Perception and Action

Cordula Vesper BSc in Cognitive Science Fall 2022

# Kinematics Lab – Day 1: Measurement

Utley, A. (2019), Chapter 3: *Measurement and assessment in motor control:* In: *Motor control, learning and development: Instant notes* (Second edition). Routledge.

Ansuini, C., Giosa, L., Turella, L., Altoè, G., & Castiello, U. (2008). An object for an action, the same object for other actions: Effects on hand shaping. *Experimental Brain Research*, *185*(1), 111–119. https://doi.org/10.1007/s00221-007-1136-4

#### Today's topics

- General on motion tracking
- Transforming Ansuini et al. into our demo study
- Data collection of one very small and one proper demo

# Today's schedule

8:15 – 8:45	Lecture: Introduction to the lab, equipment, and motion capture			
9:00 - 13.00	Motion lab with Cordula & Sille; Group-work with Laura			
	9:00	Group 1		
	9:30	Group 2		
	10:00	Group 3	Best not to even bring any rings, watches, wristbands etc. — Nothing shiny!	
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	11:00	Group 5	Also: No food or drinks	
	11:30	Group 6	Behave carefully and considerate, esp. given the small space	
	12:00	Group 7		
	12:30	Group 8	Read the exercise instructions before coming to the lab	
	13:00	Group 9 (?)		
13:30 - 14:00	Classro			

#### The value of general (marker-based or marker-less) motion tracking

Motion tracking refers to all kinds of techniques to record dynamic behavior in space.

#### Why use motion tracking?

- Measure very small cues hidden in actions, e.g. about the underlying intention
- Quantify various performance parameters that are hidden in e.g. RT measures
- Precise analyses of movements, e.g. in sports sciences, training, and rehabilitation research
- Measure task-specific deviations from 'typical' performance
- Allow online control of experimental procedure based on action performance
- Use more realistic action tasks (in contrast to virtual movements etc.)
- Control that no movements happened, e.g. in infant research
- Detect early neuropsychological problems, e.g. in Autism

#### Deciding on measurement technique(s)

#### Decisions to make:

- Which parts of the body (single limbs, a finger, an arm, the whole body)
- What spatial coverage (one or multiple sensors, placement of sensors)
- What technology (optical, magnetic, gravity-based), what gets measured (position, orientation, acceleration ...)
- What temporal and spatial resolution (high, low)
- How prone to occlusions and other noise
- How to ensure participants' comfort and safety (wearable, not disturb natural body movements and task performance)
- How portable (stationary systems, more flexible systems, or simple devices like mobile phones)
- Many more practical aspects: price range and availability, software availability, ease of use, room requirements etc.

#### Tracking systems

Specific movement tracking devices

OptoTrac, Vicon, Qualisys Wearable sensors (google watch etc.)

Polhemus Objects with built-in sensors (mobile phones)

Video camera based

Sensor types Kinect, Wii

Sensors (w/o cables) Virtual Reality

Body suits

Sensor gloves

Motion data usually require preprocessing; afterwards they can be treated like any other data.

Commercial performance trackers

Gaming technology (often sensor-less)

#### Tracking systems: Magnetic sensors

*How does it work?* 

Source creates light magnetic environment
Sensors detect distortions due to movement

#### Advantages

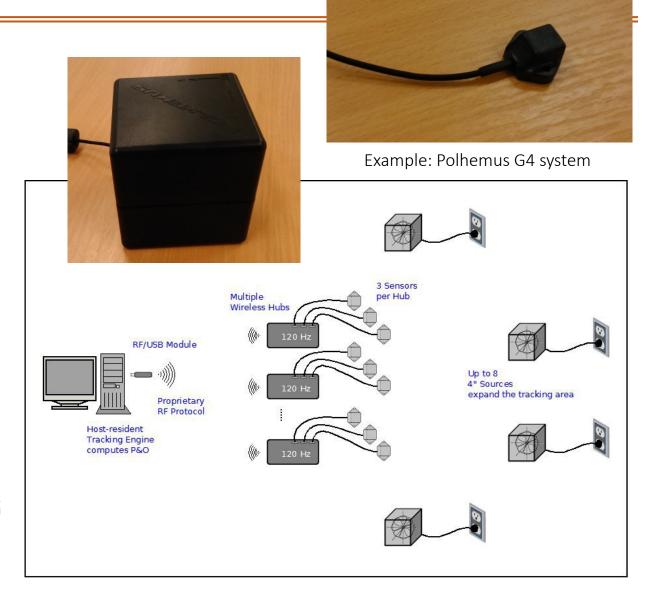
Not so sensitive to occlusions

Flexible setup, portable

## Disadvantages

Requires shielded environment

Difficult to combine with other methods, e.g. EEG



#### Tracking systems: Optical sensors

*How does it work?* 

Active or passive sensors are picked up with a system Calibration procedure to detect joints  $\rightarrow$  extracts of cameras

Common advantages

Stable signal

Large coverage

Common disadvantages

Prone to occlusions, requires many cameras

Normally requires fixed setup

Other systems, e.g. Microsoft Kinect

skeleton based on movement contingencies: no sensors required



Example: Vicon system

#### Tracking systems: Accelerometers

*How does it work?* 

Inertia-based, measures force against gravity

Advantages

Position independent

Often easy to set up

Disadvantages

Does not inform about absolute spatial position

Examples

Smart watches

Mobile phones

Specialized equipment, e.g. Swimtag



#### The IMC Motion Lab



MoTEC lab

(Motion Tracking for Embodied Cognition)

Room 1483-433

Access with keycard

Funding by:

It-vest samarbejdende universiteter Optical marker-based tracking

8 Migus M3 infrared cameras

1 synchronized Miqus video camera

Passive, reflective markers Constant sample rate of 100 Hz









16 mm



14 mm



12.5 mm

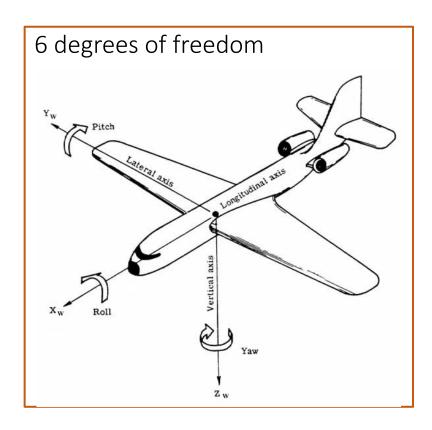


QUALISYS

9.5 mm

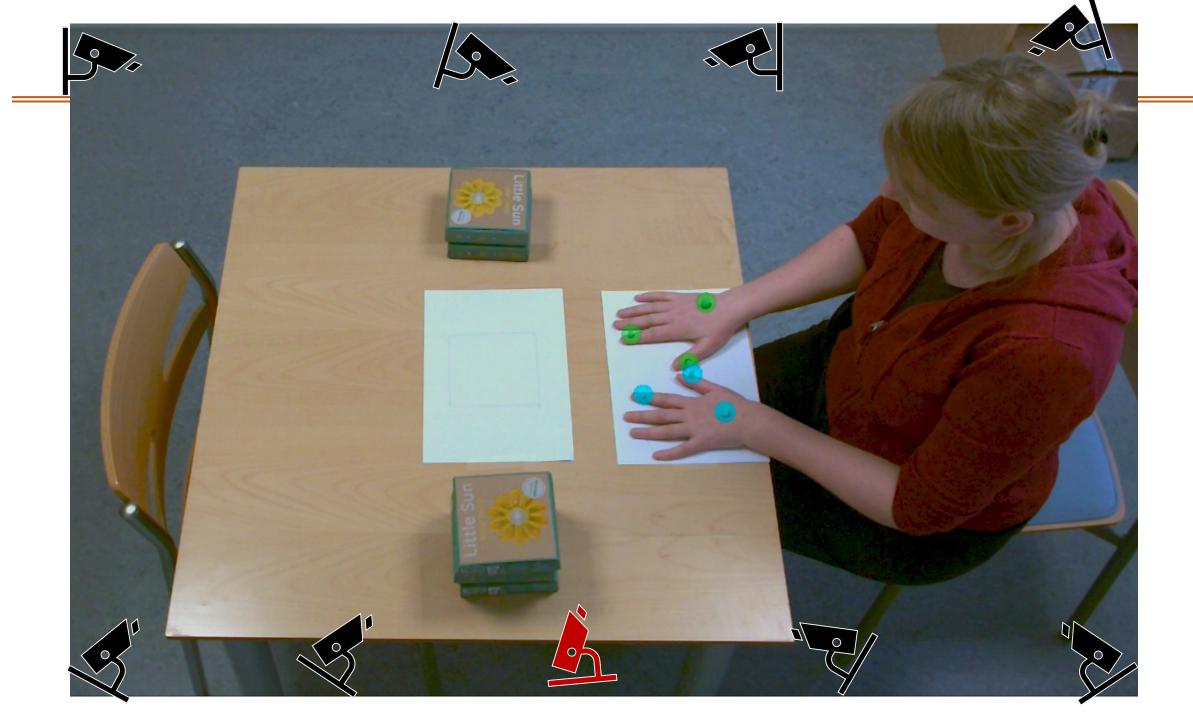


8 mm





6.5 mm



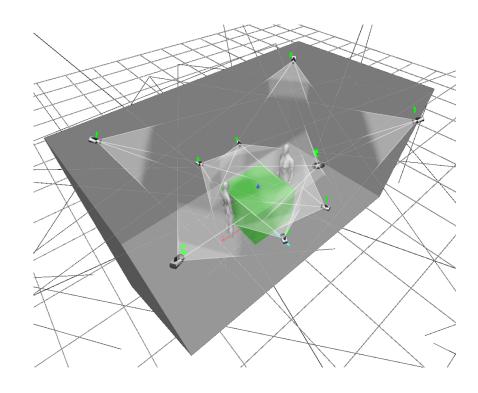
#### How difficult is it to measure movement at IMC Motion Lab?

## Easy ©

- Full setup with computer, software, cameras, markers etc.
- Quite intuitive software package: Qualysis Track Manager (QTM)
- Ready-made arrangement of cameras in the IMC Motion Lab
- Intuitive measures

### Challenging 😊

- Requires thorough planning, testing and learning new techniques
- Risk of data loss or marker switching
- Analysis and interpretation of movement not always trivial
- Requires really good experiment designs



## Navigating today's lab visit

Qualisys Track Manager (QTM)

Matlab for streaming and experiment control

Automatic Identification of Markers (AIM) models

Many prepations done already

#### Transforming Ansuini et al. into our demo study

"The aim of the present study was to investigate whether the prior-to-contact grasping kinematics of the same object vary as a result of diverent goals of the person grasping it." (Ansuini et al., 2008, p. 111)

#### Conditions

- (1) Grasp it without performing any subsequent action
- (2) Lift and throw it
- (3) Pour the water into a container
- (4) Place it accurately on a target area
- (5) Pass it to another person

#### Our variables:

MovementOnset, reachDuration, peakReachVelocity, maxReachHeight, maxReachAperture, graspHeight

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