Overt social attention is differentially affected by differences in stimulus content information





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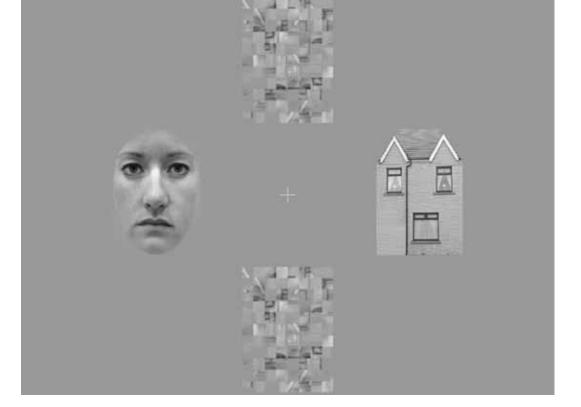




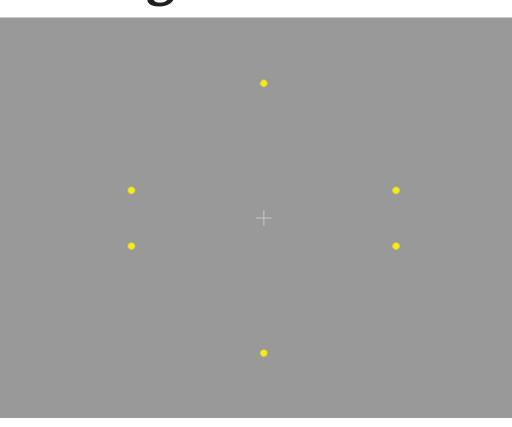
Past studies show that humans preferentially and spontaneously attend to social cues like faces and eyes (Birmingham et al., 2008; Laidlaw et al., 2012). However, when controlling for stimulus content and visual context factors, preferential social attentional biasing can be abolished in covert measures (i.e., reaction time), while still occurring infrequently in overt measures (i.e., oculomotor breakaways; Pereira, Birmingham, & Ristic, 2019a; 2019b). Across three experiments, we used the dot-probe task w/ eye tracking and independently varied stimulus content factors to investigate the role of global luminance, featural configuration, and perceived attractiveness in the social attentional biasing effect.

Experiment 1: Luminance (n = 30)

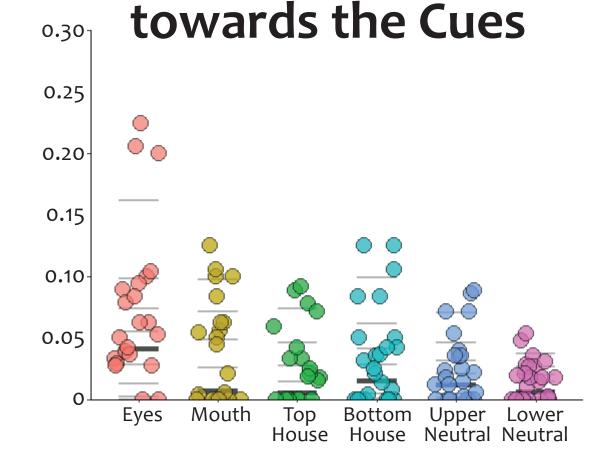
Cue Image



Target Locations

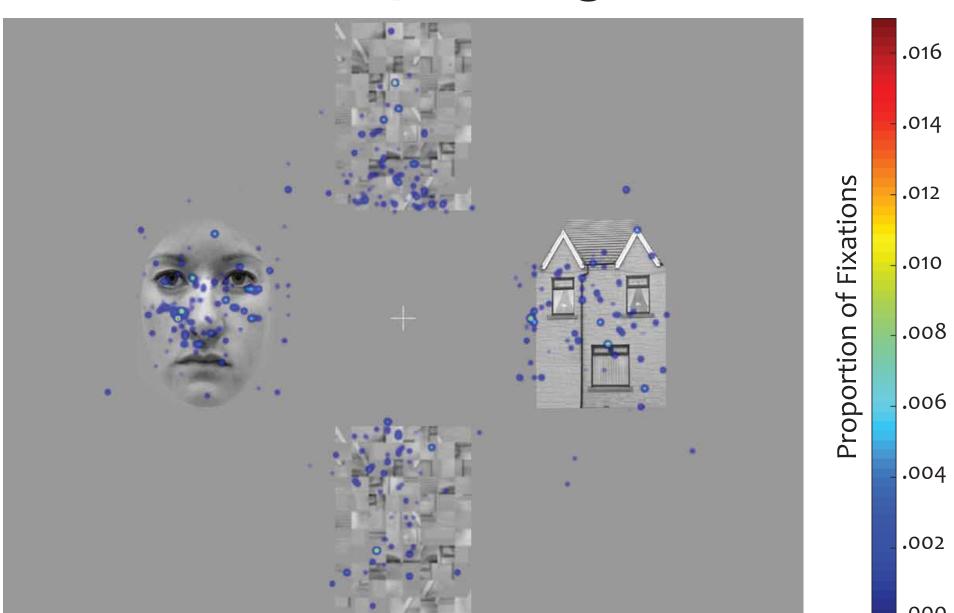


Oculomotor Breakaways



Reaction Time to the Target

Fixation Heatmaps during the Cue Period



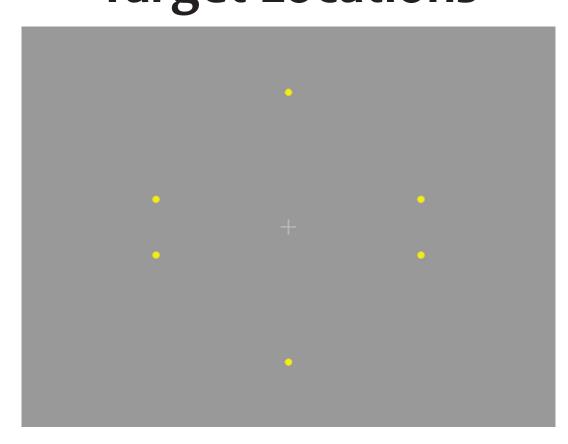
When global luminance was higher for the face vs. house cue, no preferential attentional bias was found in reaction time and oculomotor breakaways towards the face or eyes.

Experiment 2: Featural Configuration (n = 30)

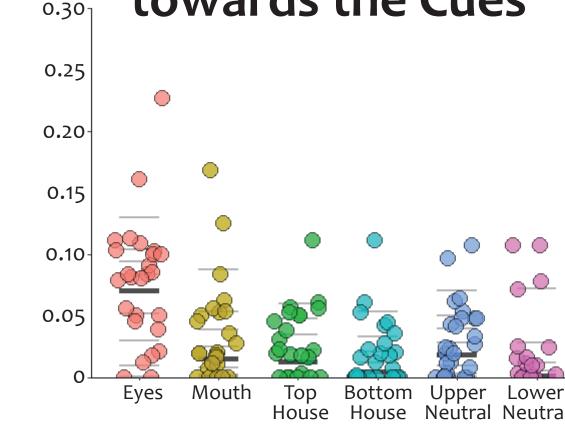
Cue Image



Target Locations

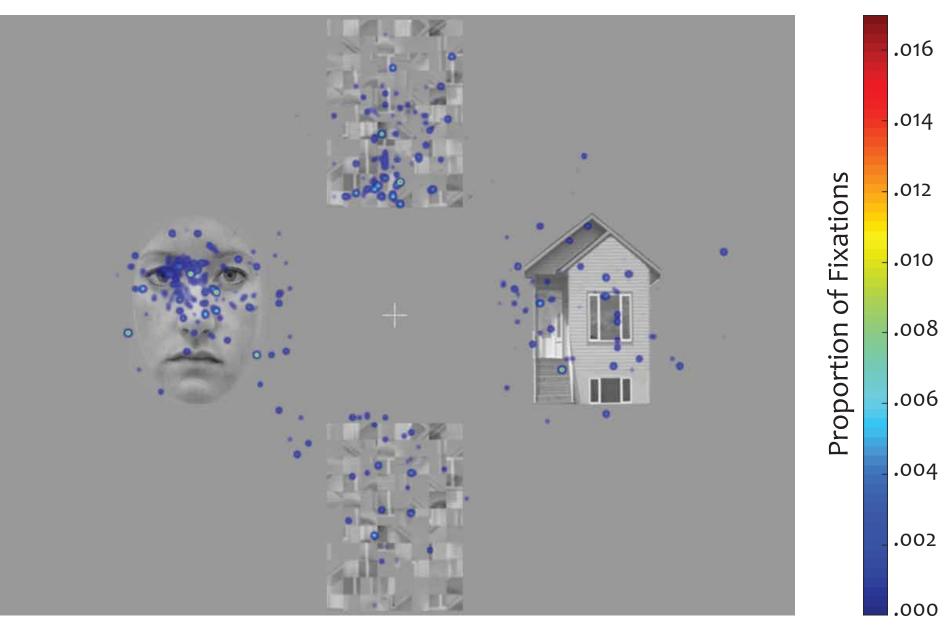


Oculomotor Breakaways towards the Cues



Reaction Time to the Target

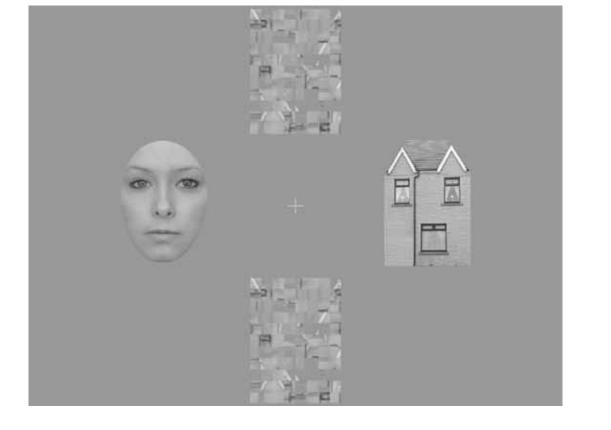
Fixation Heatmaps during the Cue Period



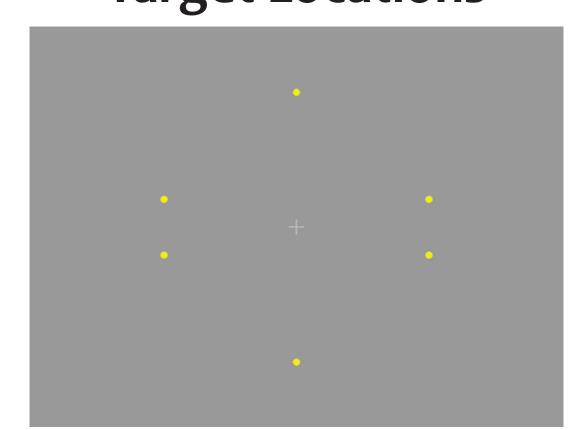
When the face vs. house cue had a different configuration of internal features, no preferential attentional bias to the face was found in reaction time or oculomotor breakaways.

Experiment 3: Attractiveness (n = 30)

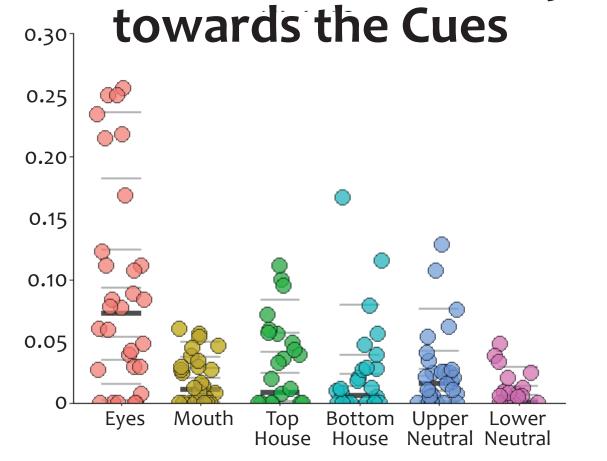
Cue Image

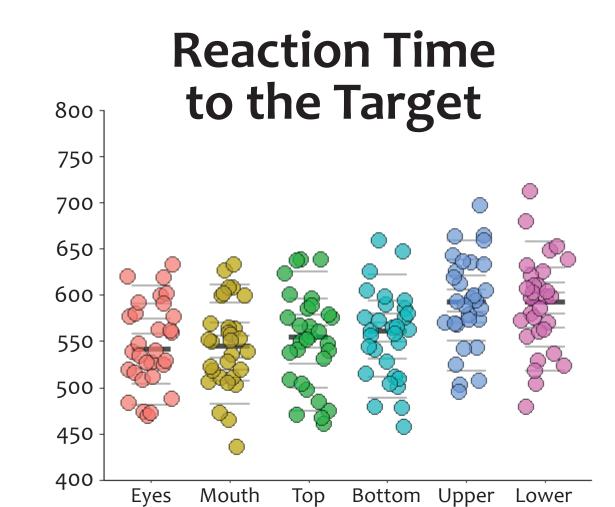


Target Locations

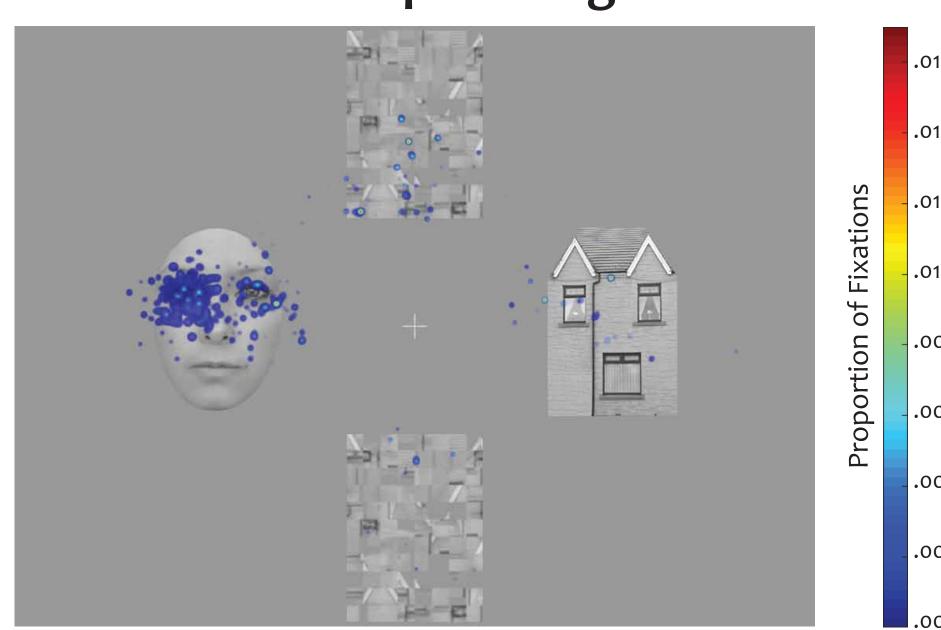


Oculomotor Breakaways





Fixation Heatmaps during the Cue Period



When perceived attractiveness was higher for the face vs. house cue, a minor oculomotor preference was found for the eyes. No preferential bias was found in reaction time.