

## **INSTRUCTIONS FOR INTERPRETING DAISY GRAPHS**

A Daisy Graph illustrates how a player has been able to discriminate a particular letter from other letters, and if a particular letter has been confused with another letter. The target stimulus is presented in the middle of the graph (e.g., the letter "M" with the corresponding [m] -sound). In the circle farthest from the middle are the distractor items, which have been presented in the game at the same time as the target stimulus has been presented.

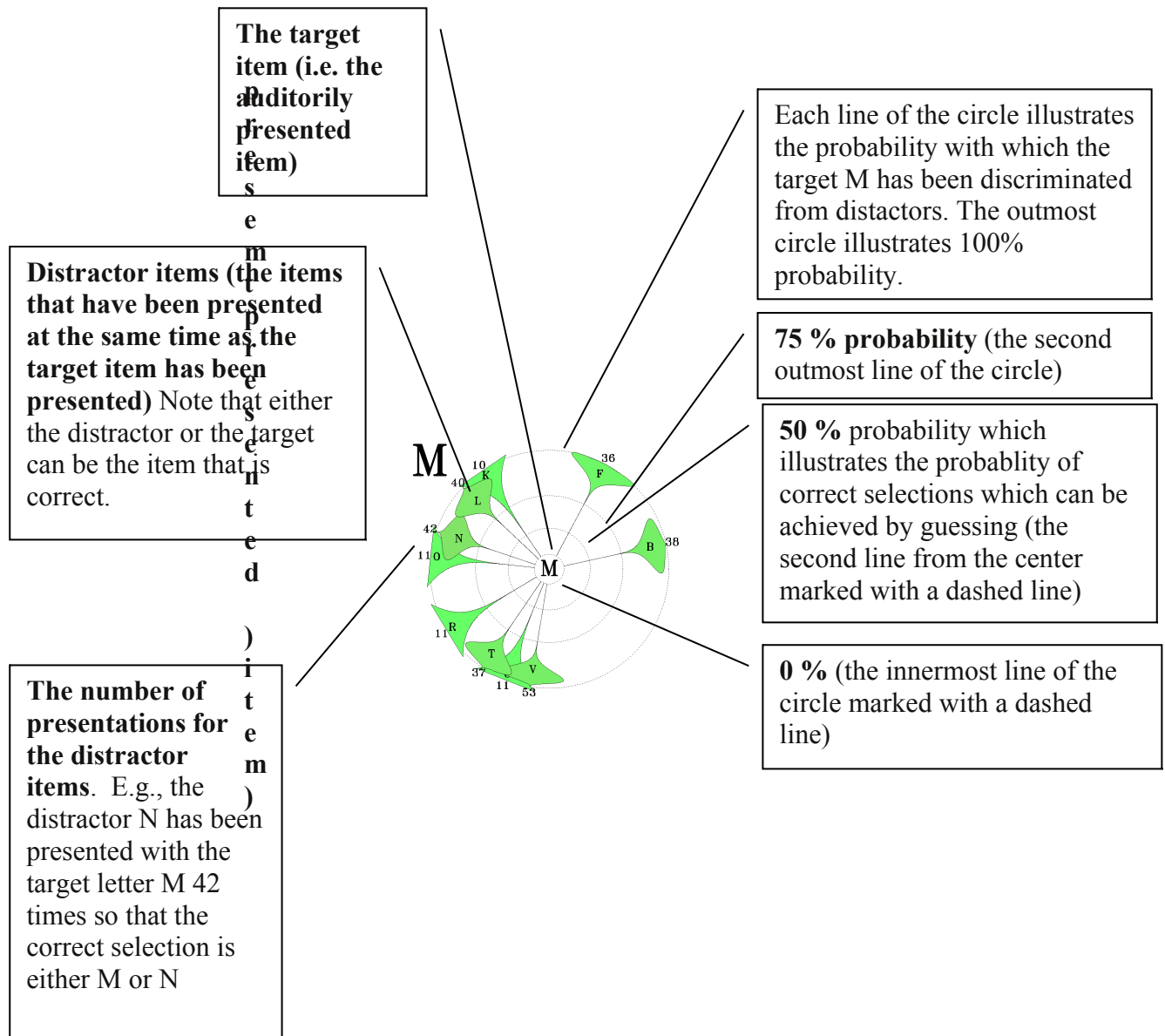
For each target stimulus – distractor -pair an estimation of successful selections is provided by calculating the mean of accurate selections. The performance in each pair is depicted as a petal and together with other such petals a graph resembling a daisy is formed. The widest part of the petal shows the probability of selecting correctly the target stimulus when it is presented with a particular distractor. The outmost circle depicts 100 % probability, the second outmost circle 75%, the third 50%, and the innermost circle depicts 0% probability of discriminating correctly the two items. For example, if the widest part of the petal is located between the outmost circle and the circle next to it, it is estimated that the player can discriminate between the two stimuli with somewhere between over 75% and under 100% probability.

Different colours also illustrate the probability of correct selections. The colour green represents the pairs that have been discriminated successfully. The different shades of brown and red show the pairs that have been discriminated correctly less often. At the end of each petal the number of times each target stimulus-distractor -pair has been presented during the game is provided.

If some letters have been presented in the same trial only a few times, the corresponding sector of the graph is presented as a narrow even wedge. In such cases, there is not enough game log data for calculating the probability. The lack of data is due to too short playing time or the fact that the particular target has not been presented together with a particular distractor. One should refrain from drawing far reaching conclusions on the basis of such limited game log data. For example, the letter A can appear to be discriminated successfully from the distractors with which it has been presented. However, there is no evidence that this particular letter would also be discriminated from those distractors with which it has not yet been presented.

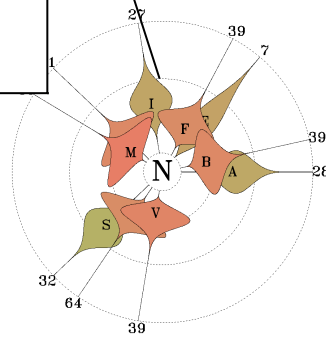
## Example 1

The graph illustrates that the player has been able to discriminate the target letter from the distractors which have been presented together with the target. The green area illustrating the probability of correct selections in terms of particular distractors is concentrated near the 100% probability level near the outermost circle.



Example 2.

In this example the player has not known the letter N. The N-letter has been confused with the letters F, B, M and V, and it has not been completely discriminated from the other letters either



Example 3.

If the letters have only been presented together a few times, the sector depicting this is drawn as a narrow even wedge. There are not enough data for a reliable analysis

