

WEATHER PREDICION TASK

This is a measure of probabilistic learning. The task is administered on a laptop computer. Subjects are asked to “guess” whether card-like stimuli indicate that the weather will be sunny or whether the cards mean that it will rain. On each of the 50 trials, stimuli appear on the left side of the computer screen and participants are prompted to press a key showing a sun or to press a key showing a rain cloud. Feedback is provided which is intended to inform future responses. Following correct responses, a happy face appears on the screen paired with a high-pitched tone. Following incorrect responses, a sad face appears on the screen with a low-pitched tone. After the computer administration subjects are given an 8-question multiple choice format quiz on the assessment.

Gluck, M. A., Shohamy, D., & Myers, C. (2002). How do people solve the “weather prediction” task?: Individual variability in strategies for probabilistic category learning. *Learning and Memory*, 9(6), 408-418.