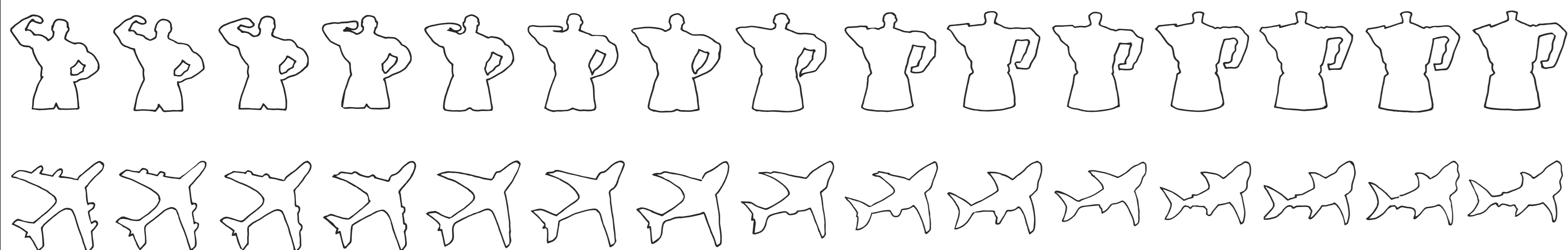
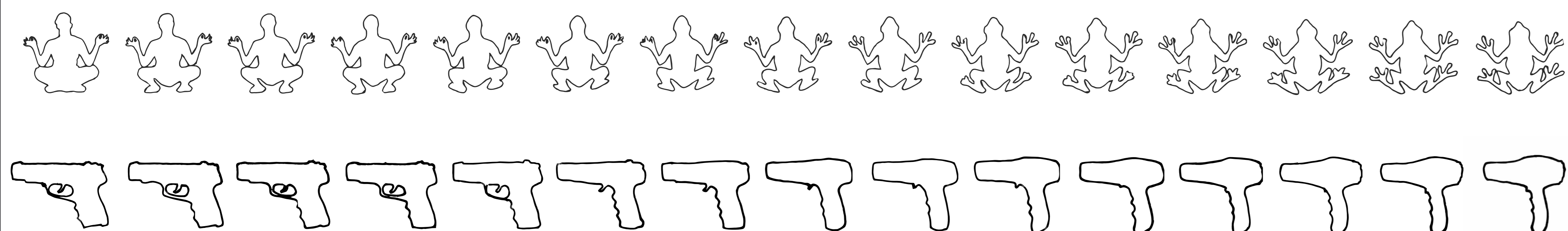


Picture morphing task

Switch between categories: (animate - inanimate vs. inanimate - animate)



Switch within categories: (animate - animate vs. inanimate - inanimate)

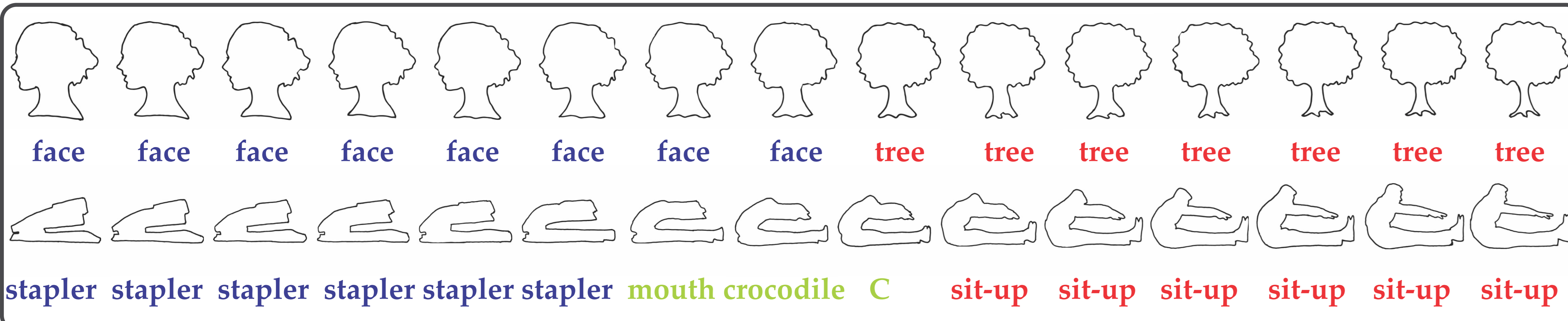


Logic: # of first object reports = measure for updating

Advantages of the task

- Easy and fast to administer
- Not dependent on Working Memory
- No explicit feedback necessary
- Applicable in vastly different participant populations
- Comparable visual complexity => suitable for neuroimaging studies
- Animate/ Inanimate dissociation: associated brain areas, insight into visual form agnosia, etc.

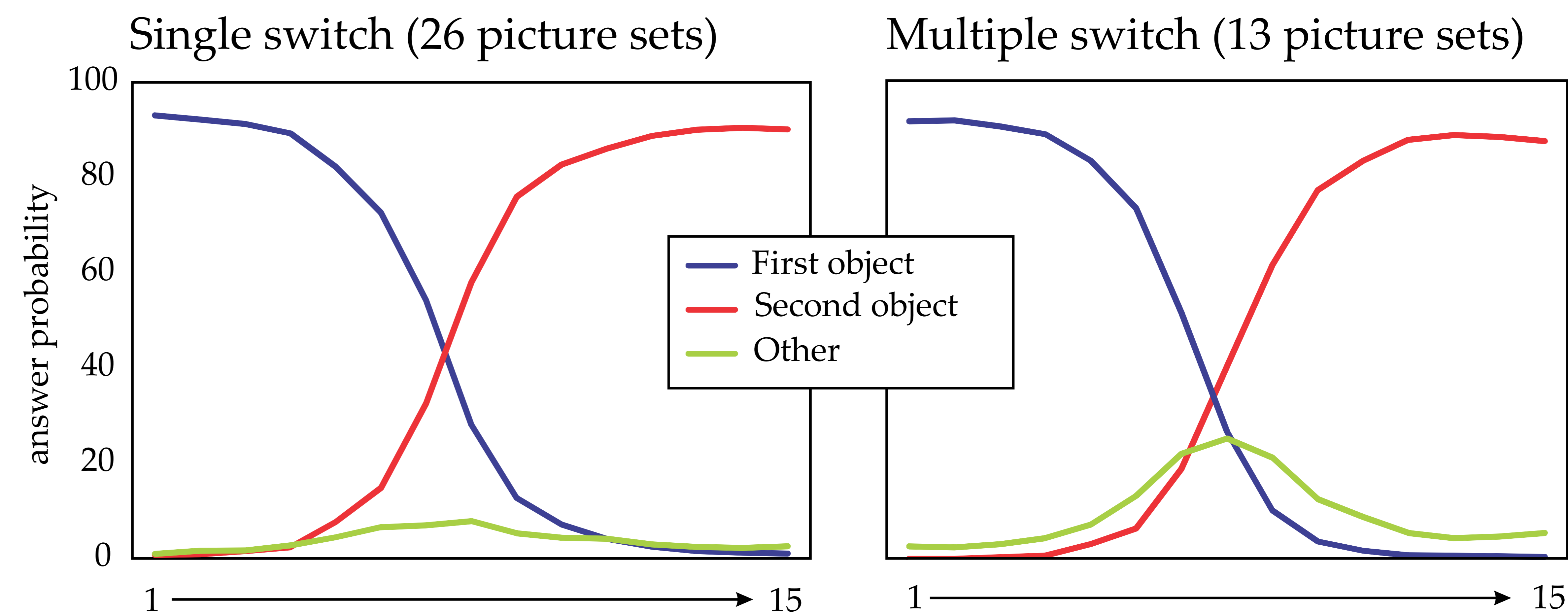
Single vs. multiple switch



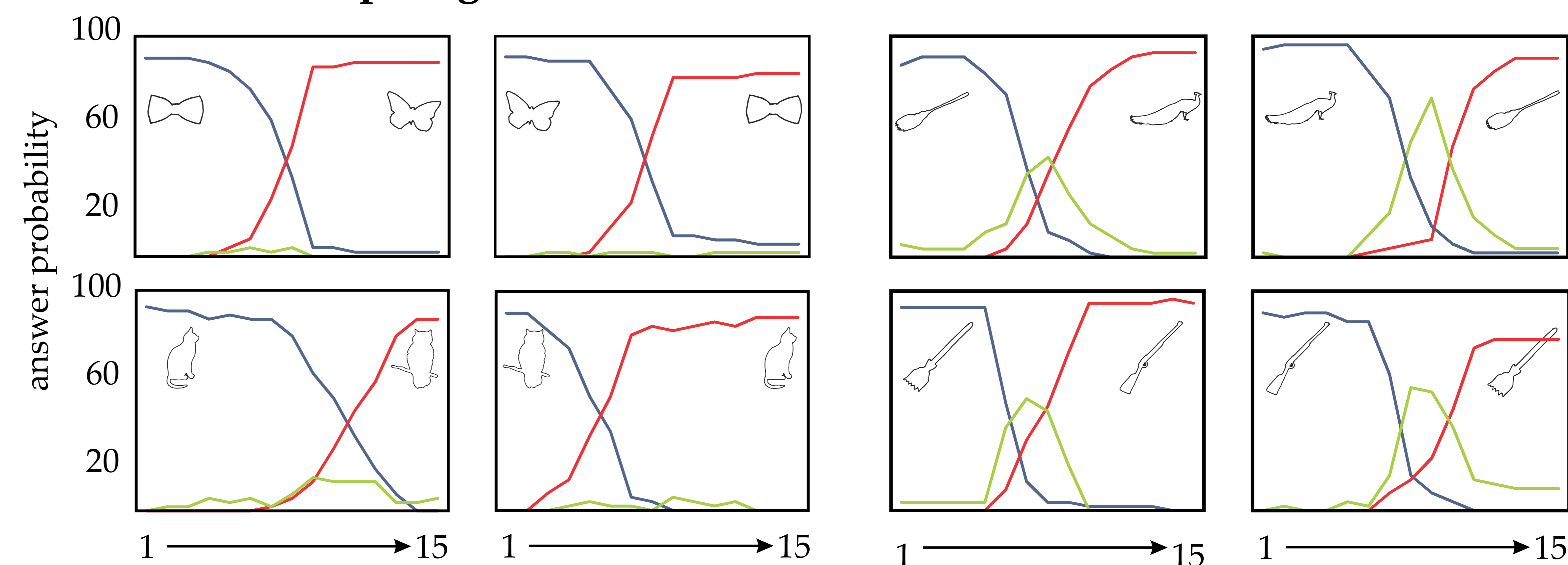
Design, participants and procedure

40 Sets Online study Mechanical Turk	Version 1 (20 Sets):	½ Obj1 - Obj2: N=53 (34 F); 35.1 (11.7) years
		½ Obj2 - Obj1: N=50 (26 F); 35.5 (11.5) years
	Version 2 (20 Sets):	½ Obj1 - Obj2: N=53 (31 F); 33.8 (10.6) years
		½ Obj2 - Obj1: N=45 (28 F); 34.0 (13.1) years

Probability of first and second object reports



Influence of morphing direction on switch



Updating and the brain: Insula involvement

