Abstract
A key issue for any computational model of visual word recognition is the choice of an input coding schema, which is responsible for assigning letter positions. Such a schema must reflect the fact that, according to recent research, nonwords created by transposing letters (e.g., caniso for CASINO), typically, appear to be more similar to the word than nonwords created by replacing letters (e.g., caviro). In the present research, we initially carried out a computational analysis examining the degree to which the position of the transposition influences transposed-letter similarity effects. We next conducted a masked priming experiment with the lexical decision task to determine whether a transposed-letter priming advantage occurs when the first letter position is involved. Primes were created by either transposing the first and third letters (démula- MÉDULA) or replacing the first and third letters (bérula-MÉDULA). Results showed that there was no transposed-letter priming advantage in this situation. We discuss the implications of these results for models of visual word recognition.