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The dynamics of error processing in the human brain as reflected by high-gamma activity in noninvasive and intracranial EEG

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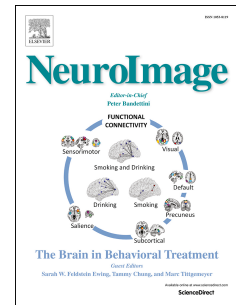
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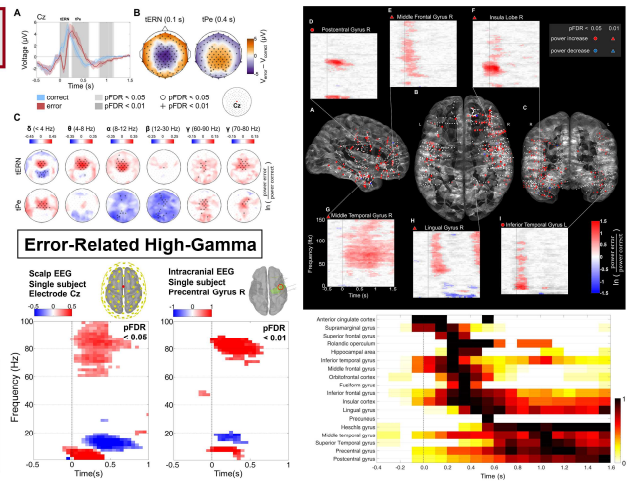


The diagram illustrates the Eriksen Flanker Task experimental paradigm. It shows a sequence of five gray rectangular frames representing the visual input over time, with a diagonal arrow indicating the progression of the task. The frames contain the following elements from top to bottom:

- A fixation cross (*).
- A cue consisting of the letters 'LLRL'.
- A stimulus consisting of a central snail icon flanked by two yellow circular icons with sad or happy faces.
- A response screen showing three game controller icons labeled 'error' (red), 'slow' (gray), and 'correct' (blue).
- An audiovisual feedback screen showing a person wearing a head-mounted display (HMD) and a robotic arm, with the text 'Control for Ocular Artifacts' below it.

 The timing of each stage is indicated by text labels and a diagonal arrow:

- Fixation**: 3 s
- Cue**: 1 s
- Stimulus**: 0.1 s
- Response + waiting period**: RT + 2 s
- Audiovisual feedback**: 0.3 s



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