

#### **SCIENCE**

Department of Kinesiology

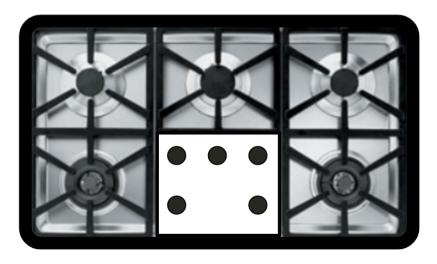
## Action execution: Attention KINESIOL 1E03 - Motor control and learning

Laura St. Germain Fall 2021 Week 5 Lecture 10

## Review from last lecture

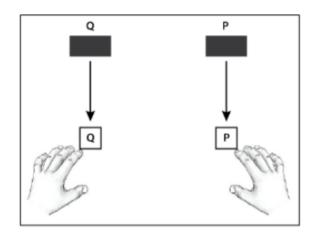
### Stimulus-response compatibility

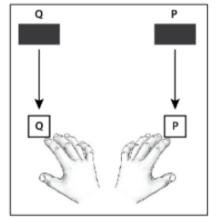


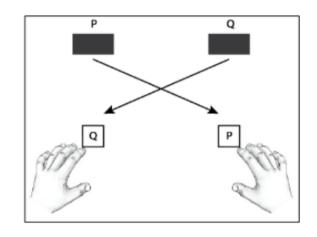


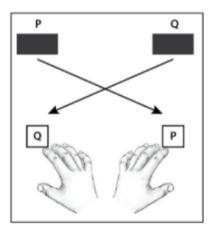
- refers to the naturalness of the mapping between the stimulus and the required response
- when compatibility is high...
  - faster learning
  - faster reaction times
  - **fewer** errors
  - lower mental workload
  - higher user satisfaction
- most common type is spatial compatibility

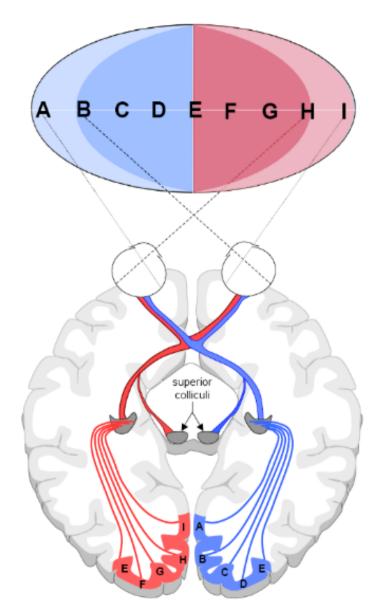
### A simple setup to study S-R compatibility in the lab



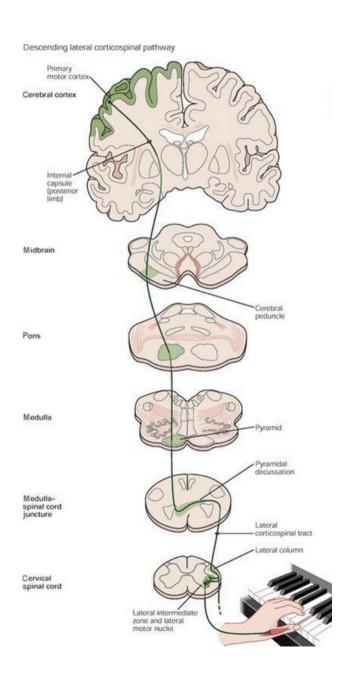






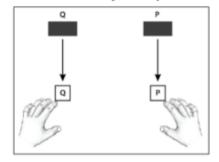


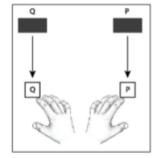
Left: Tresilian 2012 ; Right: Kandel et al. 2013



## How can we dissociate between the spatial and anatomical explanations?

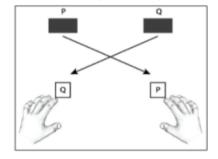
Spatially compatible Anatomically compatible

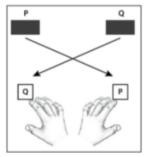




Spatially compatible Anatomically incompatible

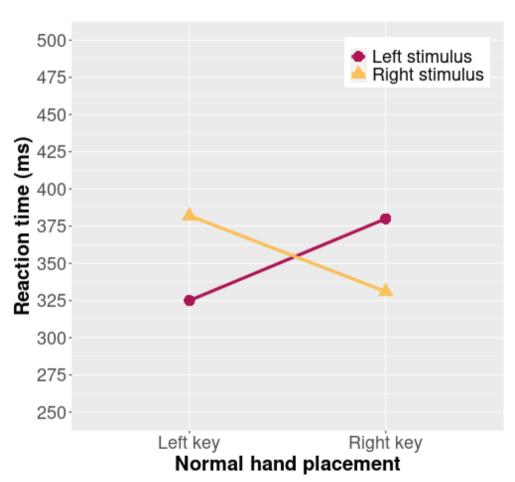
Spatially incompatible Anatomically incompatible

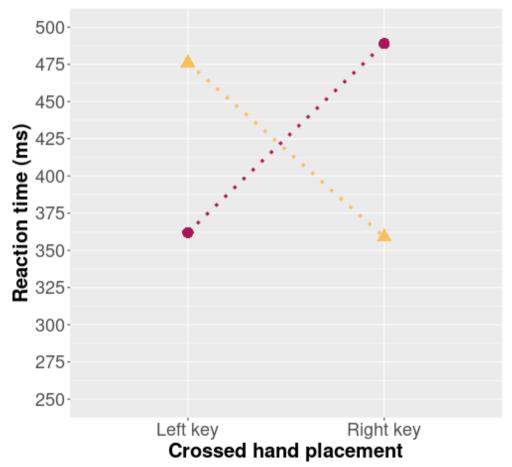




Spatially incompatible Anatomically compatible

### Which explanation is supported by this data?





Hypothetical data for illustrative purposes

## Any questions?

## What is attention?

### What is attention?

Everyone knows what **attention** is. It is the taking possession by the mind, in clear and vivid form, of one out of what seem several simultaneously possible objects or trains of thought. Focalization, concentration of consciousness, is of its essence. It implies withdrawal from some things in order to deal effectively with others.

William James 1890

Attention, Perception, & Psychophysics (2019) 81:2288–2303 https://doi.org/10.3758/s13414-019-01846-w

TIME FOR ACTION: REACHING FOR A BETTER UNDERSTANDING OF THE DYNAMICS OF COGNITION



#### No one knows what attention is

Bernhard Hommel <sup>1</sup> · Craig S. Chapman <sup>2</sup> · Paul Cisek <sup>3</sup> · Heather F. Neyedli <sup>4</sup> · Joo-Hyun Song <sup>5</sup> · Timothy N. Welsh <sup>6</sup>

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## Learning objectives

- 1. Define the term **attention** as it relates to the performance of motor skills.
- 2. Describe how researchers can **assess** the attention demands of performing a motor skill and how attention **may limit** information-processing activities during task performance.

### **Take-home message:**

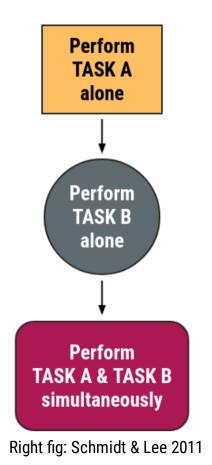
The performance of any motor skill is affected by cognitive and motor factors.

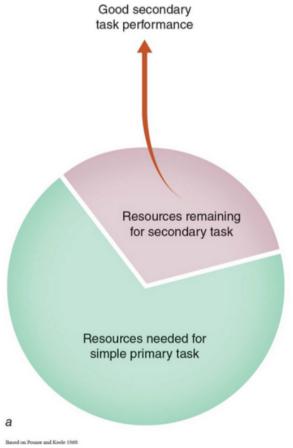
### What is attention?

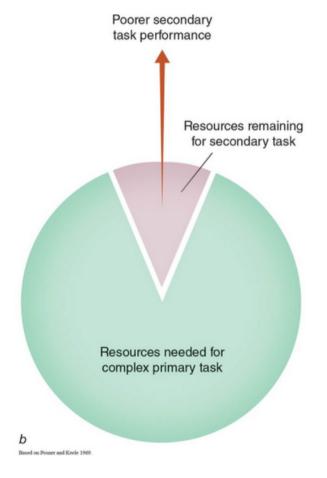
- limited capacity to engage in multiple cognitive and/or motor activities simultaneously
- selective attention to specific environmental features when we perform motor skills
  - this can happen either through intentional or incidental processes

- in multi-task situations, performance can suffer for two broad reasons:
  - structural interference occurs when physical or neurological structures are the cause of the reduced performance (e.g., eyes, limbs, etc)
  - capacity interference occurs when required attentional resources exceeds some attentional limit

## We can leverage interference as an indirect measure of attention







## We can use a probe reaction time task to gauge the attention demands of an action

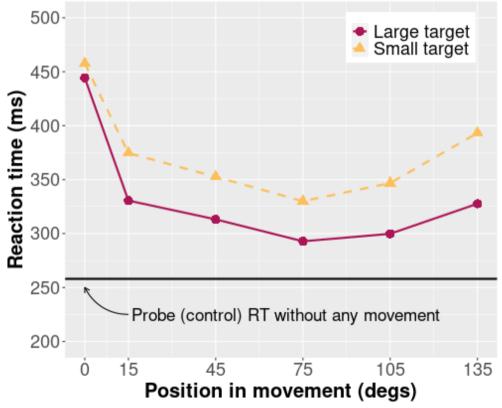
#### **Primary task**

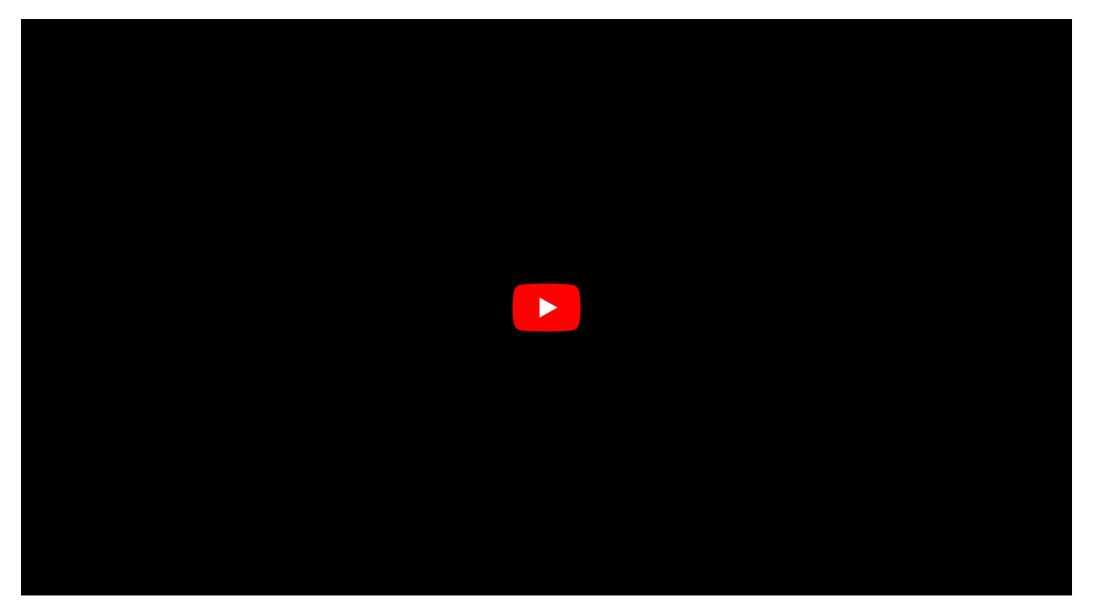
Reach to a target (small or large)

### **Secondary task**

 Simple reaction time task of pressing a button as quickly as possible whenever you hear an auditory tone

The auditory probe could be **presented** randomly at 6 possible positions in the movement: 0, 15, 45, 75, 105, or 135 degrees





Source: https://youtu.be/ZaaK36mX\_Pk

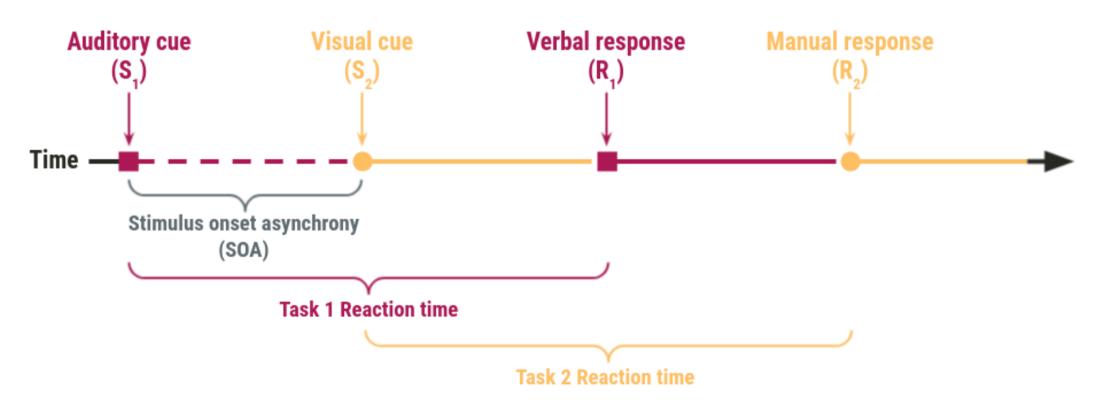
# The time between the presentation of two stimuli can have a strong influence on performance

Task 1 alone: Say a word (e.g., "TOP") as quickly as possible when you hear an auditory cue

Task 2 alone: Press a key with your right hand when you see a visual cue

Sequential: Perform Task 1 then Task 2 but manipulate time between the auditory and visual cues

# The time between the presentation of two stimuli can have a strong influence on performance

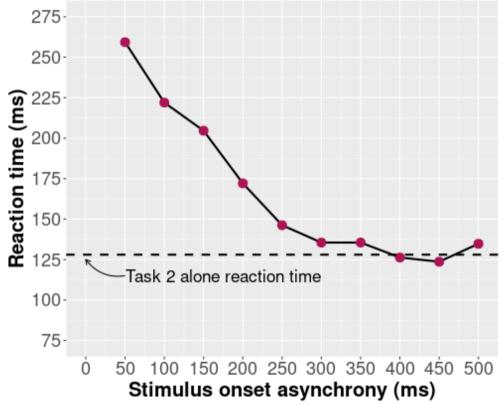


## Psychological refractory period (PRP) decreases as SOA increases

Task 1 reaction time: 161 ms

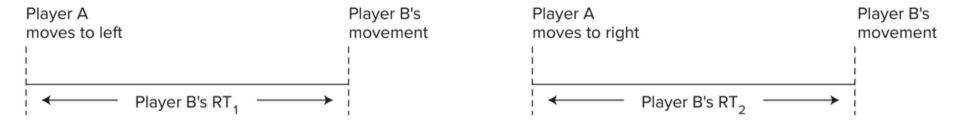
Task 2 (control) reaction time: 128 ms

We need to **compare** the reaction times of **Task 2 in the sequential condition** (Task 1 then Task
2) to the **Task 2 alone** (i.e., control condition) to determine whether a **PRP** happened

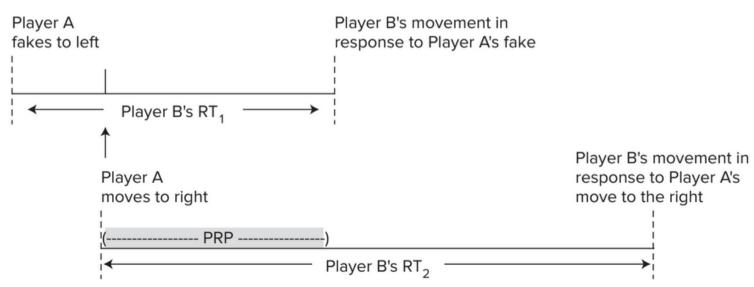


### The psychological refractory period in action...

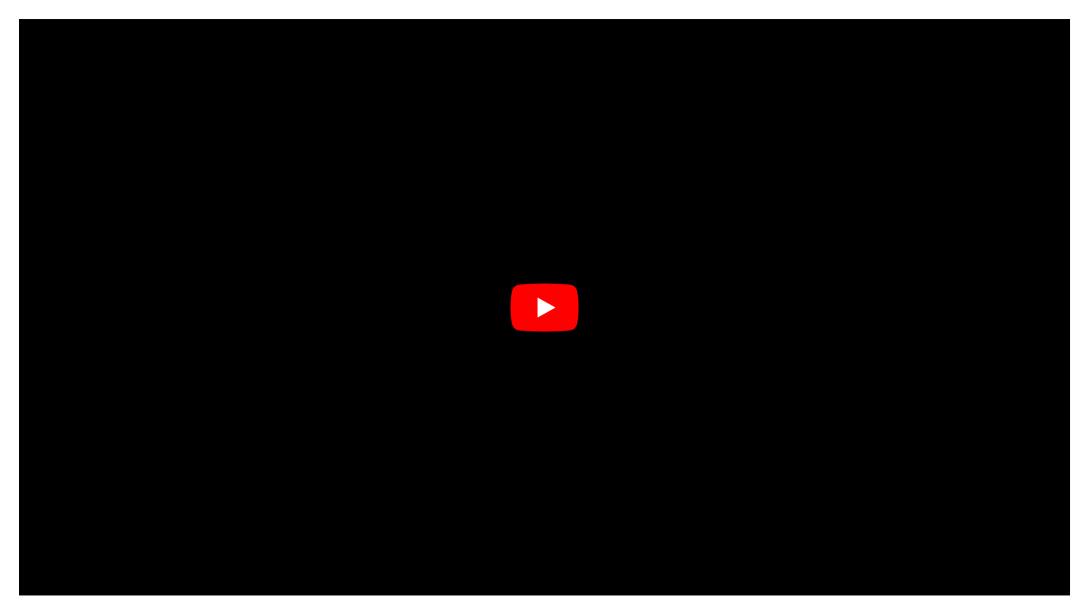
#### a. No-fake situations:



#### b. Fake situation:



Video: https://youtu.be/WMB4k-OINM0



Source: https://youtu.be/Yoh9K4mllos

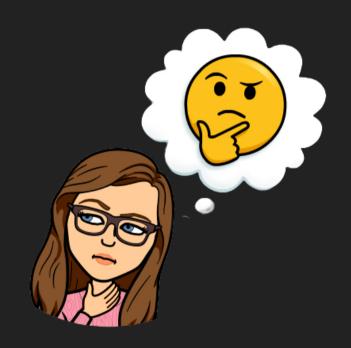
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### **Take-home message:**

The performance of any motor skill is affected by cognitive and motor factors.

## What questions do you have?



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