Iowa Gambling Task Report Form

Patient information	
Name:	**Date of birth:**
Gender:	**Date of assessment:**
Occupation:	**Referring physician:**

Relevant medical background and history:

Purpose of the assessment
The Iowa Gambling Task (IGT) is designed to assess decision-making under conditions of uncertainty, risk, and reward. This report summarizes the participant's performance on the IGT and provides interpretive insights based on task metrics and observed patterns.

Assessment procedure

- Participants are presented with four decks of cards labeled A, B, C, and D.
- They are instructed to select cards one at a time, for a total of 100 choices.
- Each card selection results in monetary feedback: a gain and possibly a loss (penalty).
- Participants start with a loan of $2,000 (play money) and are told to try to maximize their profit.
- Decks A and B yield a higher immediate reward ($100 per card) but also have a 50% chance of a large penalty ($250), making them disadvantageous in the long run.
- Decks C and D yield a smaller immediate reward ($50 per card) and a smaller penalty ($50 with 50% chance), making them advantageous over time.
- Participants do not know the reward or penalty structure of the decks in advance and must learn through experience.
- The task measures decision-making under uncertainty and risk, particularly the ability to weigh immediate rewards against future consequences.

Assessment goals

Performance summary	
I. Overall task performance	
a. Total trials completed:	d. Learning trend (early to late trials):
b. Net score [(C+D) - (A+B)]:	
c. Final block score (trials 81-100):	

II. Deck selection pattern

Deck	Total selections	% of total selections
A		
B		
C		
D		

III. Block analysis (optional — if using blocks of 20 trials)

Block	Net score	Learning pattern
1–20		
21–40		
41–60		
61–80		
81–100		

Interpretation of results	Observational notes

Conclusions and recommendations

Healthcare professional information

Name:	License ID:
Signature:	Date of assessment: