**Human shortcut performance in a structured maze environment**

Patrick Foo, William H. Warren Jr., & Michael Tarr
Department of Cognitive and Linguistic Sciences
Brown University, Providence, RI

**Method**

1. **Participants:** 7 female & 3 male subjects
   - **Participants**
     - **Path 1:** path 1 is randomly selected and the subject is trained to achieve the correct orientation of the maze.
     - **Path 2:** path 2 is randomly selected and the subject is trained to achieve the correct orientation of the maze.

2. **Route Training**
   - **Subjects** walk to object locations in the maze.

3. **Shortcut Testing**
   - **Subjects** walk to object locations in the maze.

**Results: Shortcut testing**

Overall, subjects were unable to choose the correct orientation of the maze.

**Results: Equal metric distances**

There was no significant difference between the two shortcuts.

**Results: Equal ordinal structure**

There was no significant difference between the two shortcuts.

**Discussion and Conclusion**

**References**


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