Engram Completion Task (ECT)

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This task type charges the subject with completing an 'engram' - a provided sentence or phrase - a set amount of times. The subject does so by choosing each correct word in the engram, one at a time, from a list of 4 possible answers. If they choose the first word correctly, they move on to a new set of 4 choices for the next word and so on. If they choose an incorrect word, a punishment line is briefly displayed and they have to start that iteration of the sentence over.

Engram tasks are primarily used as a form of repetition-focused hypnosis, in which the subject enters the given phrase into their mind and repeatedly reinforces it, helping to solidify it as a part of their long-term memory.

Once the subject has completed the engram the designated amount of times, the task is completed and the user is returned to the Project Details page.

Creating an Engram task entails the configuration of the following options:

Phrase to complete - The series of words that the subject will be required to complete word by word.
Tip: Bear in mind that the phrase will only be shown to the subject once at the beginning of the session. If you want the subject to complete the session, especially if they've already been dropped down into trance during other sessions, it's generally best to make the phrase relatively easy to remember and repeat. Conversely, a long phrase and varying letter-cases can make an Engram task much more difficult for a subject to complete, entranced or not.
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'Wrong Answer' words to include - These are the incorrect words or phrases that will populate the three other answer boxes for each given word. The ones that are used for a given list of choices are selected at random.
Tip: As in the example below, you can use the correct words with incorrect capitalization as a method of tripping the subject up while they complete the phrase, forcing them to slow down and study their options more carefully. Another option that mixes well with this, since the subject will at least be glancing over each choice to find the correct one, is adding words and phrases to this list that are centered around the theme of the project. This gives the subject a constant feed of reinforcement as they complete the task, whether they make any errors or not.
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Punishment phrases to display if a wrong word is chosen - What it says on the tin. When a wrong answer is selected, the screen will briefly change to only display a randomly selected punishment phrase. Often used to tease or chide the subject for having made an error.
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Number of times to complete the phrase - Also what it says on the tin. When the subject has completed the phrase this many times, the session will be completed.
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When you've finished configuring the task, select Save to finalize the changes.
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