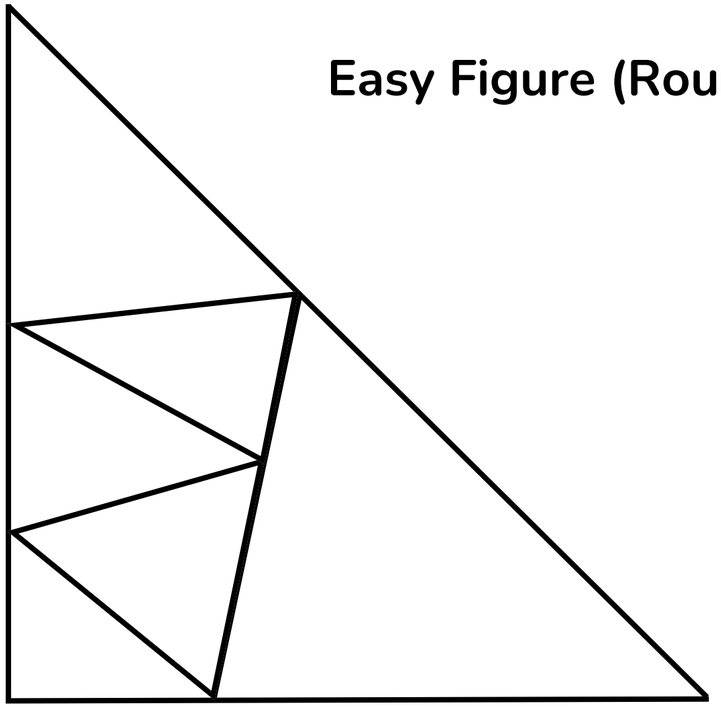
Please select:

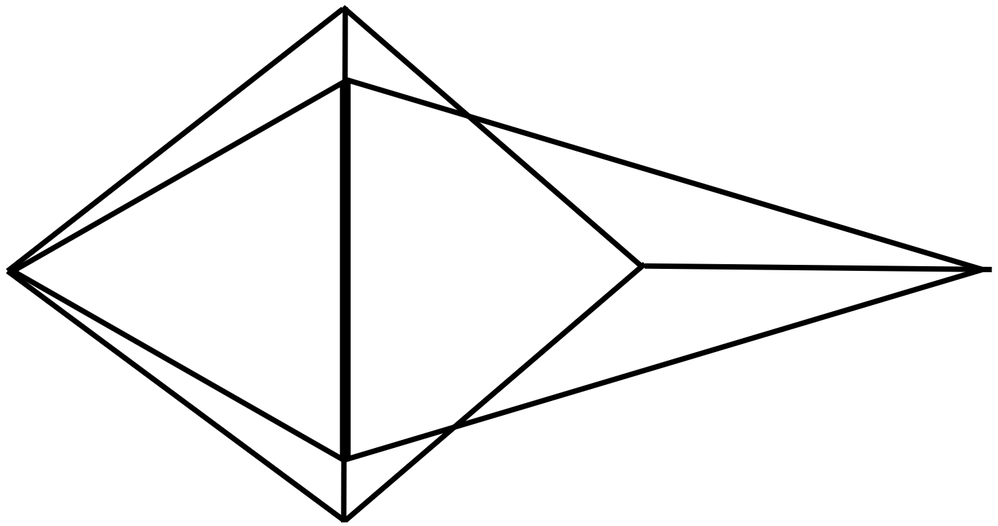
Easy

Difficult

Quit

Easy Figure (Round 3)





Difficult Figure (Round 3)

The correct answer was:

Easy: 7

Difficult: 11

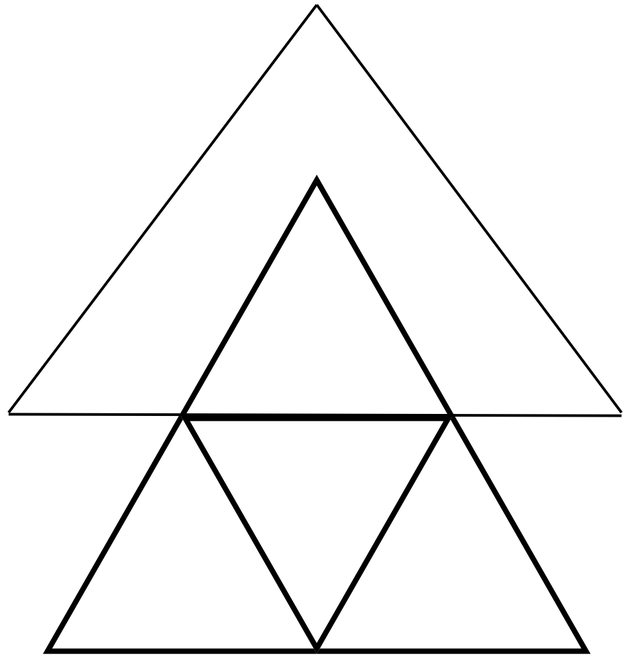
Round Four

Please select:

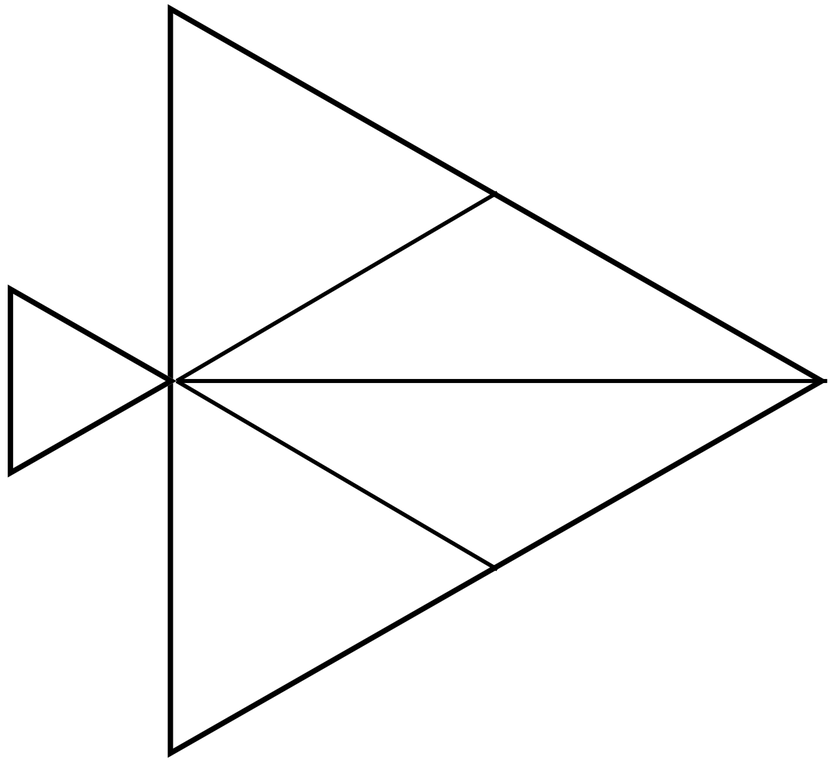
Easy

Difficult

Quit



Easy Figure (Round 4)



Difficult Figure (Round 4)

The correct answer was:

Easy: 6

Difficult: 8

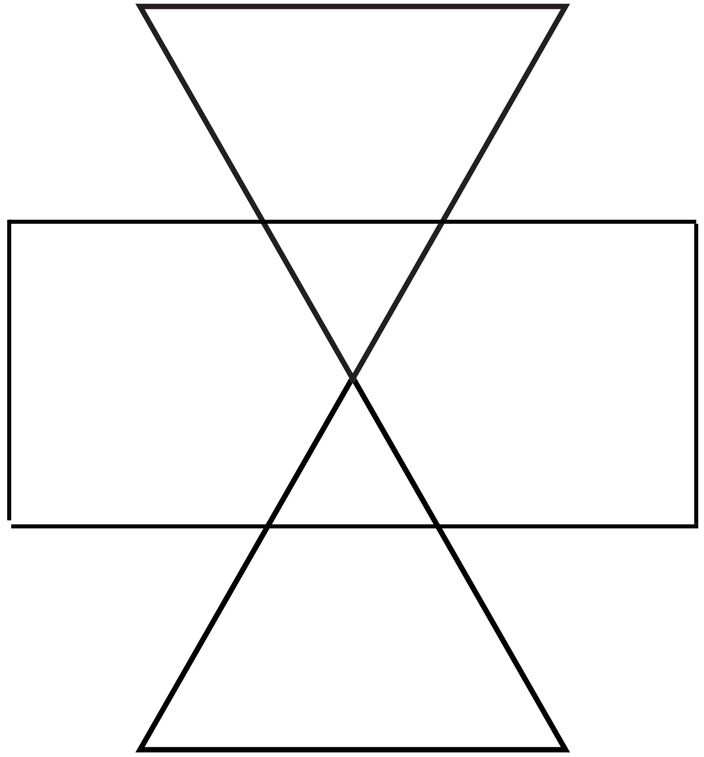
Round Five

Please select:

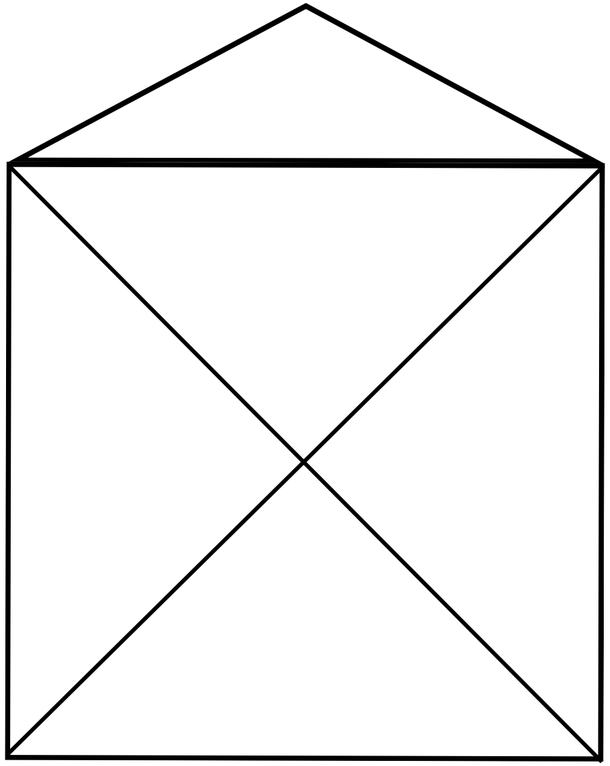
Easy

Difficult

Quit



Easy Figure (Round 5)



Difficult Figure (Round 5)

The correct answer was:

Easy: 4

Difficult: 8

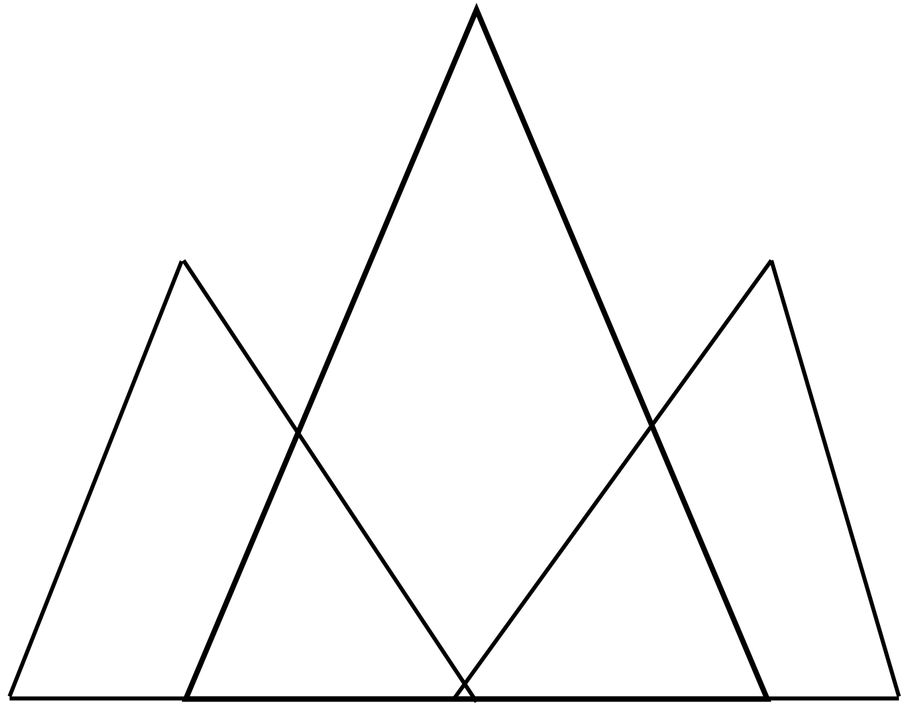
Round Six

Please select:

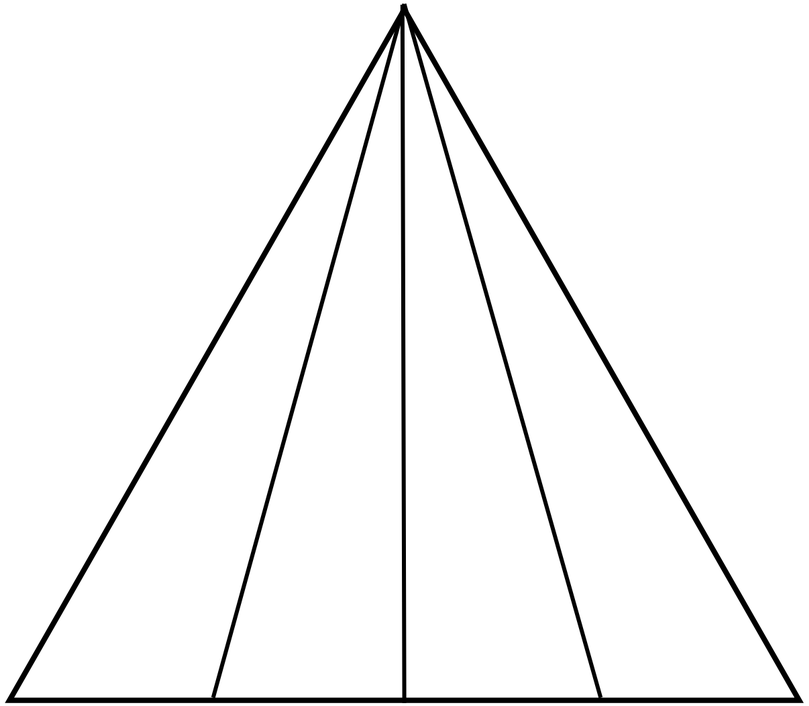
Easy

Difficult

Quit



Easy Figure (Round 6)



Difficult Figure (Round 6)

The correct answer was:

Easy: 6

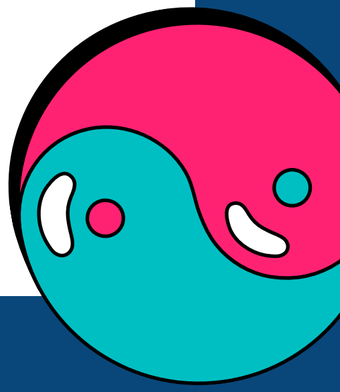
Difficult: 10

Thank you for your participation!

Let's Play

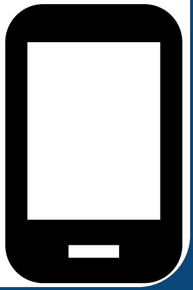
CPT-X

Self-control game

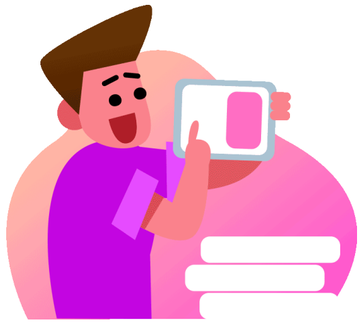


INSTRUCTION

1. The manager or organizer is to first create an account on https://www.neurobs.com/menu_join/join_page. This will be used to manage class creation and data export.
2. Create an Access Code (class experiment identification) to be used by the participants thereby ensuring a seamless collection of experiment results.
3. The CPT-X game is hosted in an app - “PsychLab 101” which can be downloaded from google play or Apple store.
4. Manager should ensure the participant’s IDs are unique to the inshould make their own bingo cards. Once the number is called, players should recolor the box to mark it.



LETS PLAY CPT-X



In this experiment, you will be shown a series of letters, one at a time. Your task is to identify whether each letter is a target or not.

In this experiment, the target letter is: X. Any time you see X, DO NOT RESPOND. If any other letter is presented, respond by touching the screen as quickly as possible.

Try to answer as quickly as possible while still being accurate. Touch the screen when you are ready to begin. You will start by doing a few examples for practice.