APPENDIX

A. Slippy’s Adventure Map Maker
B. Slippy’s Adventure Version 1 levels

3-move levels
4-move levels
C. Slippy’s Adventure Version 2 Levels

3-move levels
4-move levels
5-move levels
6-move levels
# Appendix D. Flanker Task Stimuli and Conditions

## Stimuli Type

<table>
<thead>
<tr>
<th>Condition</th>
<th>Aliens</th>
<th>Arrows</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neutral</td>
<td><img src="image1.png" alt="Alien" /></td>
<td><img src="image2.png" alt="Arrow" /></td>
</tr>
<tr>
<td>Congruent</td>
<td><img src="image3.png" alt="Alien" /></td>
<td><img src="image4.png" alt="Arrow" /></td>
</tr>
<tr>
<td>Incongruent</td>
<td><img src="image5.png" alt="Alien" /></td>
<td><img src="image6.png" alt="Arrow" /></td>
</tr>
</tbody>
</table>

*Floor mat (Embodied)*

*Numberpad (Less embodied)*

## Modality
Appendix E. Correlation between correct response time and BADS-C subtests
Correlation between DCDQ'07 and correct response time