

Annex 1. Game sequence procedure.

The sequence of display for FOS and screening are as follows (Figure 10):

1. The central game appears on the screen at a location which allows presenting a stimulus with the specified eccentricity. One of three animations is chosen: Gap, Plunger or platform alone. On the Gap sequence, a space between platforms is shown and the child is asked to jump between platforms. On the Plunger sequence, a plunger with vertical movement appears and moves closer to the central character of the game. To avoid collision or being crushed by the plunger the child is asked to jump over or duck underneath the plunger. Ducking is considerably harder to do, so extra points are giving if the child deliberately attempts and succeeds in overcoming the obstacle by ducking under the plunger. Platform only sequence has a very low probability of occurring and was originally introduced to avoid a routine task where jumps occur at constant intervals of time, therefore easy to predict and overcome. If game level is equal to or above 3, a fly can also be presented in conjunction with any of the 3 sequences described. On the fly sequence a fly appears on the screen and the goal is to catch the fly with the frog's mouth.
2. If obstacle and central character are at a position smaller than 3 degrees, then a stimulus presentation routine will take over. A stimulus presentation is followed by a recovery/response window time, which prevents other stimuli from being presented for an adaptive period of time up to 2.5 seconds. This period of time reduces if patient responses are quicker and increases with slower stimuli responses (up to 2.5 sec). If patient pressed a button (stimulus

seen) then a recovery time of 1 second is given before another stimulus is presented and the central character becomes 'invincible' for that period of time as a bonus.

3. Test returns to 1 to prepare for the next presentation.

Real-time illustrations are shown in Figures 11.