A
Direction of first sweep:
forward
backward
Pre-movement
Movement
% Trials
Arena complexity
B
Backward
Forward
% Trials
Arena complexity
C
Time to first sweep
forward
backward
Latency (s)
Arena complexity
Cumulative probability
Latency
Arena complexity
Relative effect
Turns
Length
Bearing
D
Relevance, sweeps removed
AUC
Trial epoch:
search (S)
pre-move. (P)
move. (M)
Shuffled
True
S
P
M
Relevance, gaze < 2 m from trajectory removed