

Introduction

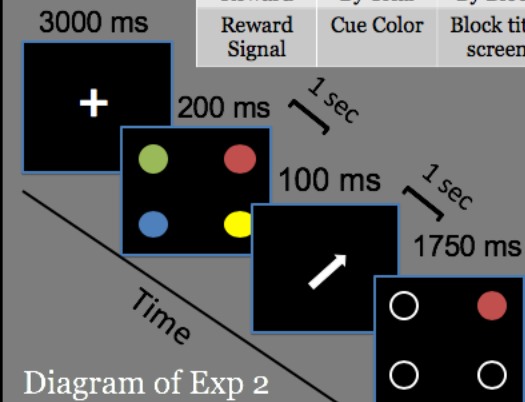
- ❖ Forget your keys just as the door closed? Your attention is on the highest value item in WM (your keys)
- ❖ After finding your keys, you lose them again in your car.
- ❖ Are the keys easier to find the second time?

Questions:

- ❖ How does subjective value alter WM performance?
- ❖ Does WM interact with attention?

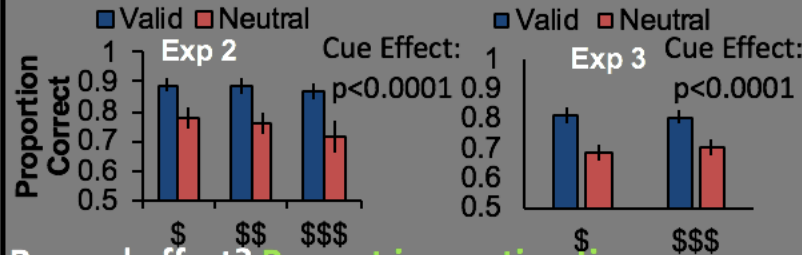
Methods

	Exp 1	Exp 2	Exp 3
# of Trials	180	180	256
Reward	By Trial	By Block	By Block
Reward Signal	Cue Color	Block title screen	Block title screen

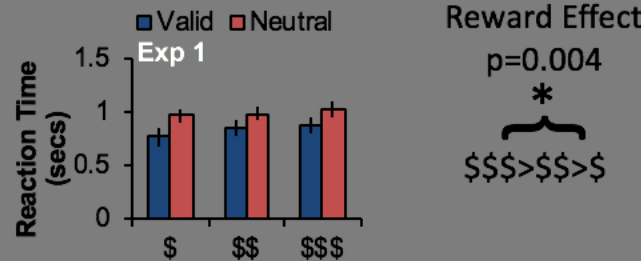


Results

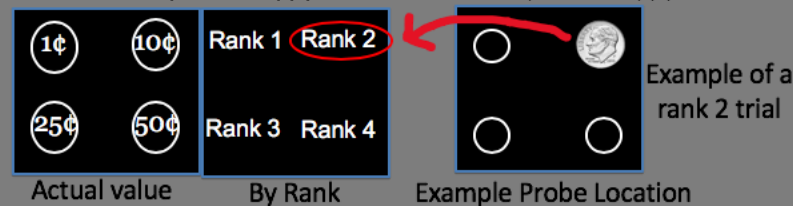
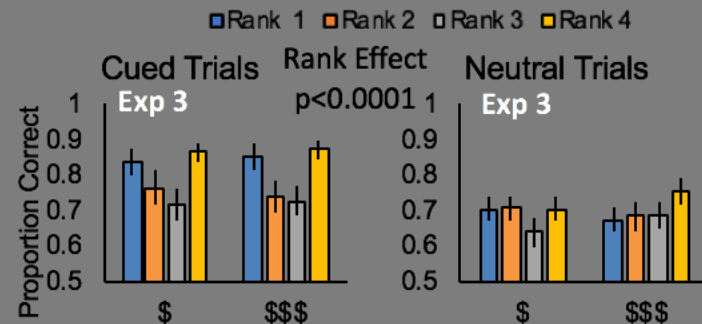
Retro Cue effect? **Strong benefit when cued.**



Reward effect? **Present in reaction time**



Effect of previously learned values? **Yes.**



All error bars reflect 95% confidence intervals

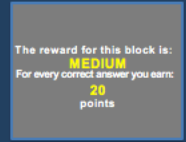
Differences Between Exp 1, 2 & 3

Exp 1



Reward by trial at cue

Exp 2



Reward by block



Reward by block
US coins as stimuli
No medium reward level

Conclusions

- Reward does not modulate performance.
- Reward by block erases reward effects.
- Value and attention interact to determine what goes in WM**

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