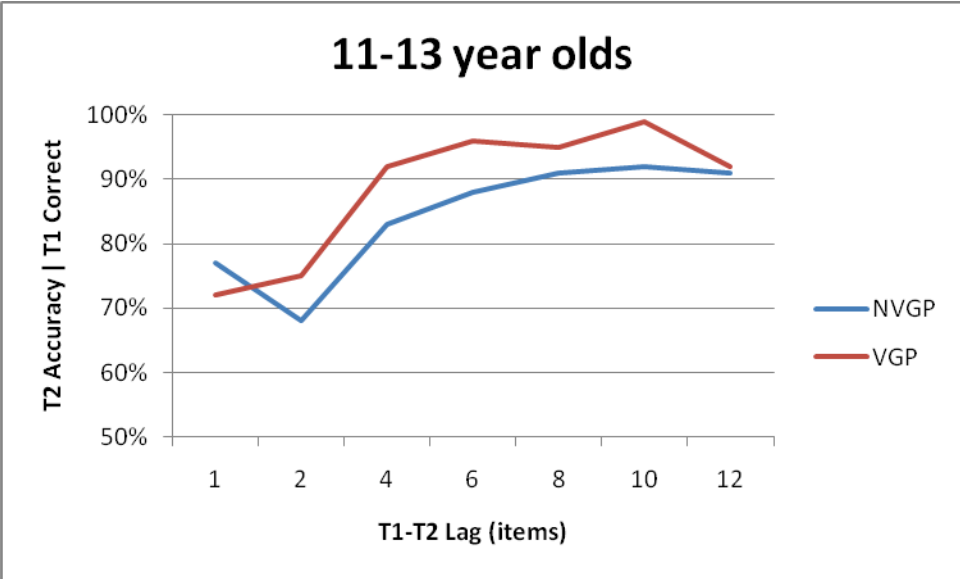
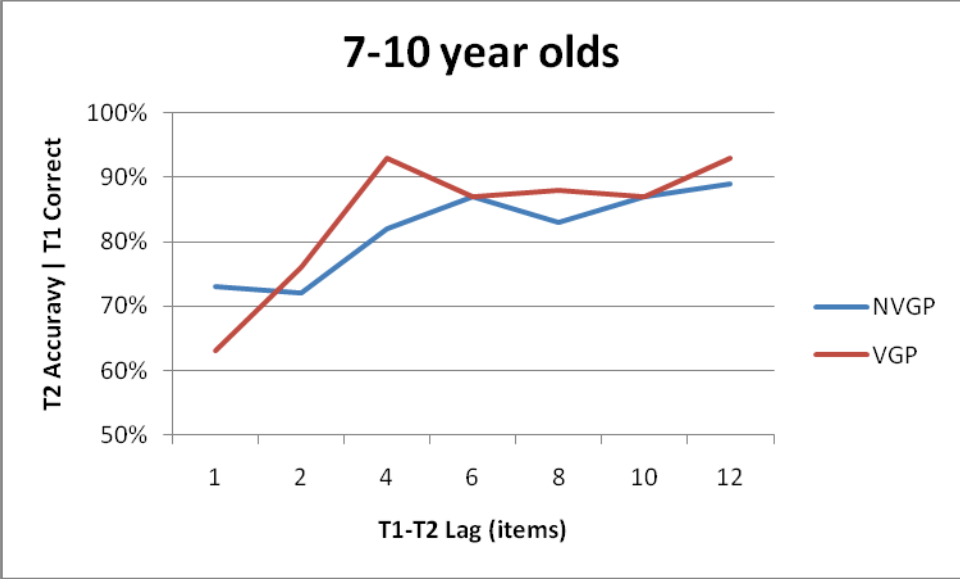
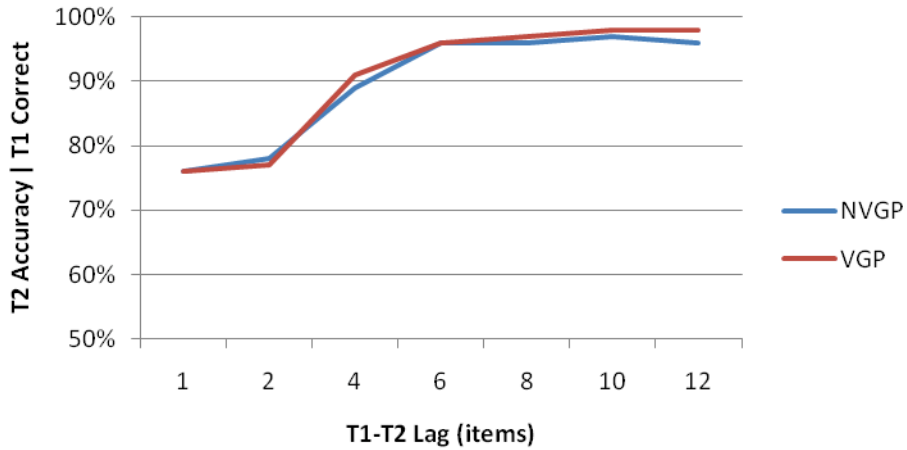


Supplementary Results

Figure S1: Attentional blink 'curves' as a function of age group and action video game playing



14-17 year olds



18-22 year olds

