

Probing flexible adaptation of internal physics models in humans





INTRODUCTION

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Interaction with diverse physical objects has been extensively studied in robotics (Yin et al. 2021), but not much work has systematically investigated this ability in humans.

We designed a task to systematically investigate these interactions in a controlled, minimalistic setting.

We programmed a task in Unity using the Unity Experiment Framework (UXF, Brookes et al. 2019). This task can be run both locally and in a browser (and potentially in VR).

TASK

BOX



computational models.

REFERENCES

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