Frequency discrimination learning and performance improvement

playing Tetris

Improvement in Frequency discrimination thresholds plotted against improvement in total Tetris scores for the group playing Tetris (‘Tetris’) and the group playing Tetris while being passively exposed to a playback of the tones (‘Passive’). Change in performance in the two tasks was significantly correlated \((r = 0.50; \ P = 0.013)\). Most of the data points of both groups are above the dotted line, showing learning has occurred in the frequency discrimination task.

Individual improvement in Tetris scores was calculated as
where T1 to T8 are the eight training sessions (see Fig. 1a).