

The Barista on the Bus: Cellular and Synaptic Mechanisms for Visual Recognition Memory

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The corrected version of Figure 1 is shown here. The Figure has also been corrected in the online version of the article.

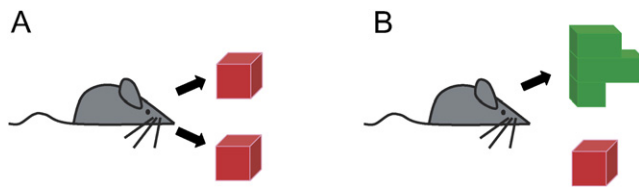


Figure 1. Schematic of Object Recognition Memory Task Used by Griffiths et al.

Animals were placed in an open-topped arena with two different but visually identical objects composed of “Duplo” (Lego) blocks in a variety of shapes, sizes, and colors in two corners. After some delay, animals were re-exposed to a novel object as well as a copy of one of the first two objects.

(A) At the initial presentation, animals explore both objects equally (indicated by arrows).

(B) Under normal conditions, animals spend more time investigating the novel object (arrow) compared to the previously viewed object.