Past research has demonstrated reward processing when observing the feedback of others. Whether it occurs when observing the actions of another is still poorly understood. Furthermore, it is unclear whether it is affected by goal proximity. We hypothesized to see reward processing when perceiving the actions of a computer. Furthermore, we hypothesized that it would scale to goal proximity.

INTRODUCTION

METHOD

RESULT

Conditional and Difference Waveforms (FCz)

Topographic Maps of Difference Waveforms

 Reward Positivity

Difference Waveform Amplitudes

REFERENCES


CONCLUSIONS

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