

# 第八讲

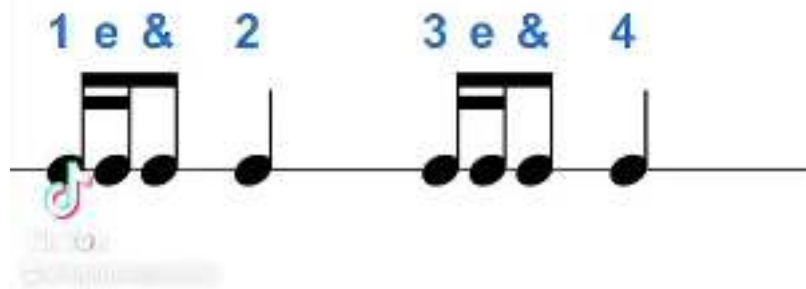
## 脑与认知科学

脑与认知加工：音乐

授课人：南云教授  
北京师范大学 | 心理学部

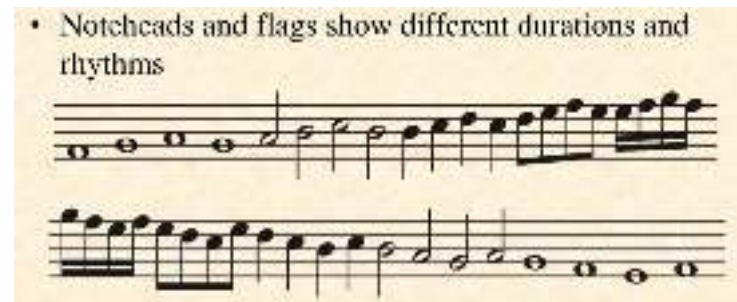


# 一起来拍手！



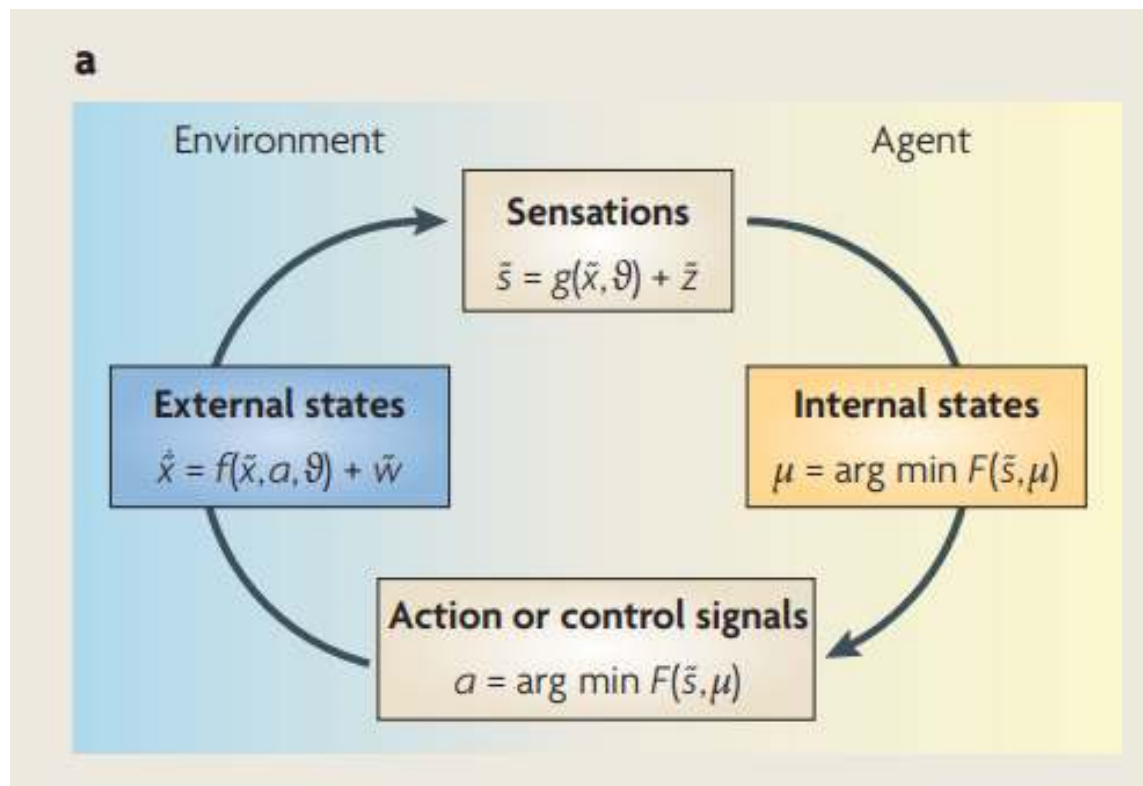
# 什么是音乐？

- **Music** is an art form and cultural activity whose medium is sound and silence.
- Perceptually discrete elements, organized into hierarchically structured sequences according to “well-formedness” rules.
- 音高： pitch (melody and harmony),
- 节奏： rhythm (tempo, meter, and articulation),
- dynamics (loudness and softness),
- timbre
- texture ("color" of a musical sound).

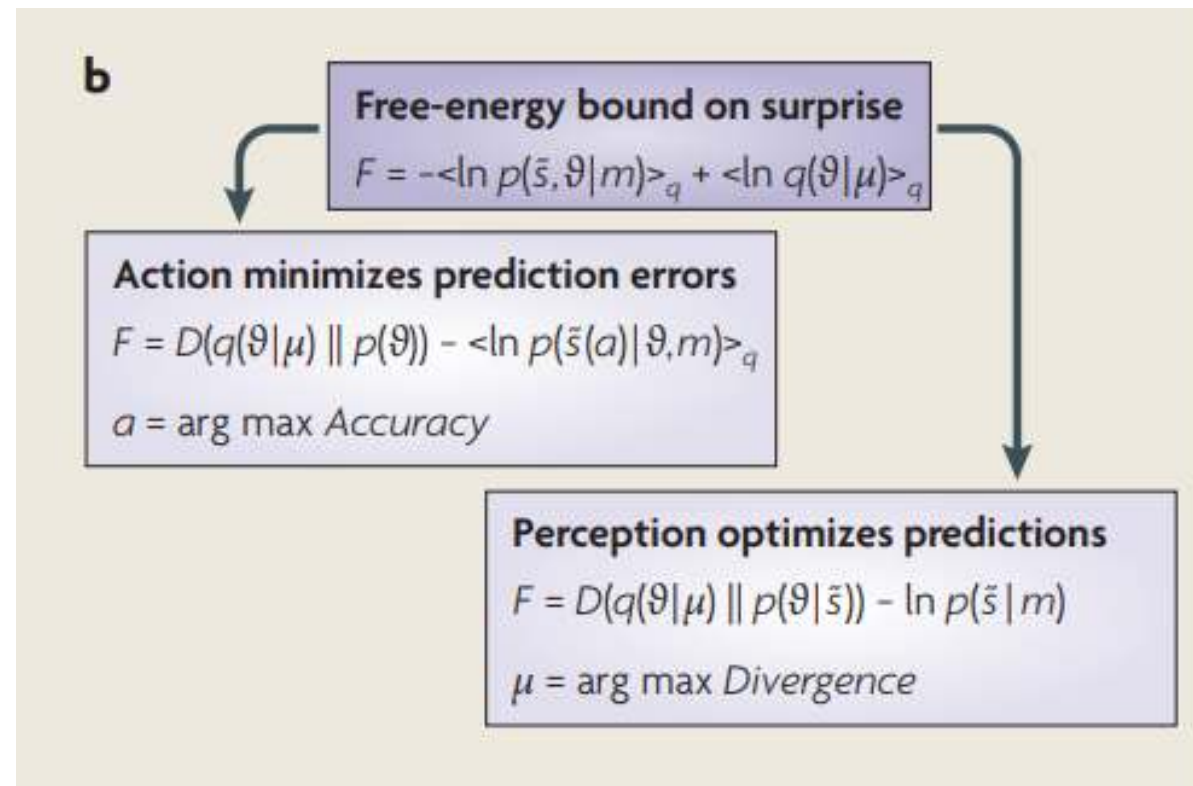


# 自由能原则（预期加工） 脑的基本工作原理之一

大脑不断地预测外部世界



感知、行动、学习均属于递归贝叶斯推理过程，  
脑试图减少对于感知输入的预期误差

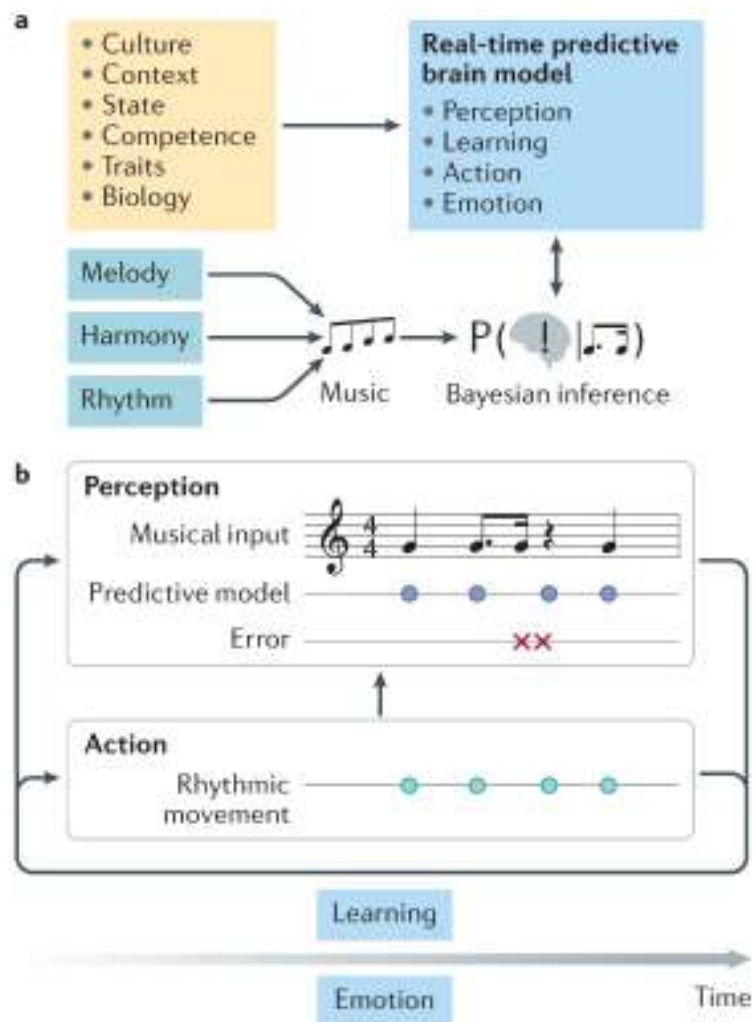


# 现场实验，她在说什么？

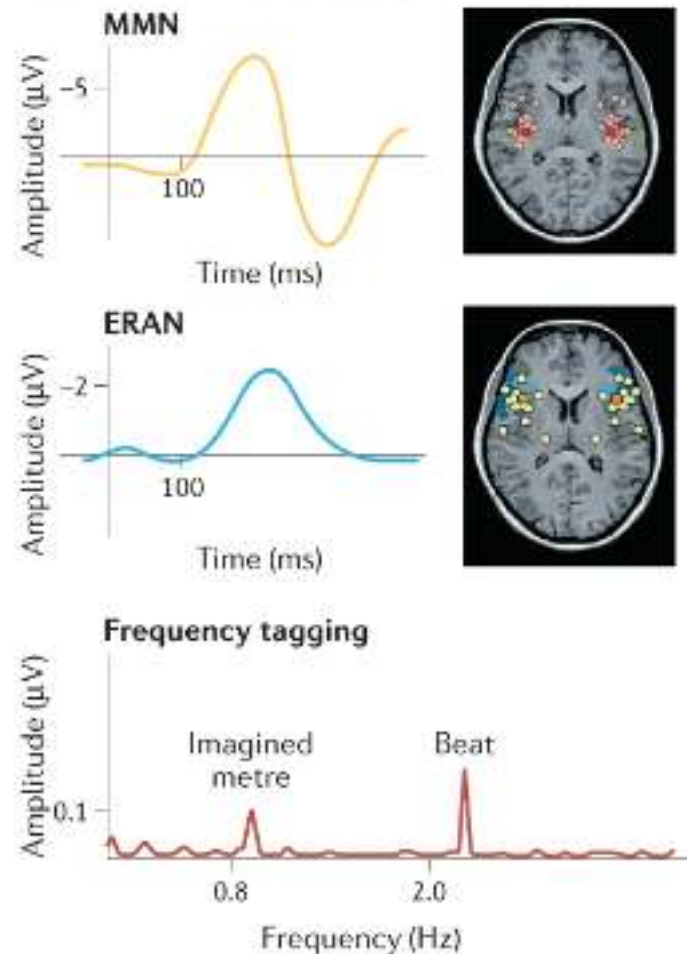


Patricia Kuhl @ University of Washington  
<http://auditoryneuroscience.com/?q=McGurkEffect>

# 音乐加工：研究脑预期加工的模型



**c Neural markers for EEG/MEG**

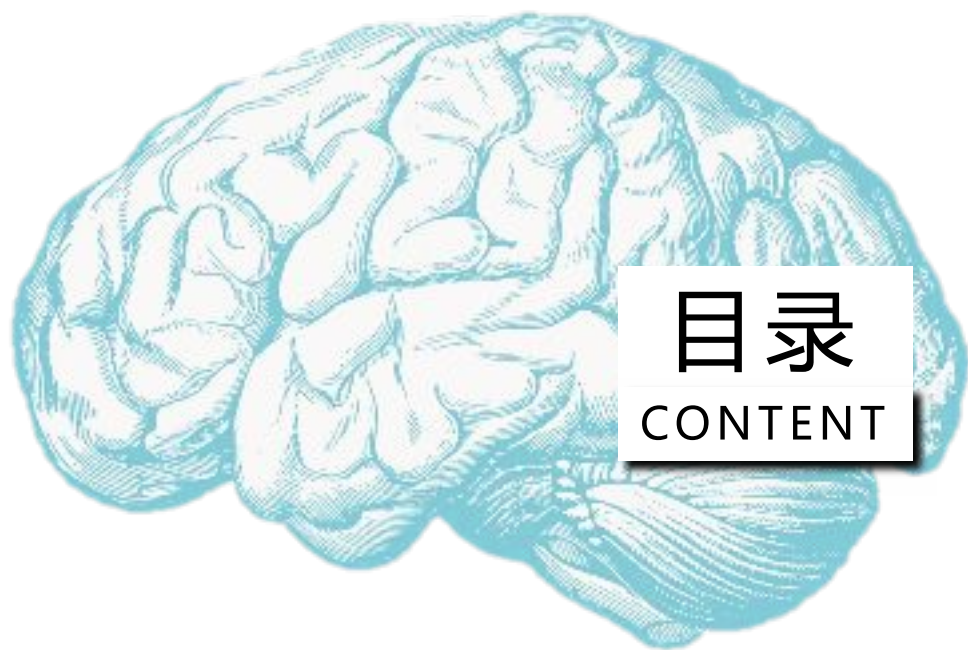


Vuust et al., 2022 *Nat. Rev. Neurosci.*

## 本章关键知识点

- 1、音乐是人脑的创造产物，同时可以影响人的心智发育。
- 2、音乐与多种高级认知加工共享神经网络。





一

音乐的起源

二

五音不全是怎么回事

三

音乐与语言的关系

三

我们为什么爱音乐

三

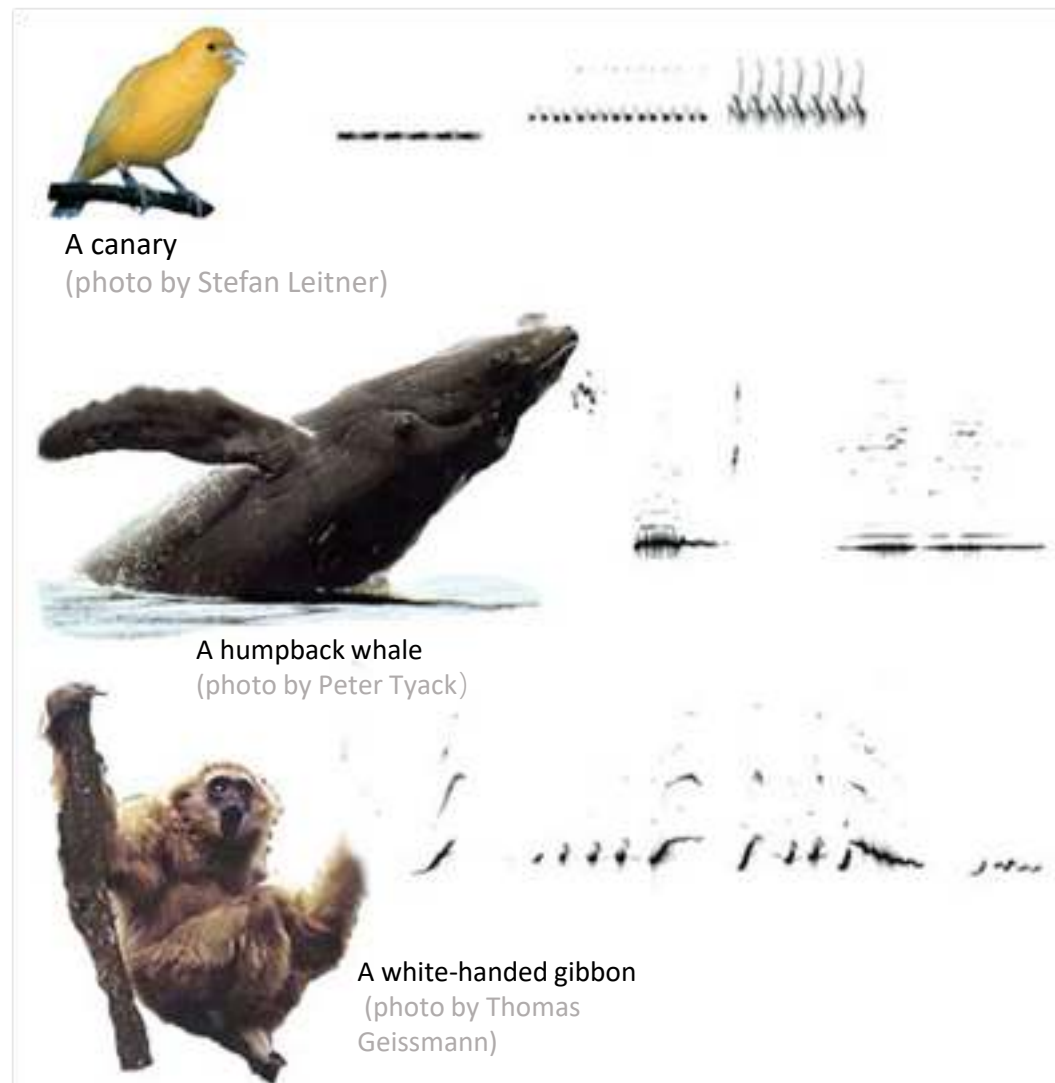
学习音乐会让人更聪明吗



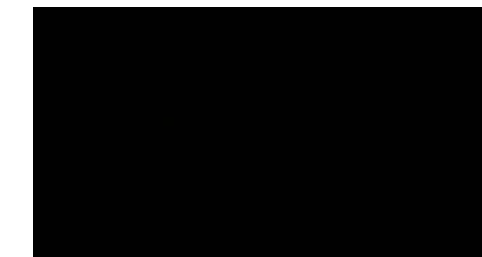
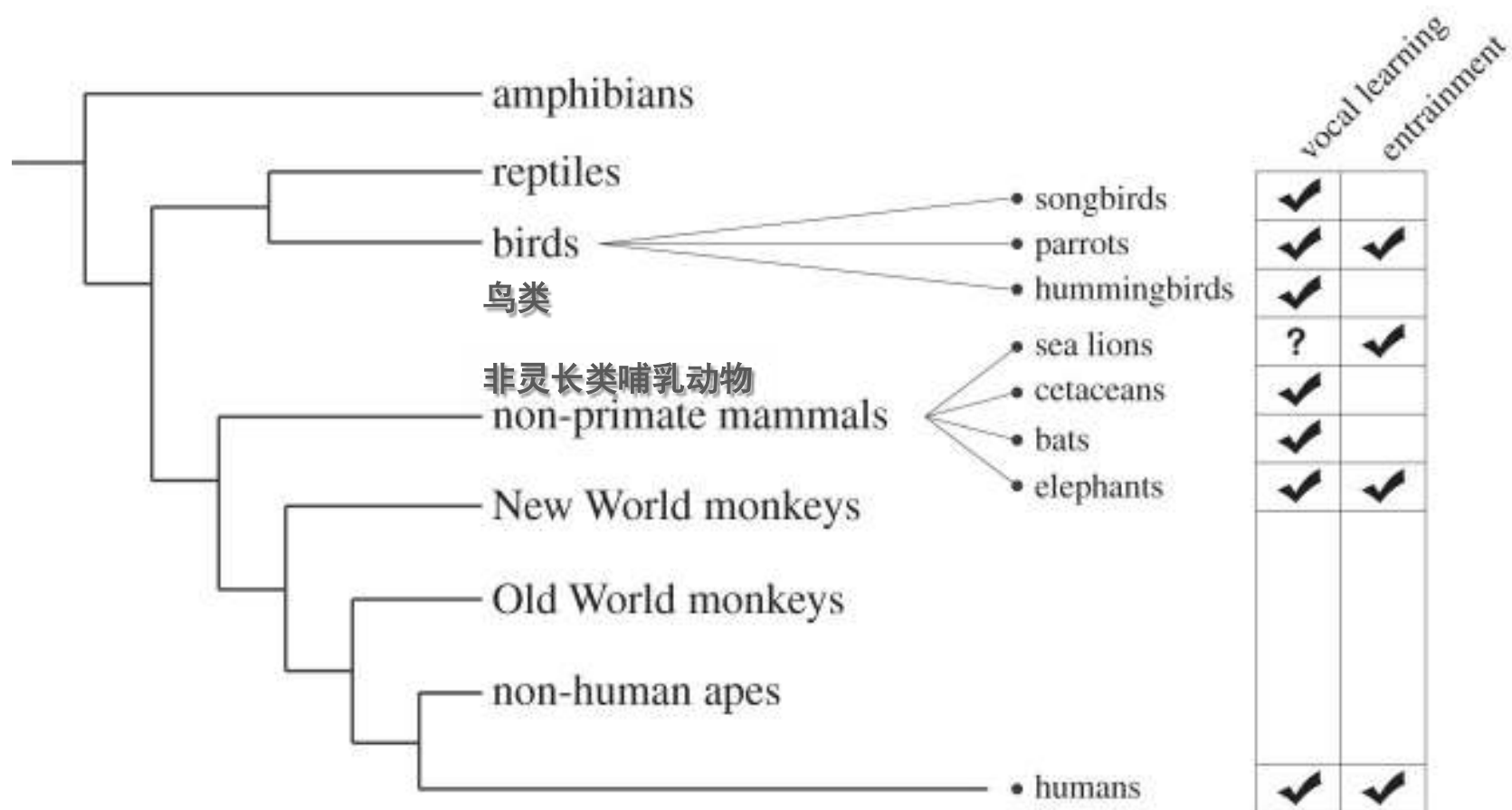
# 一、音乐的起源

音乐并非人类独有

目前地球上有5400种  
能唱歌的动物



# 演化树: 可以唱歌与随节拍舞动的物种



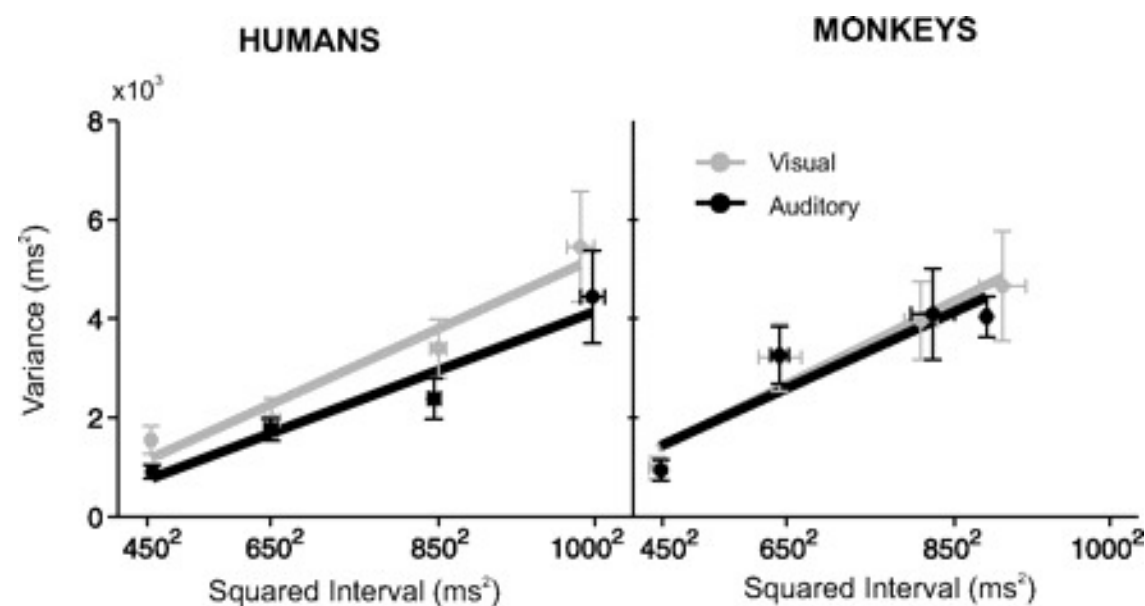
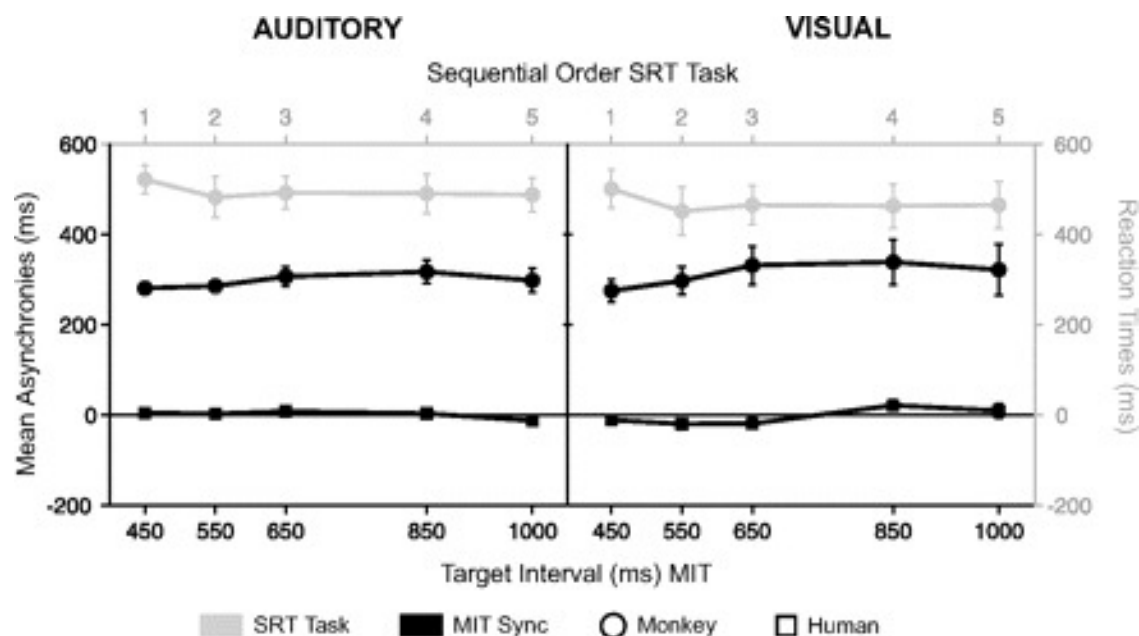
**Snowball**  
**The dancing cockatoo**

Hoeschele et al., 2015

# 节奏加工的独特之处：恒河猴与人的对比

人在听觉，尤其是视觉通路上tapping的都是先于刺激开始时间；而猴则是比刺激开始时间在两个通路都要晚约300毫秒。  
但猴对照单个interval的tapping任务时，连续tapping还是表现出了更低的反应时（最少需要11个月学习）。

单个interval的tapping任务时，人与猴表现相似（需要4个月学习）



Zarco et al., 2009 *J Neurophysiol.*

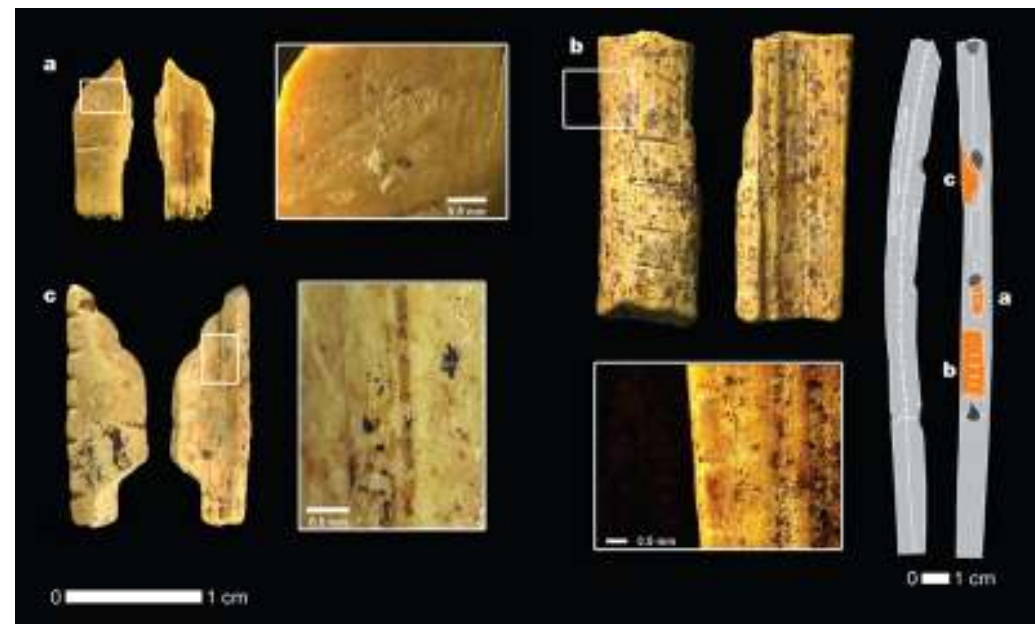
# 考古学的发现

中国最早的乐器：贾湖古笛（8000~9000年前）



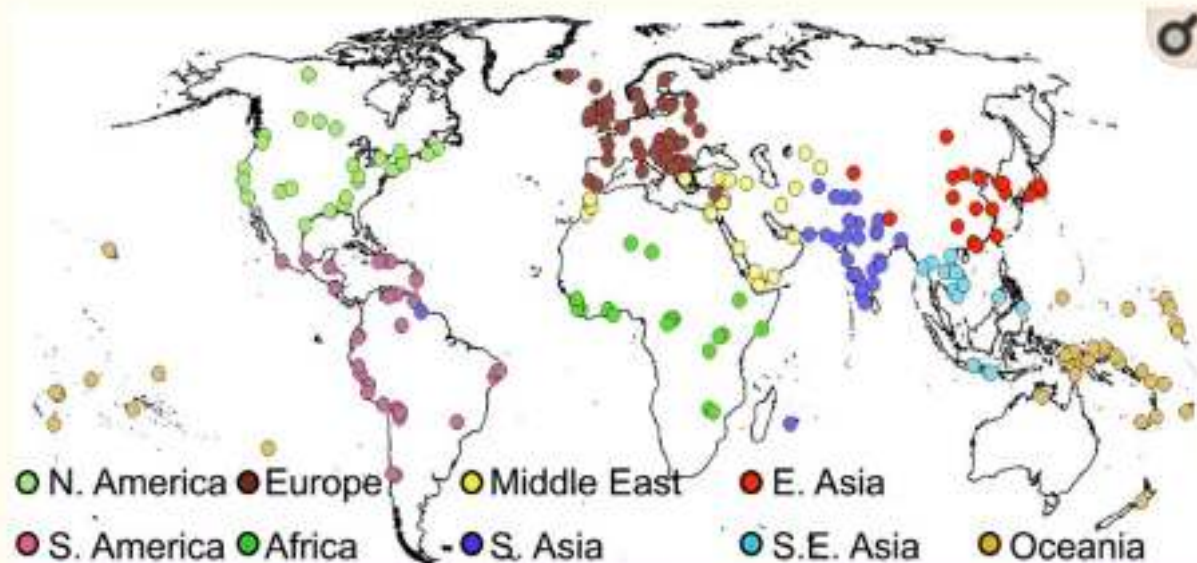
*Zhang et al., 1999*

世界最早的乐器：  
德国骨笛（35000年前）





# Statistical universals of human music 统计学上的人类音乐普遍规律



[Open in a separate window](#)

Fig. 1

The 304 recordings from the *Gorlaud Encyclopedia of World Music* show a widespread geographic distribution. They are grouped into nine regions specified a priori by the *Encyclopedia's* editors, as color-coded in the legend at bottom: North America ( $n = 33$  recordings), Central/South America (39), Europe (40), Africa (21), the Middle East (35), South Asia (34), East Asia (34), Southeast Asia (14), and Oceania (54).

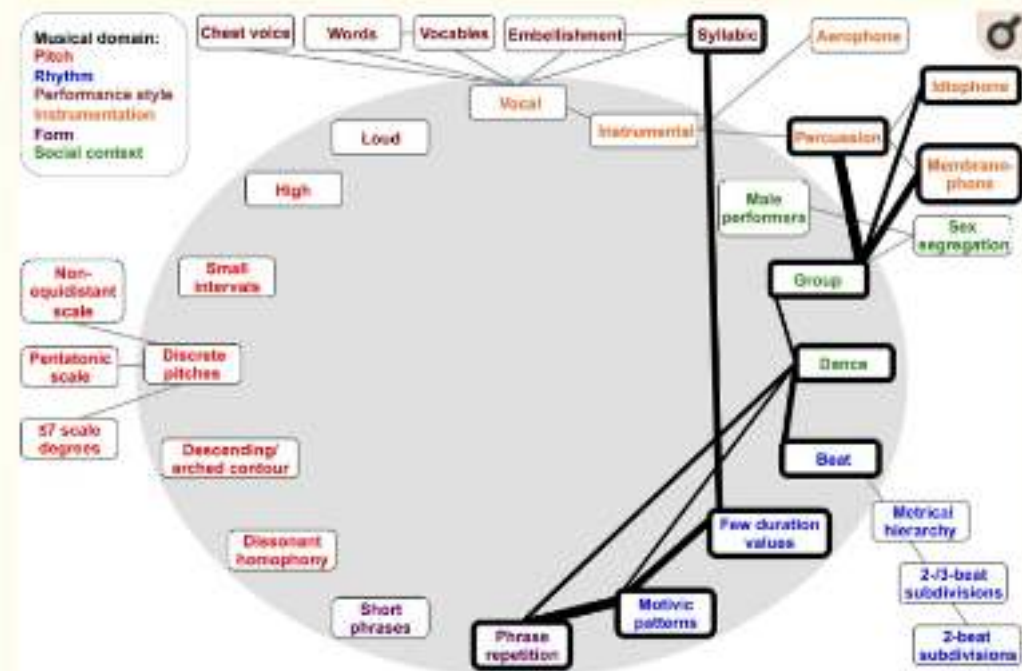


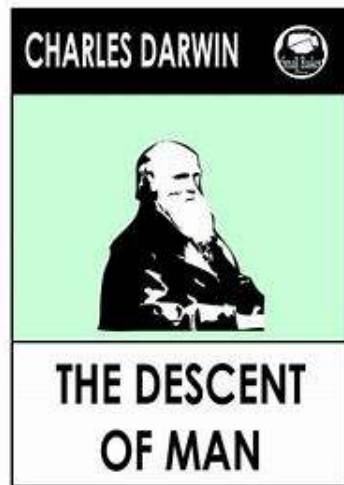
Fig. 1

Universal relationships between the 32 musical features. Features are color-coded by musical domain (see legend at top left). The 16 nested features are distributed around the shaded oval, and the remaining 16 nested features outside the oval require one of the former features by definition. Dependent relationships implied by definition are highlighted using gray lines and were excluded from the analyses. Black lines indicate universal relationships that were significant after controlling for phylogenetic relationships and whose directions were consistent across all time regions, with the width of each line proportional to the strength of the LR statistic from the phylogenetic covevolutionary analysis (see [Table S1](#) for all pairwise LR values). Ten features (highlighted using bold boxes) formed a single interconnected network joined by one or more universal relationships.

# 达尔文《物种起源》的观点

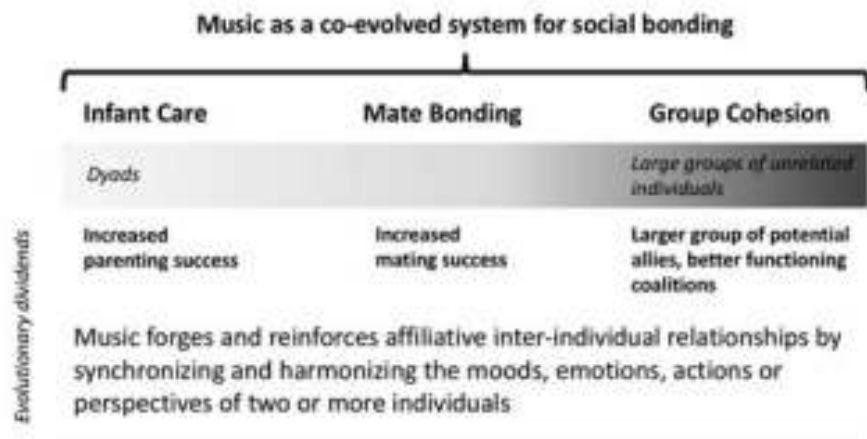
- 音乐非生活所必需“neither the enjoyment nor the capacity of producing musical notes are faculties of the least use to man in reference to his daily habits of life…” Darwin, 1871

- 求偶假说
- 语言前身假说

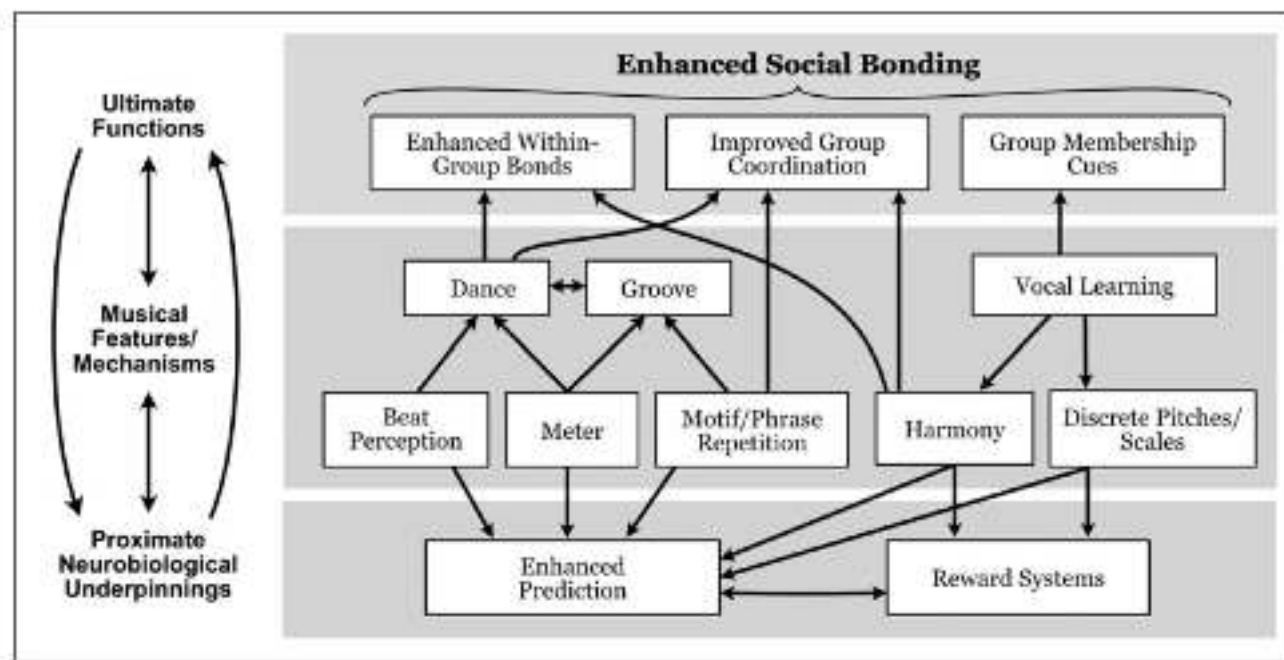


# Human musicality is a coevolved system for social bonding

## 人类音乐性是共同进化的社会联结系统



**Figure 1.** We propose that supposedly competing hypotheses for the evolution of human music, including mate bonding, infant care, and group cohesion (within both small coalitions and larger groups), are complementary sub-components of a broader social bonding function.



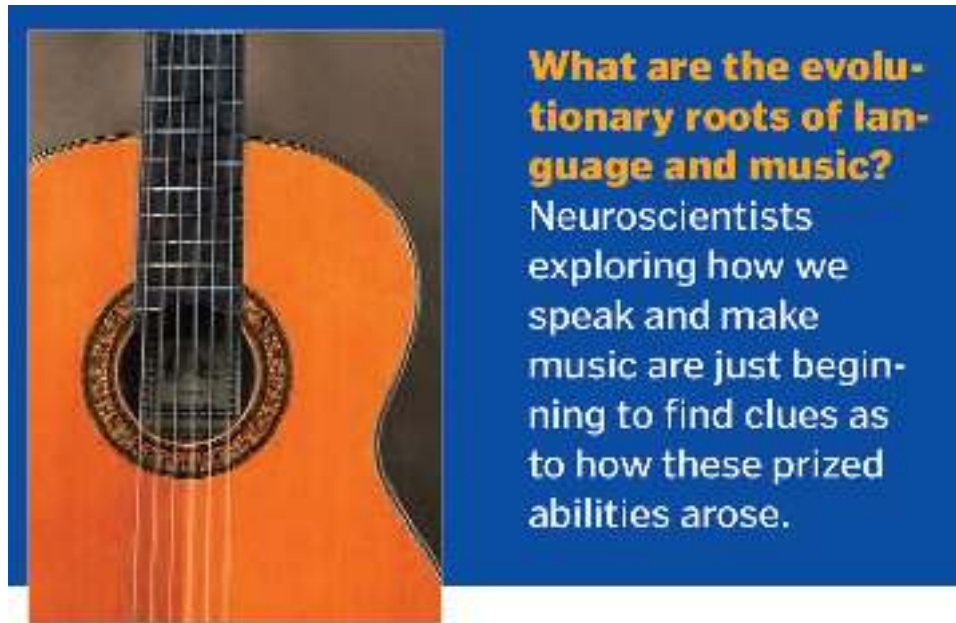
**Figure 2.** Proposed coevolutionary relationships among multiple musical features and mechanisms, indicating their contributions to ultimate functions by facilitating social bonding in multiple ways, their proximate neurobiological underpinnings in prediction and reward systems, and feedback loops among these different levels.



# Where did music come from?



- How did human beings evolve musical abilities?
- How long ago?



Science, 2005

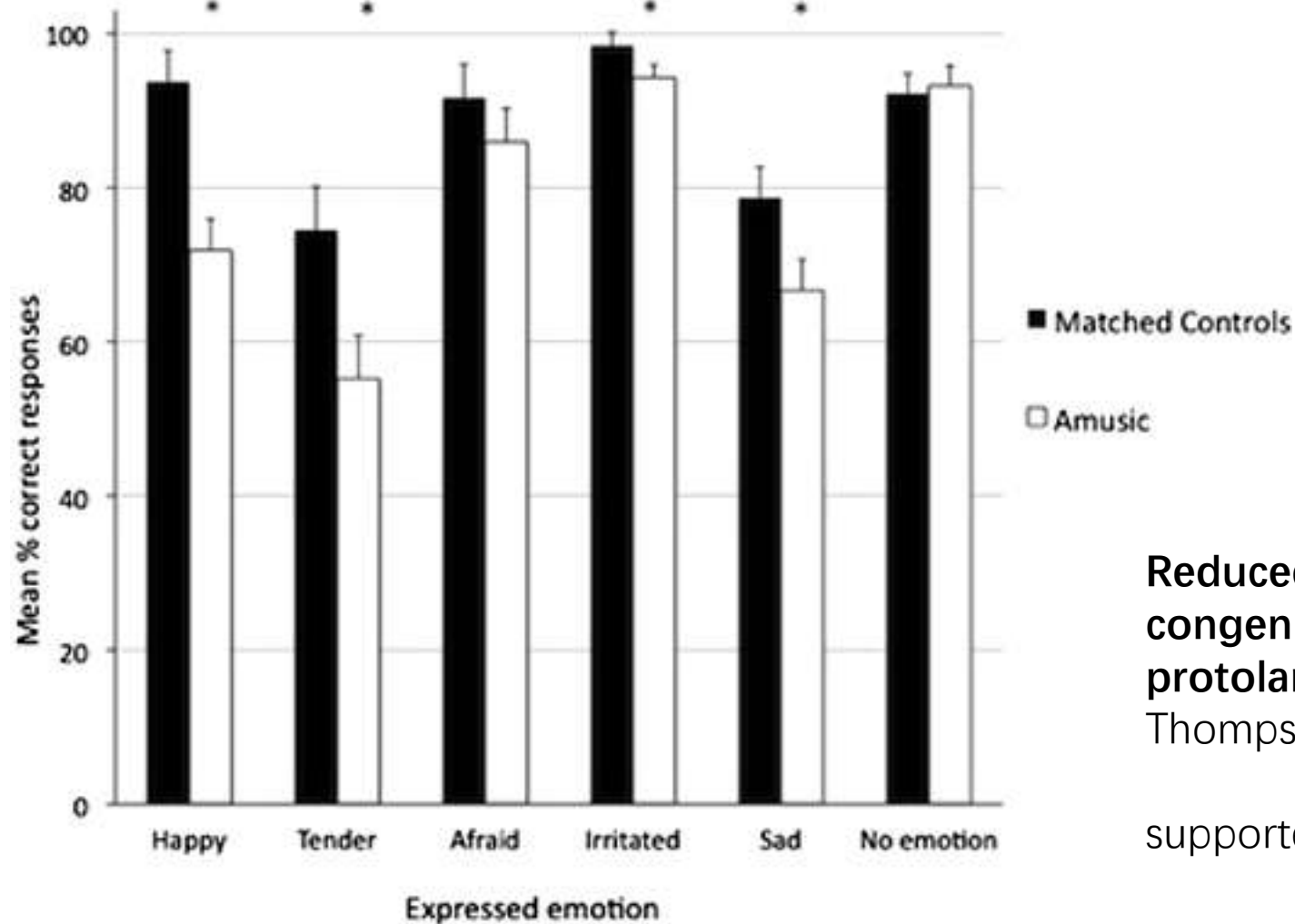


114. 语言和音乐演化的根源是什么?

Science, 2016

The percentage of correctly decoded prosodic stimuli intended to convey each of six emotional categories by amusic and control groups.

PNAS



Reduced sensitivity to emotional prosody in congenital amusia rekindles the musical protolanguage hypothesis

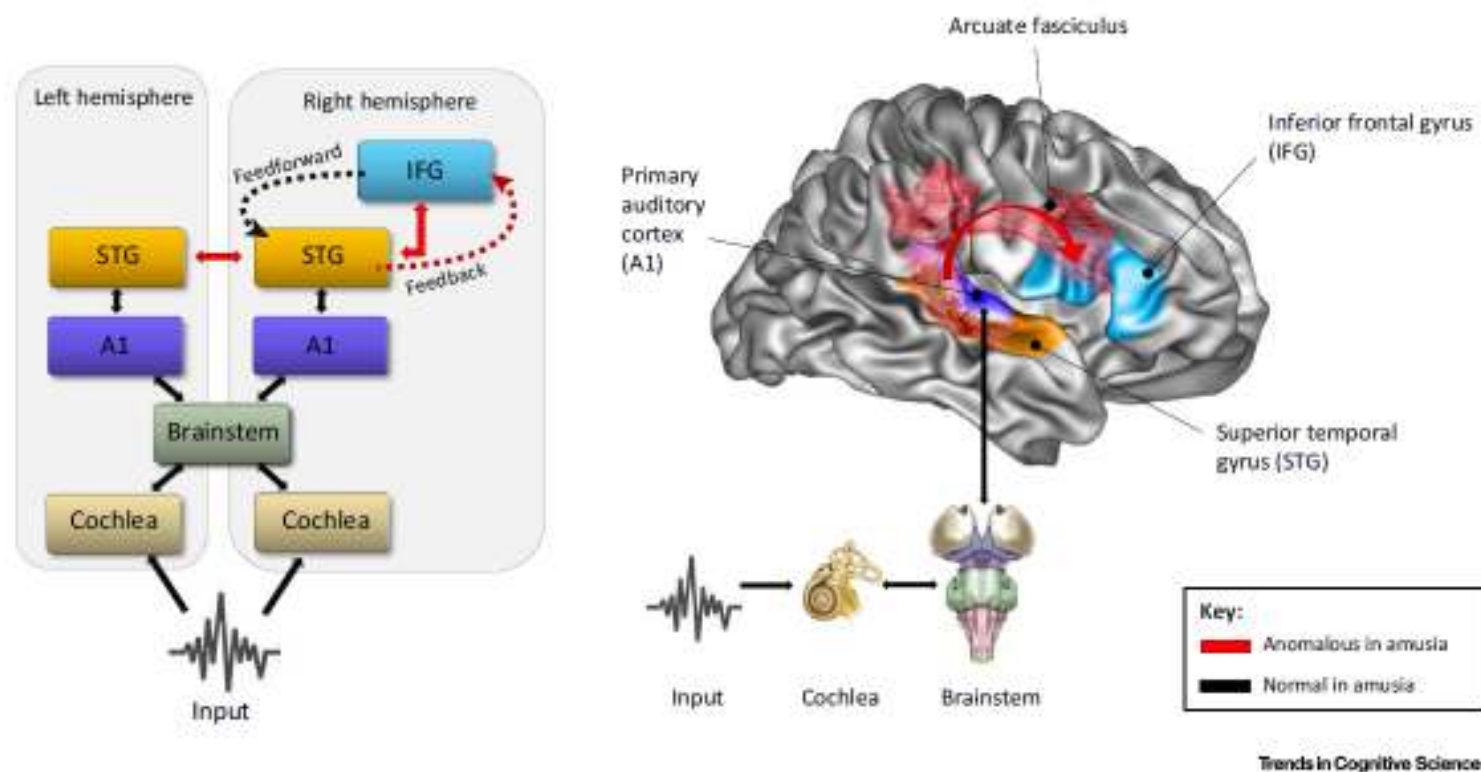
Thompson et al., 2012 PNAS

supported musical protolanguage hypothesis

William Forde Thompson et al. PNAS 2012;109:46:19027-19032

## 二、五音不全是怎么回事

“五音不全”即音乐学习障碍，是一种先天的遗传性音乐学习障碍，核心加工问题是音乐音高障碍。



Isabelle Peretz  
University of Montreal

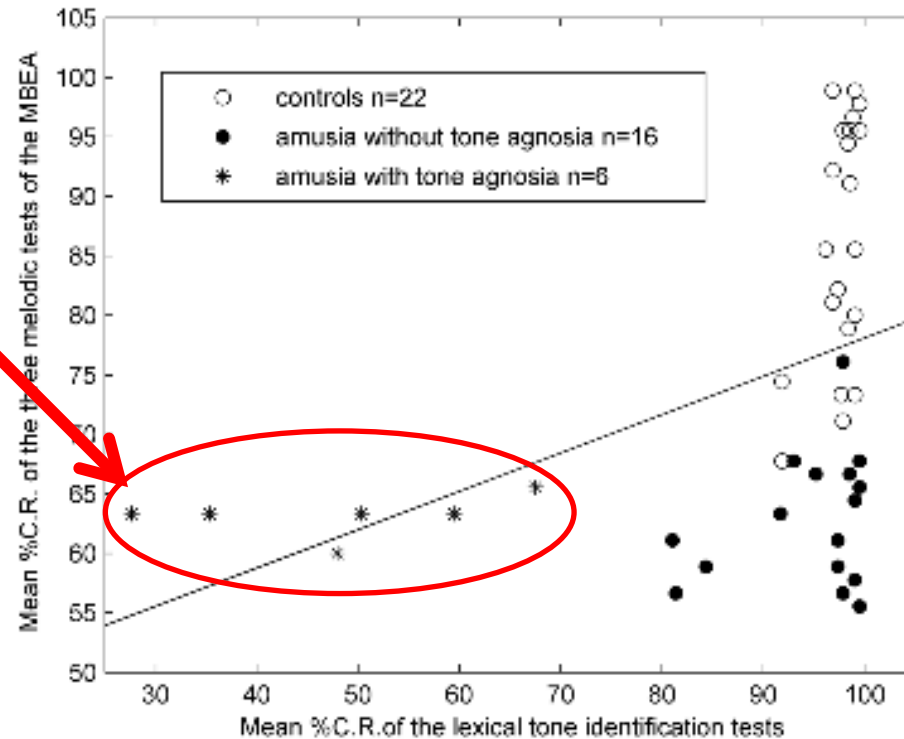


Tim Falconer, 2016

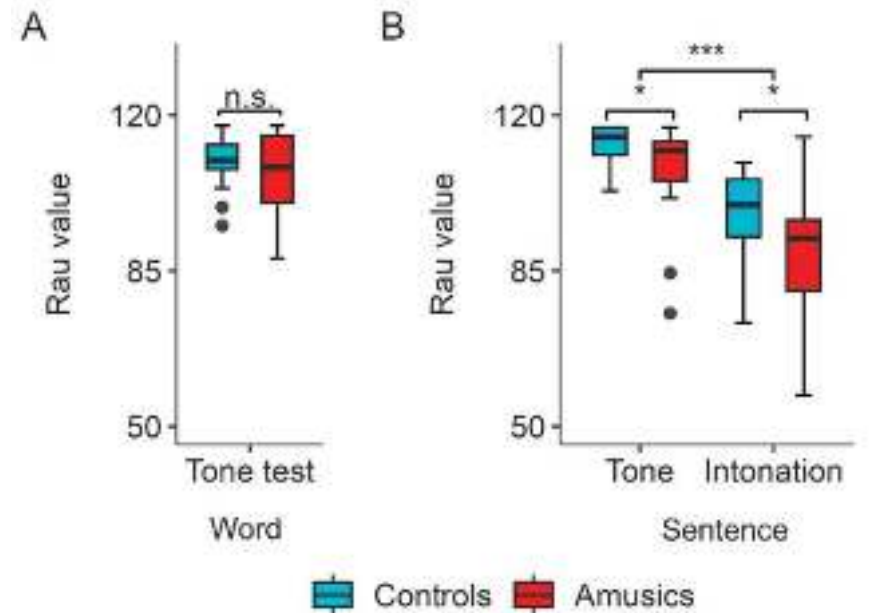
# Will amusia affect speech tone processing?



Which tone?



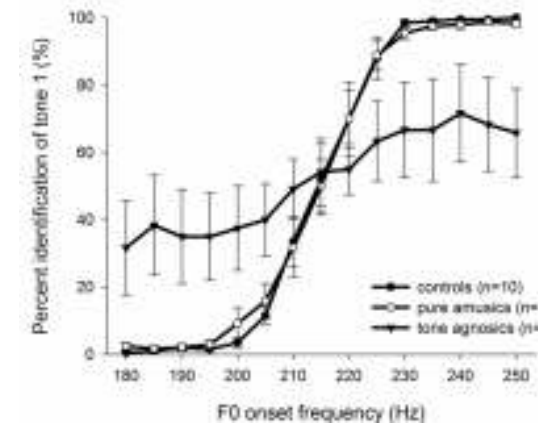
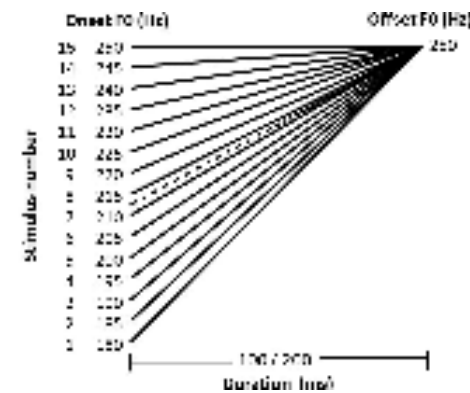
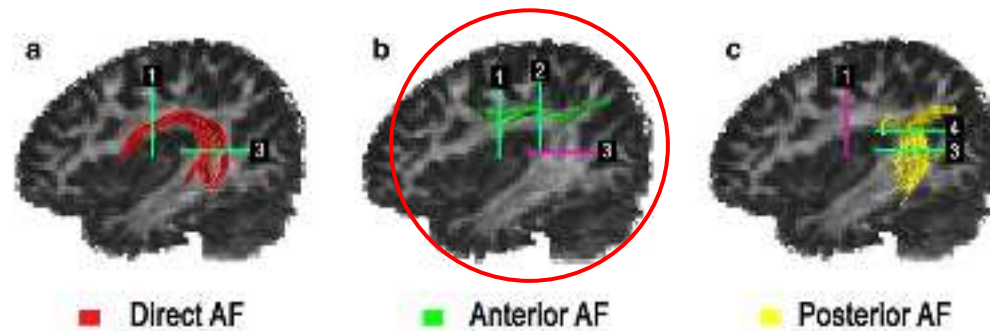
Nan et al (2010) *Brain*



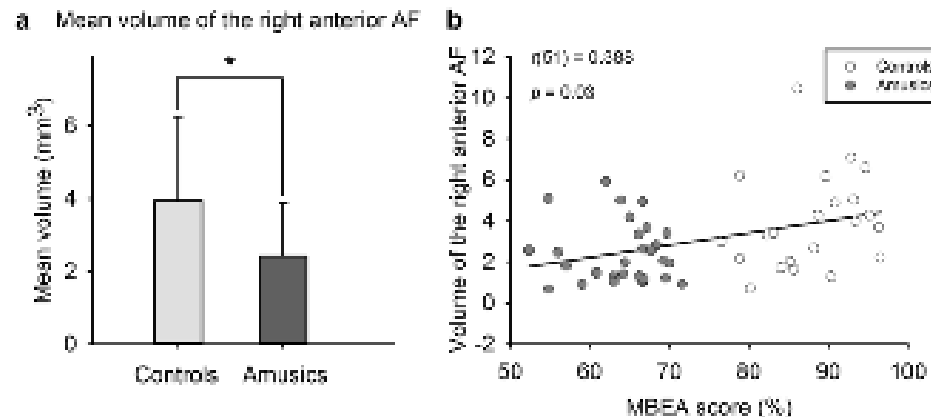
Tang et al (2024) *JSLHR*



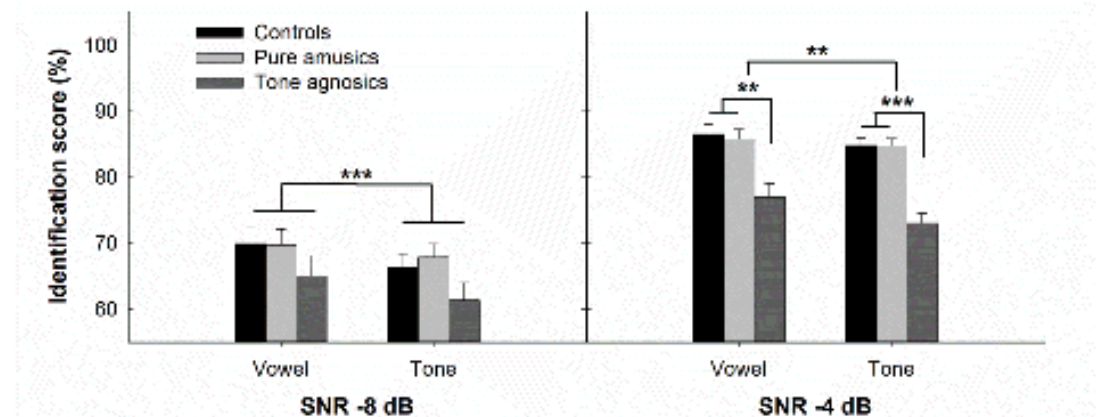
# Neural correlates and cognitive mechanisms



Huang et al., 2015 *Frontiers in Psychology*

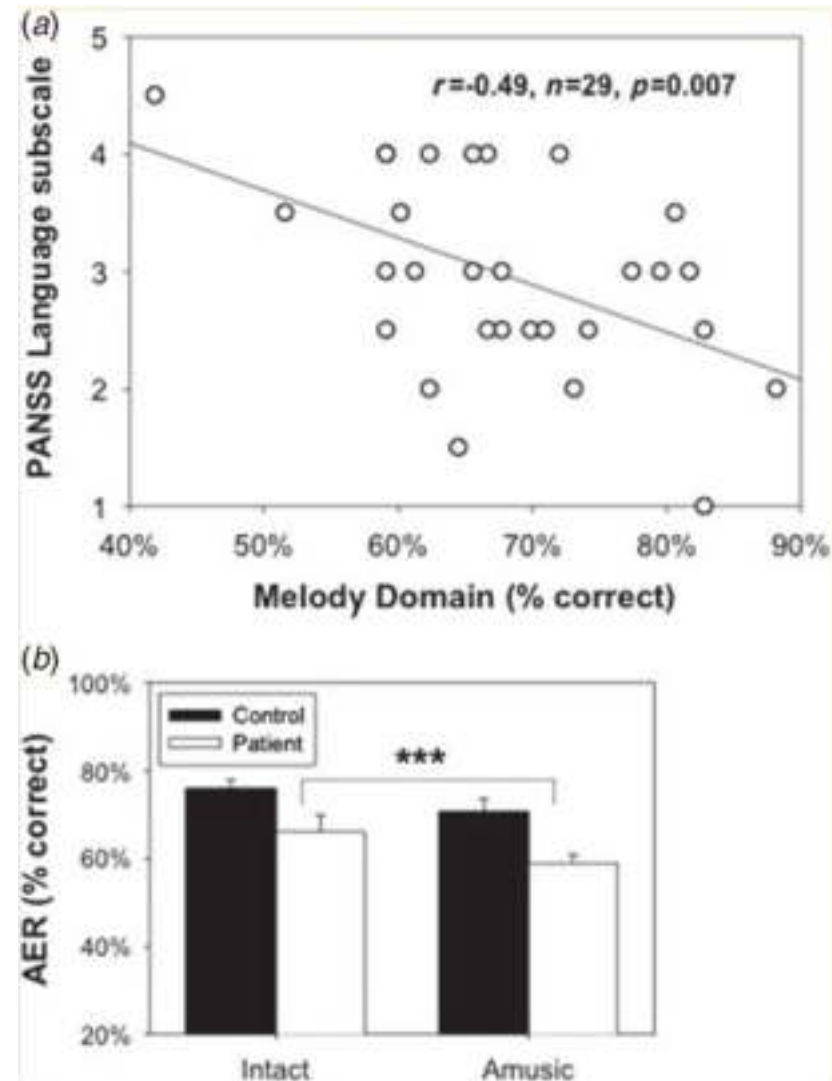
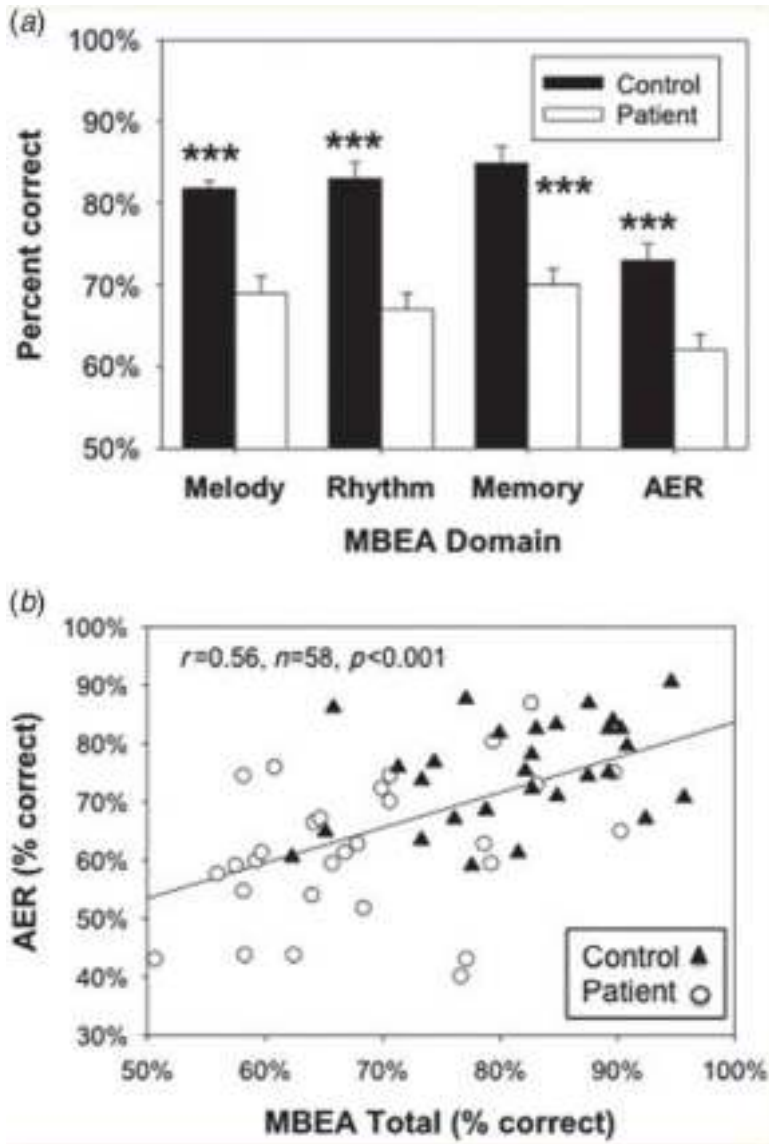


Chen et al., 2018 *Brain Structure and Function*



Tang et al., 2018 *Hearing Research*

# Amusia and protolanguage impairments in schizophrenia



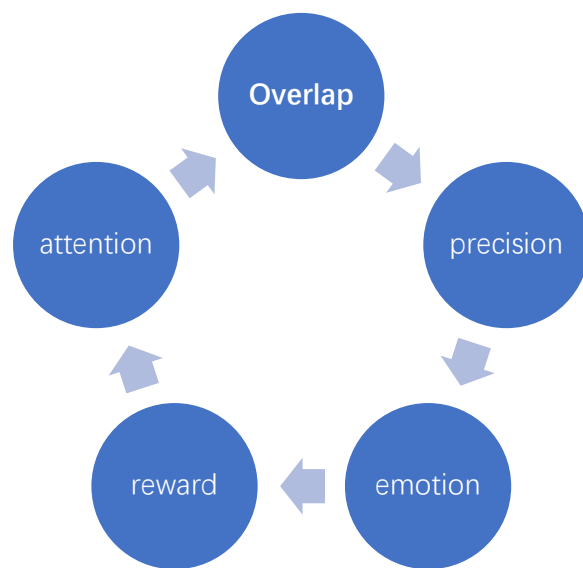
Kantrowitz et al., 2014 *Psychol Med*.

# 三、音乐与语言的关系

## 音乐向语言迁移的OPERA模型

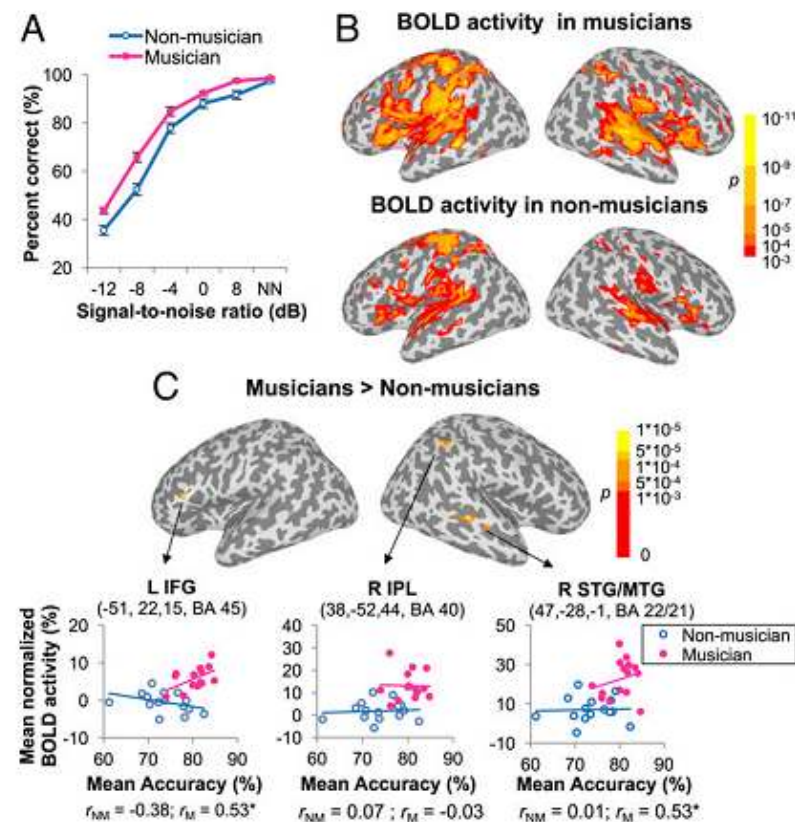


Aniruddh D. Patel,  
Tufts University



Patel, 2014

## 音乐经验促进噪音背景下语音识别

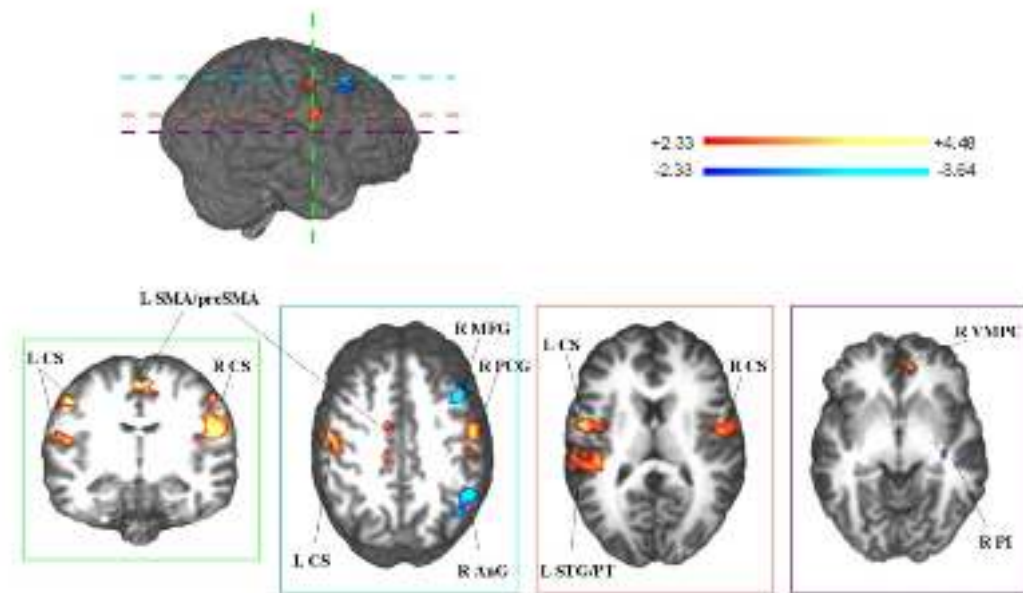


得到横断的相关结果，可以继续探索纵向追踪因果证据。

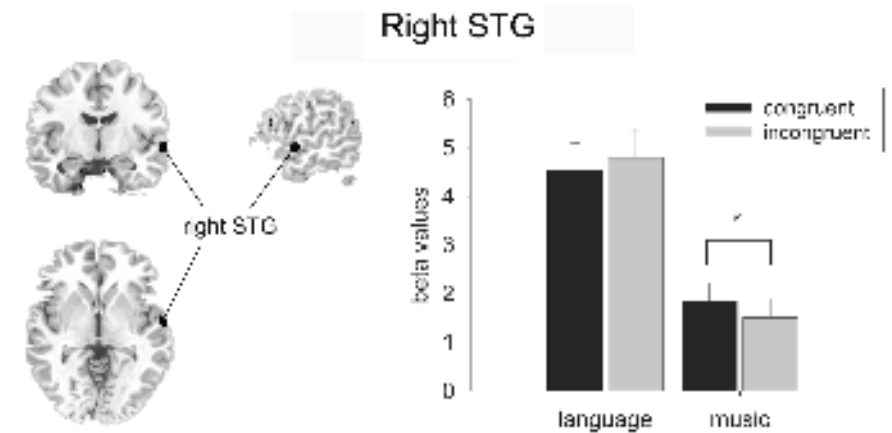
Du & Zatorre, 2017 PNAS



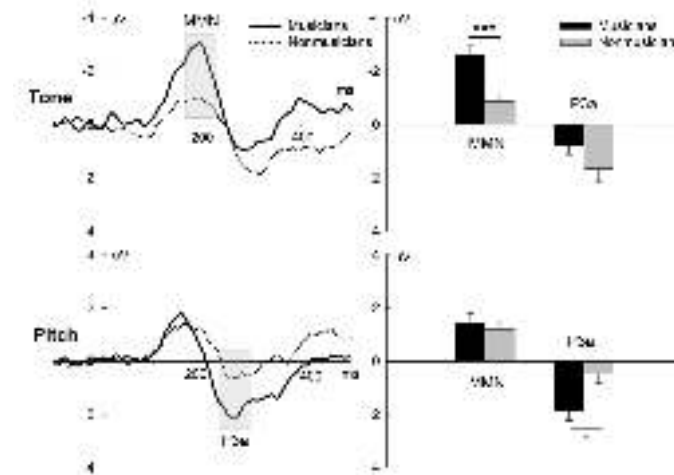
# Pitch: Musicians' advantage



Nan et al., 2008 *Human Brain Mapping*

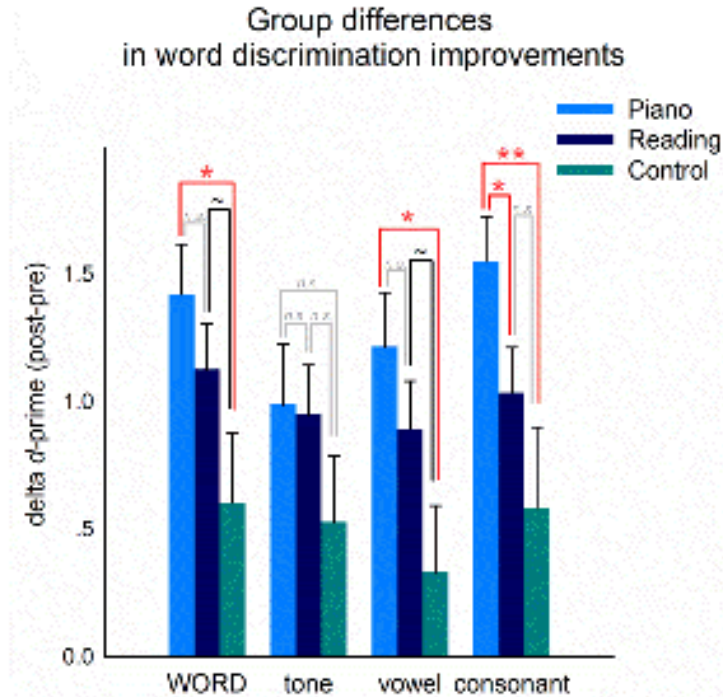


Nan & Friederici, 2013 *Human Brain Mapping*



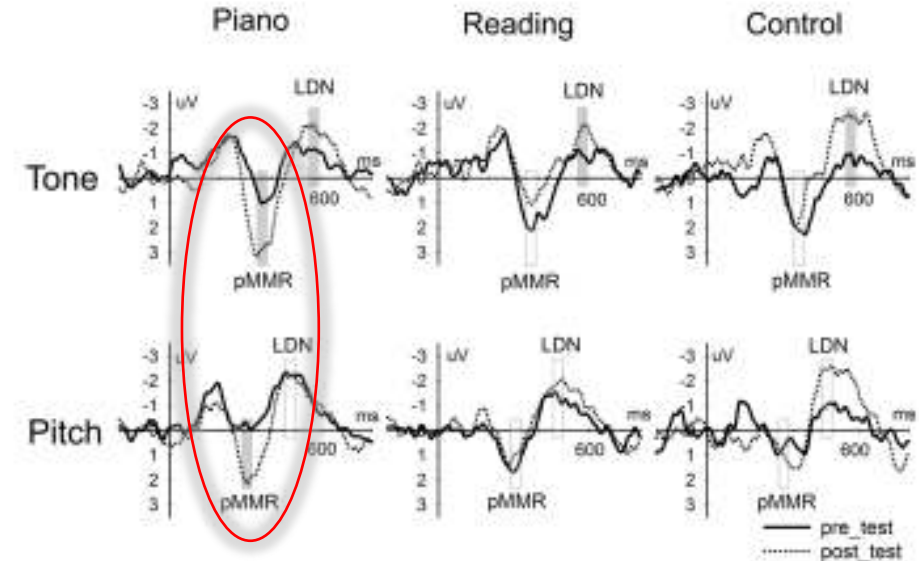
Tang et al., 2016 *Neuropsychologia*

# Musical training facilitates children's auditory word discrimination

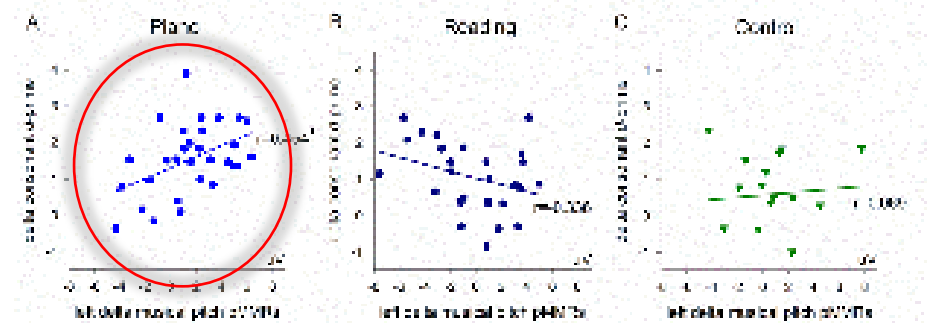


- Training effects in both tone and pitch
- Improvements in consonant discrimination were correlated with neural enhancements in discriminating musical pitch

A. Difference waves at Fz



Correlation between neural and behavioral effects specific to piano training



Nan et al., 2018 *PNAS*

# 儿童小学阶段旋律与节奏的感知发展轨迹

旋律感知5-12岁持续发展

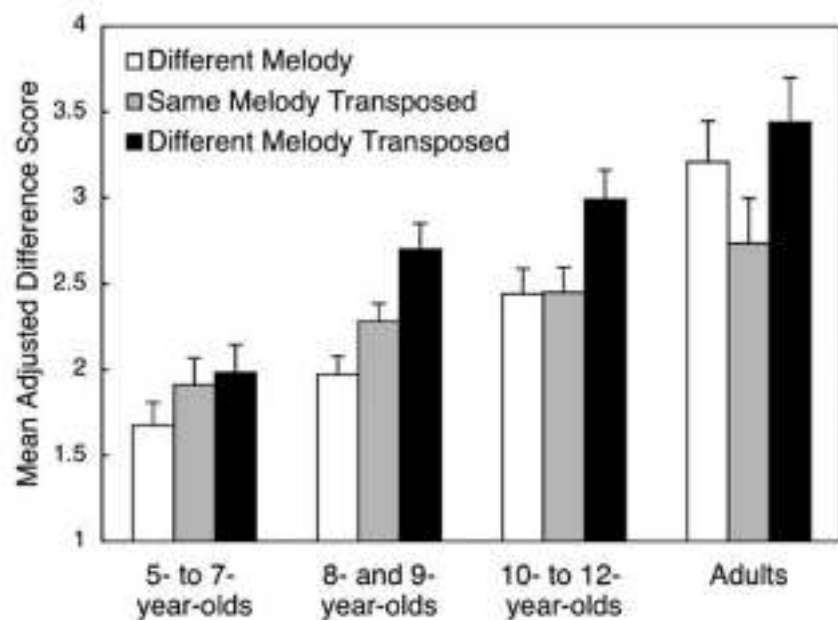
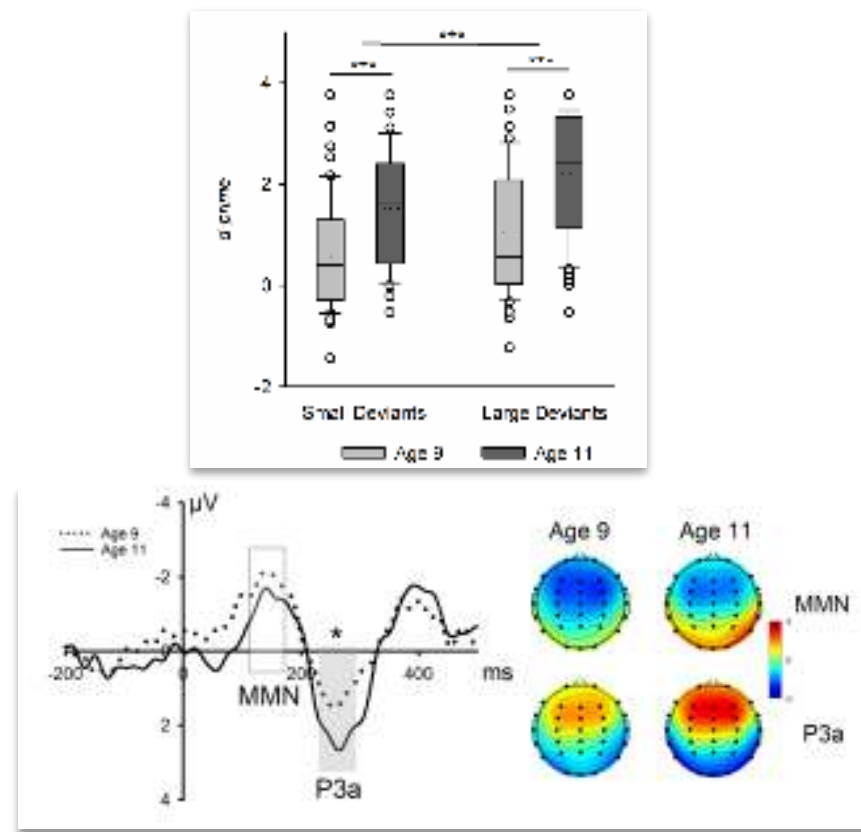


Figure 2. Means and standard errors for adjusted difference scores for each age group and for each type of melodic change. Scores were adjusted by dividing each listener's original scores by his or her score in the no-change condition. Higher scores correspond to greater perceived differences between melodies.

Stalinski & Schellenberg, 2010 Developmental Psychology

节奏感知9-11岁持续发展



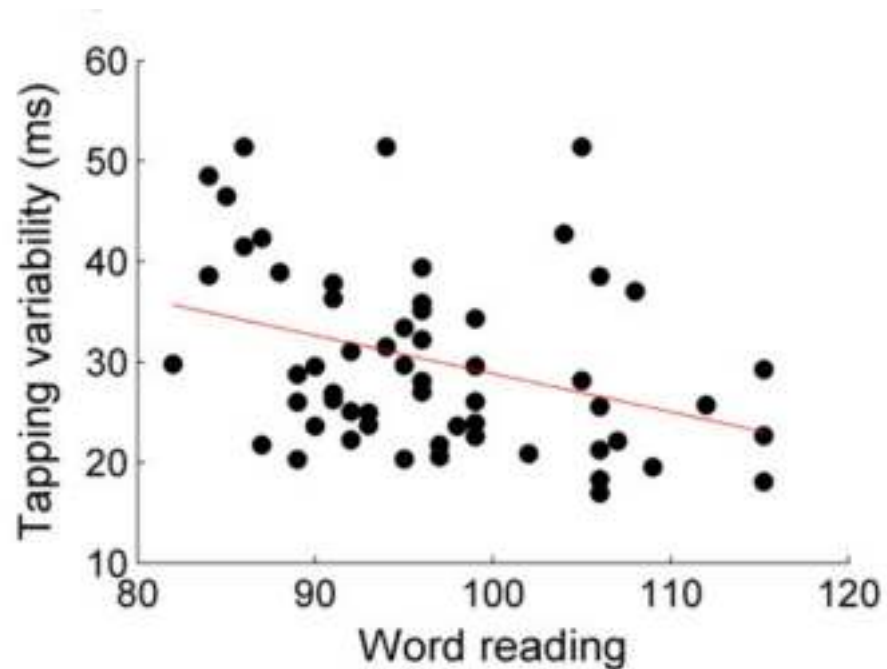
Sun et al., 2022 Brain and Language

音乐节拍加工



阅读相关技能

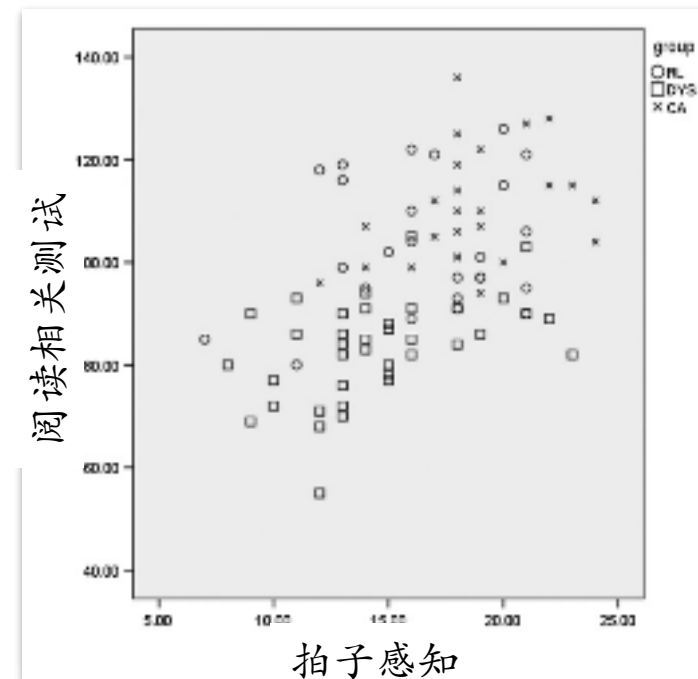
节奏能力与阅读能力相关



14-17岁高中生

(Tierney & Kraus., 2013)

拍子感知能力预测一年后的阅读能力



8-13岁学龄正常发展/阅读障碍儿童

(Goswami et al., 2013)

# 研究结果与讨论

## 音位删除

		Phoneme Deletion	
Step		$\beta$	$\Delta R^2$
Model 1			
1	MT	.261	.294**
	IQ	.304*	
	WM	.267*	
2	<i>d-prime_s</i>	.186	.029
2	<i>d-prime_l</i>	.266	.052
2	MMN_s	.148	.017
2	MMN_l	.087	.007
Model 2			
1	Autoregressor	.513***	.263***
2	<i>d-prime_s</i>	.163	.026
2	<i>d-prime_l</i>	.261*	.067*
2	MMN_s	.301*	.090*
2	MMN_l	.151	.023

## 声调辨别

		Tone Identification	
Step		$\beta$	$\Delta R^2$
Model 1			
1	MT	.267	.166*
	IQ	.219	
	WM	.111	
2	<i>d-prime_s</i>	.374**	.121**
2	<i>d-prime_l</i>	.251	.048
2	MMN_s	-.049	.002
2	MMN_l	.192	.032
Model 2			
1	Autoregressor	.544***	.295***
2	<i>d-prime_s</i>	.241	.053
2	<i>d-prime_l</i>	.203	.040
2	MMN_s	-.043	.002
2	MMN_l	.297*	.088*

## 阅读准确性（识字量）

		Reading Accuracy	
Step		$\beta$	$\Delta R^2$
Model 1			
1	IQ	.364*	.189*
	WM	.204	
2	TI	.099	.174*
	PD	.069	
	RAN	-.379**	
3	<i>d-prime_s</i>	-.065	.003
3	<i>d-prime_l</i>	-.026	.001
3	MMN_s	-.172	.021
3	MMN_l	.319*	.085*
Model 2			
1	Autoregressor	.815***	.665***
2	<i>d-prime_s</i>	.000	.000
2	<i>d-prime_l</i>	-.041	.002
2	MMN_s	.144	.020
2	MMN_l	.182*	.032*

## 阅读流畅性

		Reading Fluency	
Step		$\beta$	$\Delta R^2$
Model 1			
1	IQ	.088	.053
	WM	.202	
2	TI	-.125	.284**
	PD	.251	
	RAN	-.507***	
3	<i>d-prime_s</i>	.015	.000
3	<i>d-prime_l</i>	.041	.001
3	MMN_s	-.097	.007
3	MMN_l	-.018	.000
Model 2			
1	Autoregressor	.663***	.440***
2	<i>d-prime_s</i>	-.032	.001
2	<i>d-prime_l</i>	-.002	.000
2	MMN_s	-.027	.001
2	MMN_l	.035	.001

➤ 节奏神经加工预测了语音加工表现及其发展

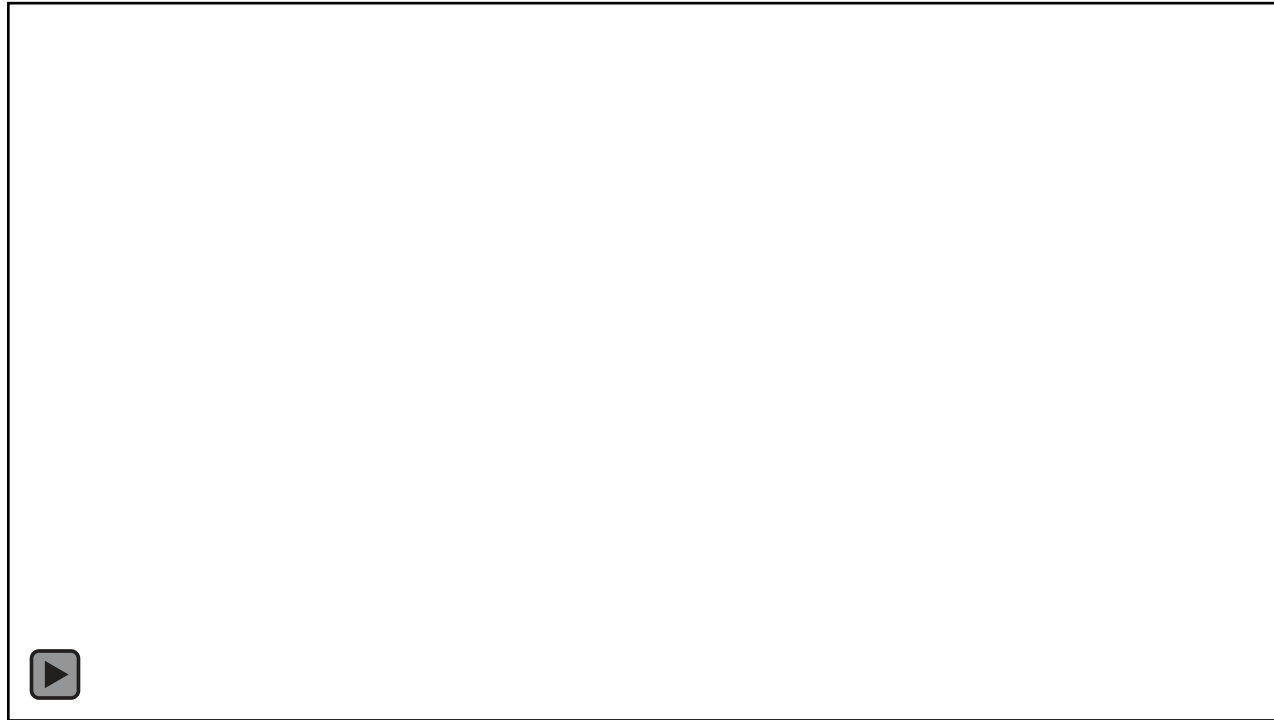
➤ 节奏神经加工预测了阅读表现（识字量）及其发展

# 现场实验，来听听音乐表达的情绪？



# **Sibelius - Finlandia op. 26**

## **(Opening of the new Helsinki music hall)**





## Taylor Swift Adds 'You're on Your Own, Kid' to Tokyo Surprise Section



# 四、我们为什么爱音乐

音乐不似食物，为人类生存所必需  
是否也会激活奖赏系统？  
是否也伴随多巴胺的释放？

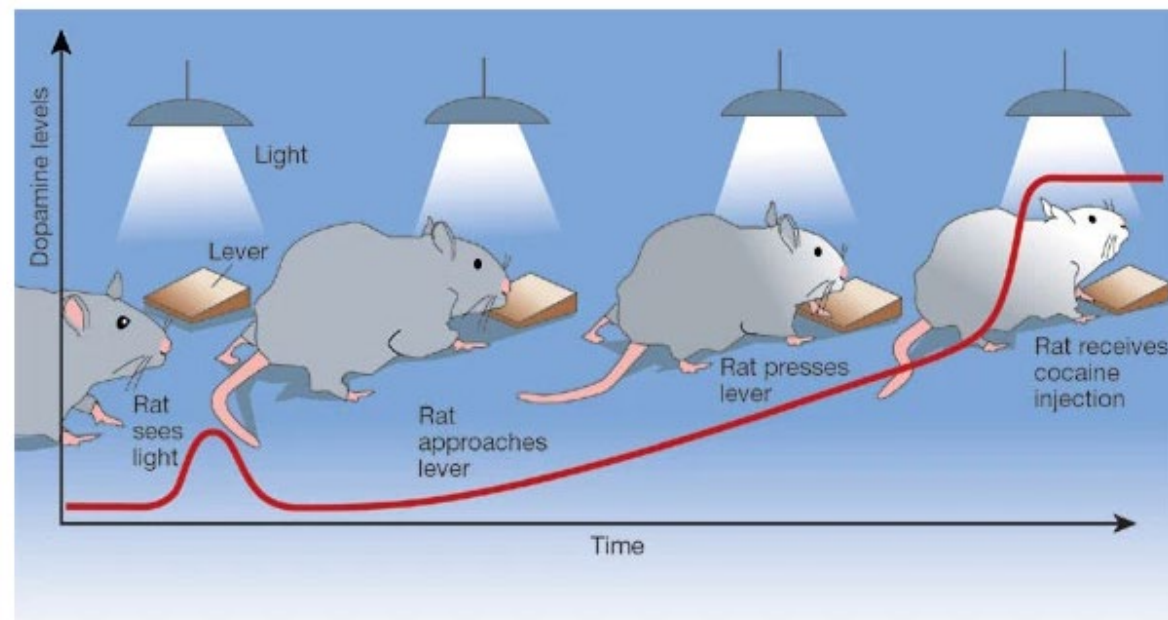
**Lady Gaga's *Together at Home* Raised \$128 Million for Covid-19 Relief**  
Proceeds from the virtual concert, which streamed live Saturday, will aid in coronavirus treatment and vaccine development.



<https://www.wired.com/story/lady-gaga-covid-19-coronavirus-relief/>

Self, 2003 Nature; Phillips et al., 2003 Nature

**Figure 1: The neurotransmitter dopamine both motivates reward-seeking behaviour and signals the receipt of a reward.**



神经递质多巴胺

1. 驱动奖赏寻求行为
2. 标志奖赏获得



# 人脑的奖赏系统

## The Reward System in human brain

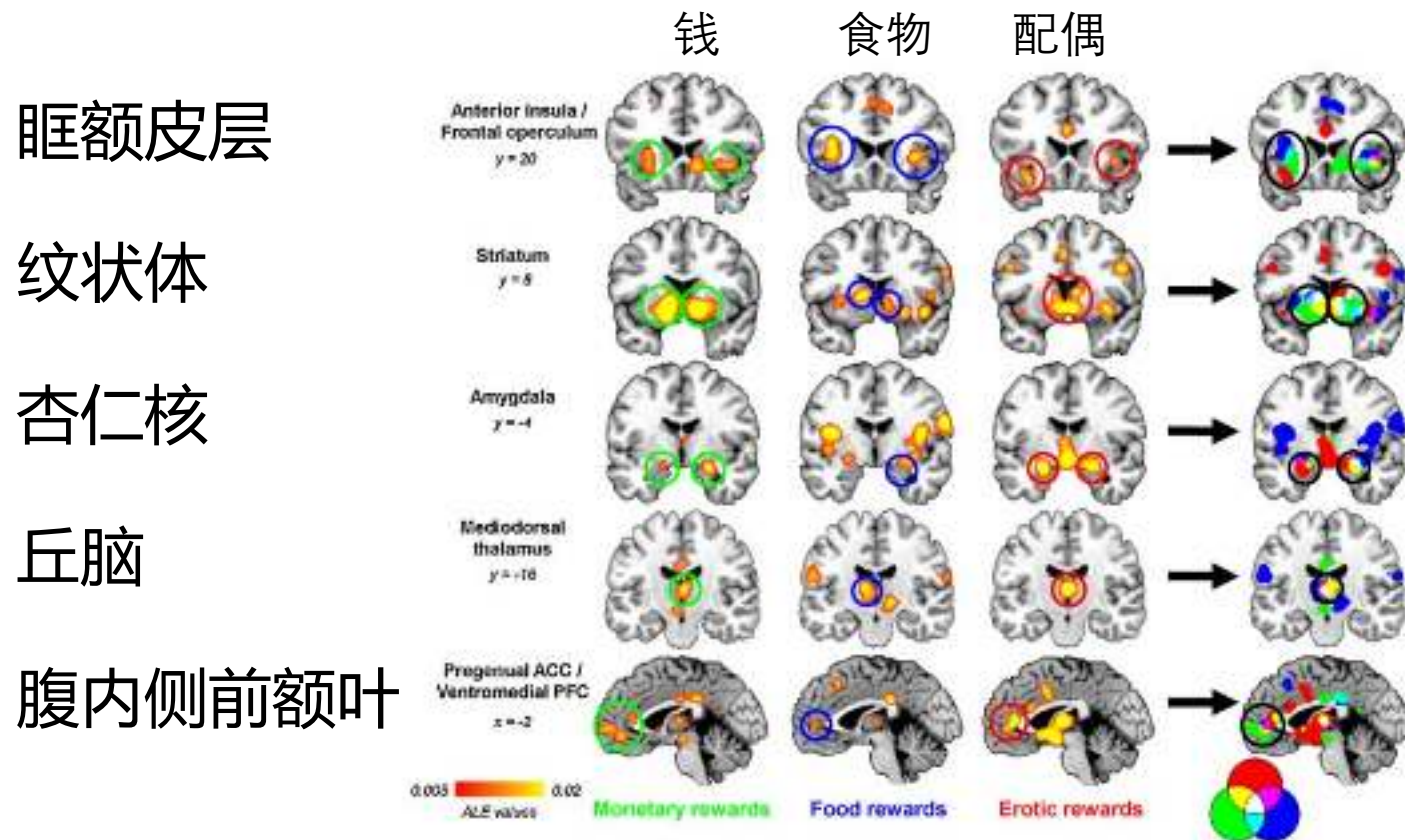
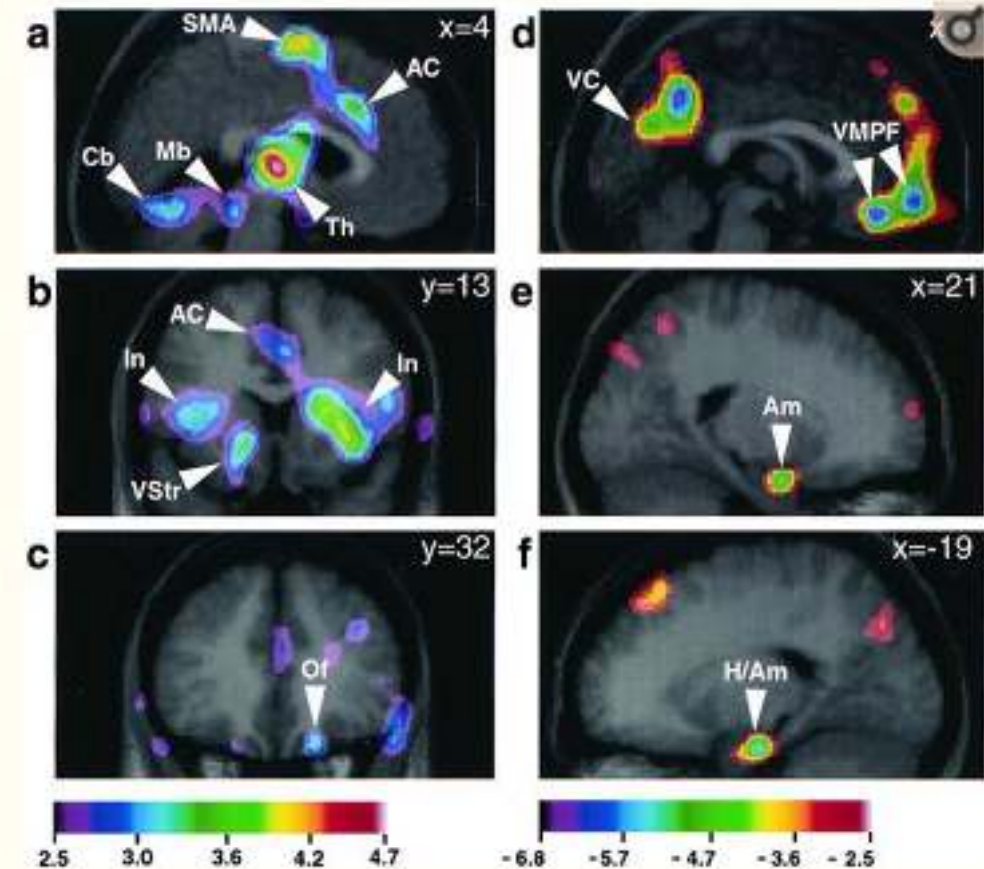
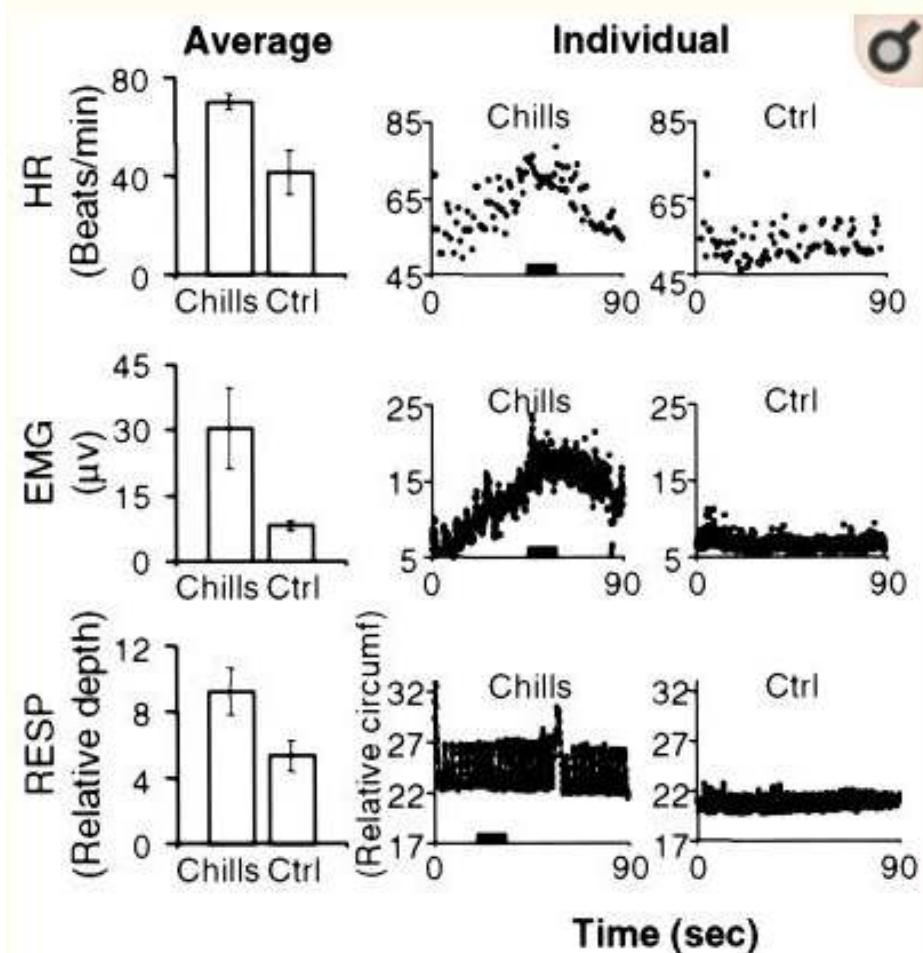


Fig. 1. "Common reward circuit" as defined by the overlap of ALE maps produced by monetary, food and erotic reward studies. The ALE maps in the three leftmost columns show the brain regions consistently and commonly activated by monetary, erotic and food reward outcomes. The colour scale indicates the magnitude of ALE values, i.e. the degree of consistency across studies. The maps on the right illustrate the overlap of activation clusters across rewards (green = monetary rewards, red = erotic rewards, blue = food rewards). The ALE maps are overlaid on the Colin brain provided with GingerALE ( $p < 0.01$  FDR whole-brain corrected and cluster size  $> 600 \text{ mm}^3$ ). (For interpretation of references to colour in this figure legend, the reader is referred to the web version of this article.)

# 如何研究抽象的音乐？

## Studying “chills” in music listening

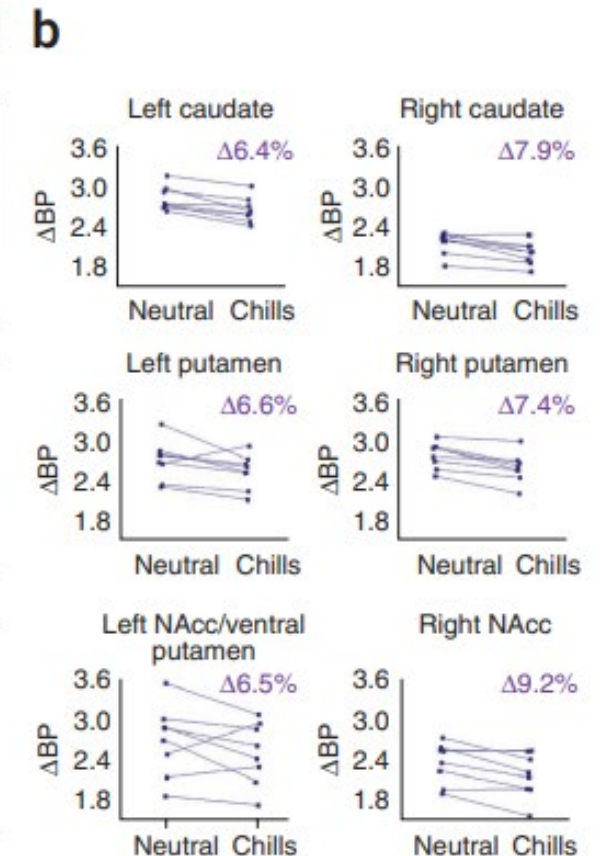
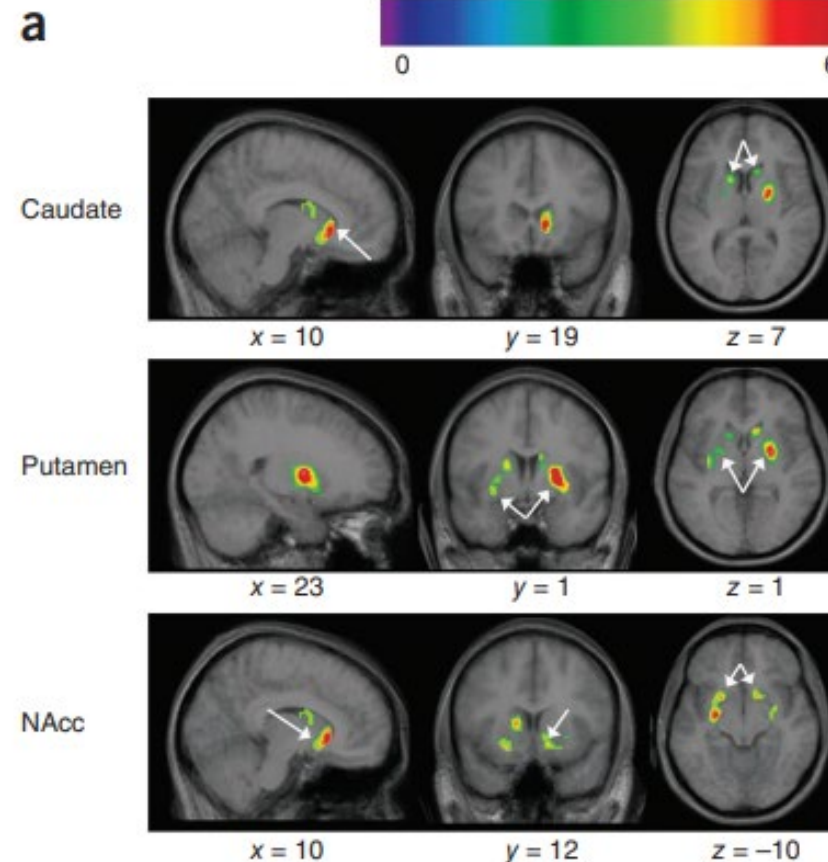
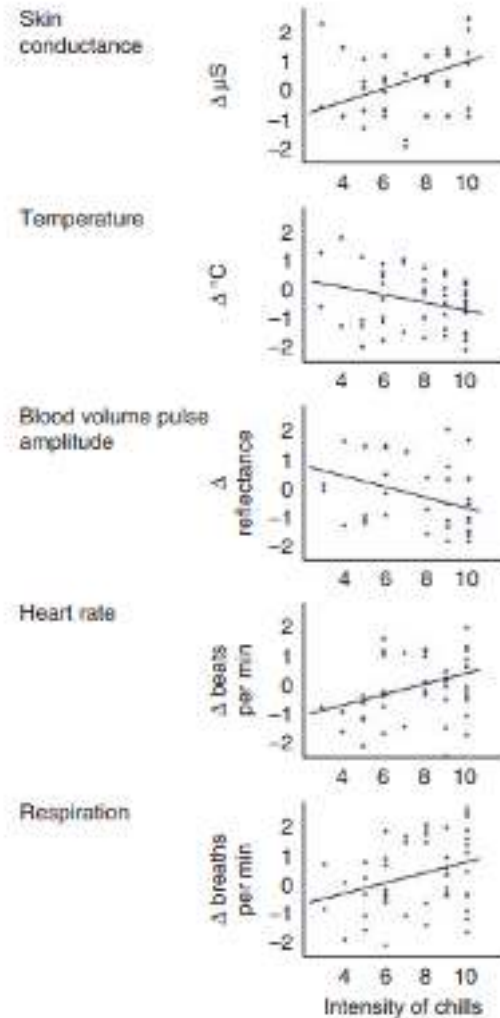
Blood & Zatorre, 2001 PNAS



# 是否也会有多巴胺的释放？ during “chills” in music listening

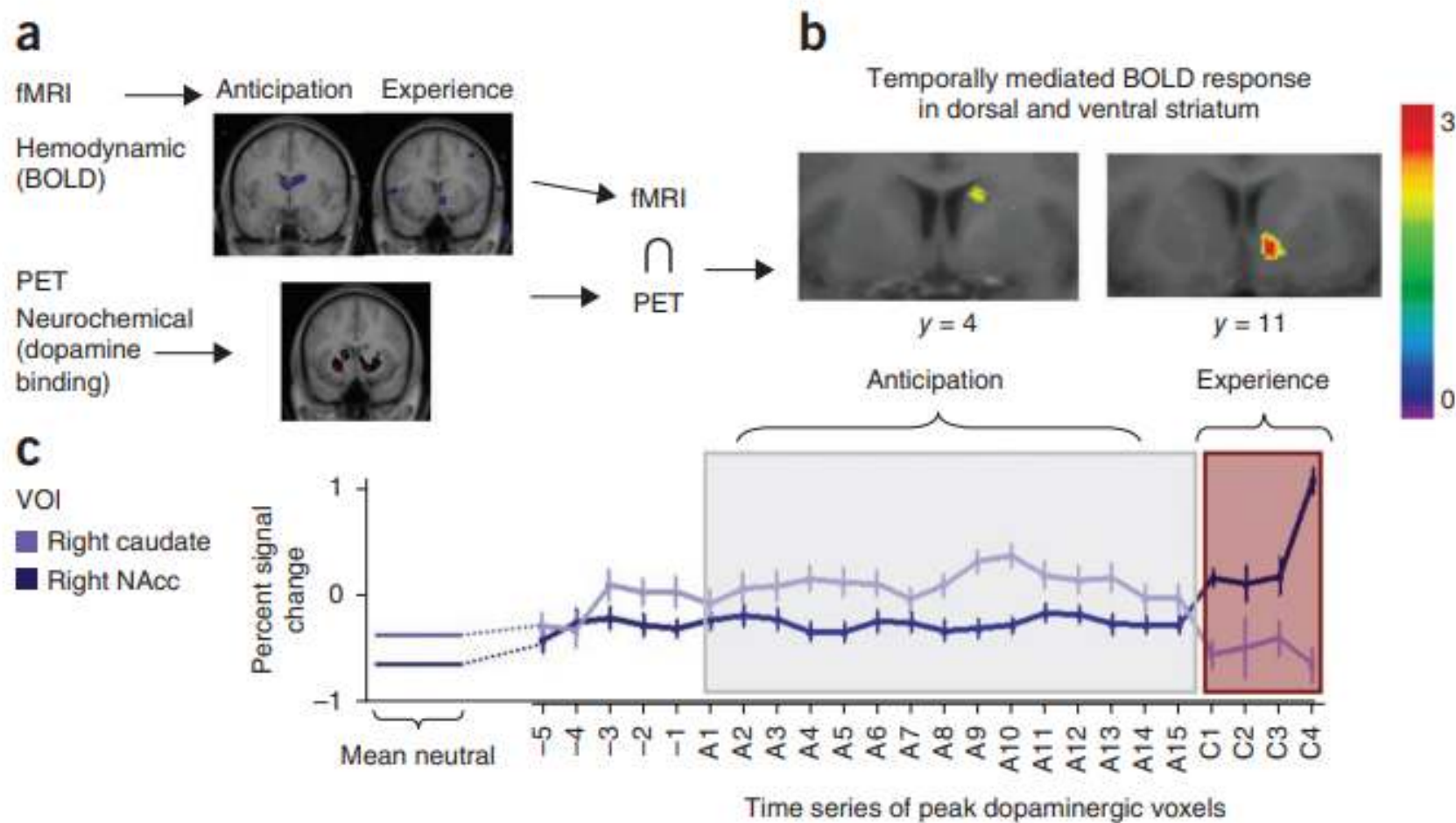
听喜欢的音乐会有多巴胺释放

[<sup>11</sup>C]raclopride binding potential (BP)  
= Availability of Dopamine D2 receptors  
[<sup>11</sup>C] competes with endogenous dopamine





# 多巴胺的释放也分为两个阶段：期待与奖赏获得

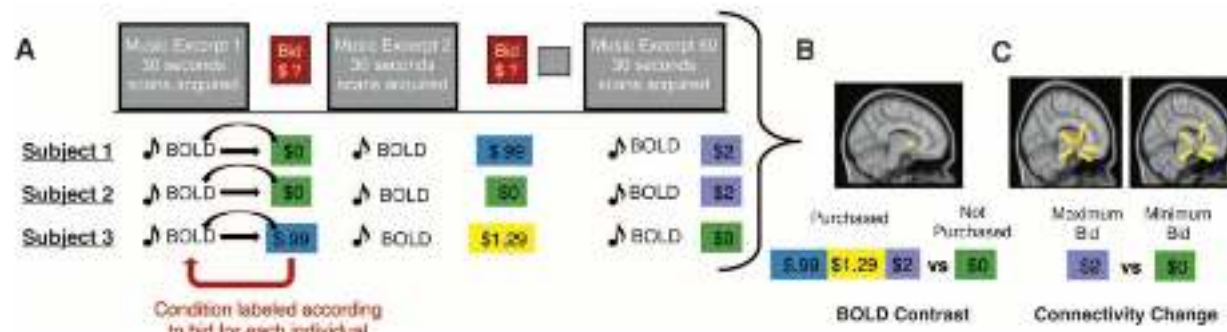


Salimpoor et al., 2011 Nature Neuroscience

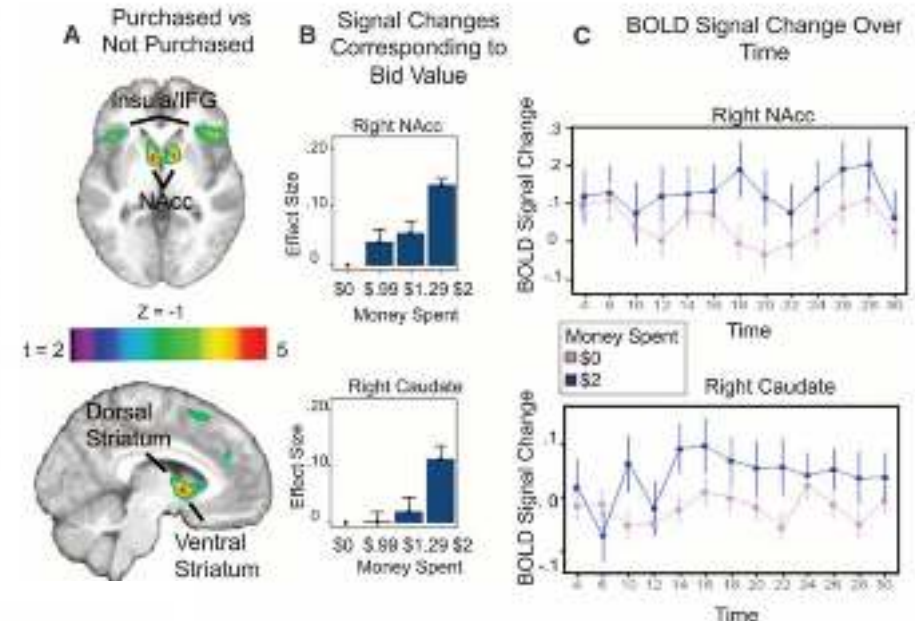
# Monetary amount as a proxy for music pleasure, when no chills present

Neural activity in Striatum associated with music reward

**Fig. 1. Experimental paradigm.** (A) Blood-oxygenation level-dependent (BOLD) activity was collected while participants listened to 60 30-s clips of new music (matched to their preferences by music-recommendation software, such as Pandora and Last.fm). Participants then placed bids with their own money that were used to categorize each excerpt according to desirability (\$0, \$0.99, \$1.29, and \$2) for the purposes of analysis. (B) Contrast analysis revealed regions associated with purchasing (Fig. 2A). (C) Multivariate connectivity methods allowed us to examine neural interactions associated with increased reward value of music (Fig. 3).



**Fig. 2. Neural activity associated with reward value of music.** (A) A whole-brain contrast revealed areas, including the dorsal and ventral striatum, that are active during the processing of desirable (bids > \$0) as opposed to undesirable (\$0 bids) music (table S2A). Z, plane of horizontal section (millimeters); t, value of t statistic; X, plane of vertical section (millimeters). (B) Among individuals who made sufficient bids in all categories (13), multiple linear regression allowed us to determine which purchasing-related regions (table S2B) corresponded to increasing reward value. Among the clusters from Fig. 1A, signal change in the right NAcc accounted for 33% of the variability in the amount spent, and the caudate accounted for an additional 10%; other regions did not contribute directly to reward value. Error bars indicate 1 SEM. (C) Average BOLD signal time course for the right NAcc and right caudate during the 30-s excerpts.



Salimpoor et al., 2013 Science

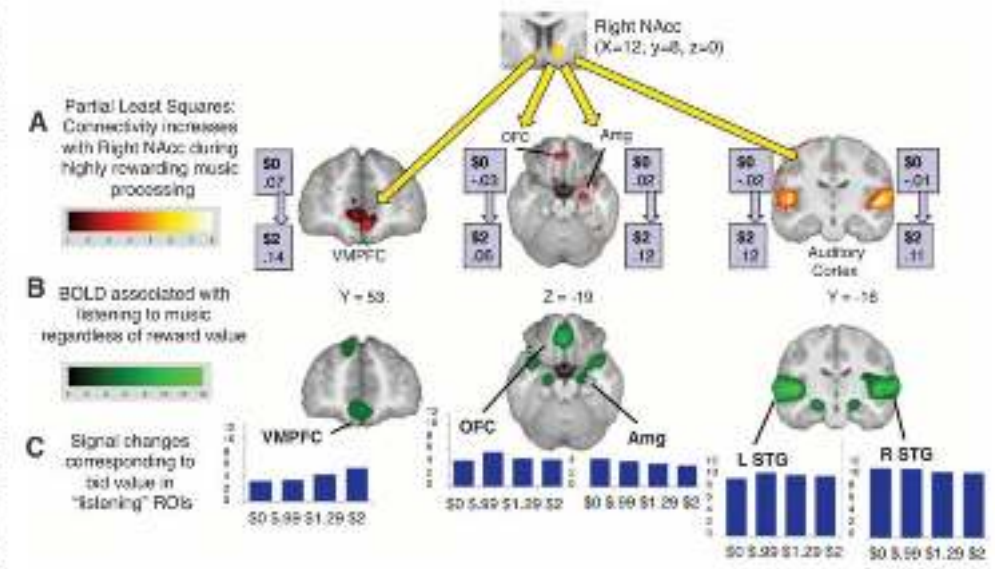


# Music pleasure involves the auditory system and the reward system

- the perceptual mechanism computes the relationships between sounds and generates expectancies based on those patterns
- “I just heard this sound, followed by that sound, therefore the next one should be X”
- the outcome of the prediction (sound X compared to the actual sound perceived) is then evaluated by the reward system
- “X is not as good as I expected, therefore it is not pleasurable, or X is surprising and better than expected therefore it is highly pleasurable”

## Interactions Between the Nucleus Accumbens and Auditory Cortices Predict Music Reward Value

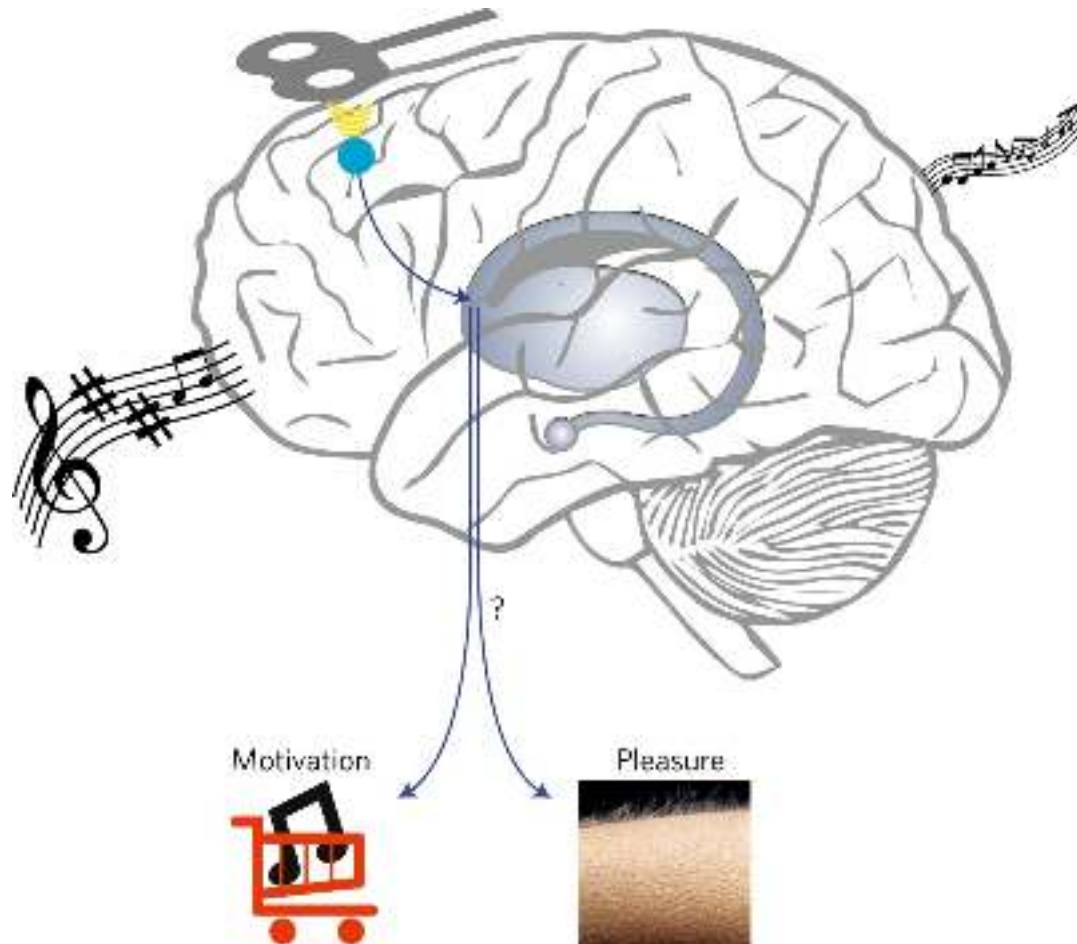
**Fig. 3. Changes in NAcc functional connectivity associated with increasing desirability of music.** (A) Partial least-squares analysis revealed robust increases in connectivity between the NAcc and other subcortical and cortical regions when individuals hear music they consider highly desirable, compared with music they do not want to hear again (table S3). Here, the boxes show changes in correlation as a function of amount bid between the NAcc and each region. A subset of these regions (A) overlap with areas that are recruited during music listening compared with rest (B). These areas show equally high activity during all music valuation conditions compared with rest (C), but their interactions with the NAcc increase as items become more desirable. Amg, amygdala; ROI, region of interest.



Zatorre, 2018

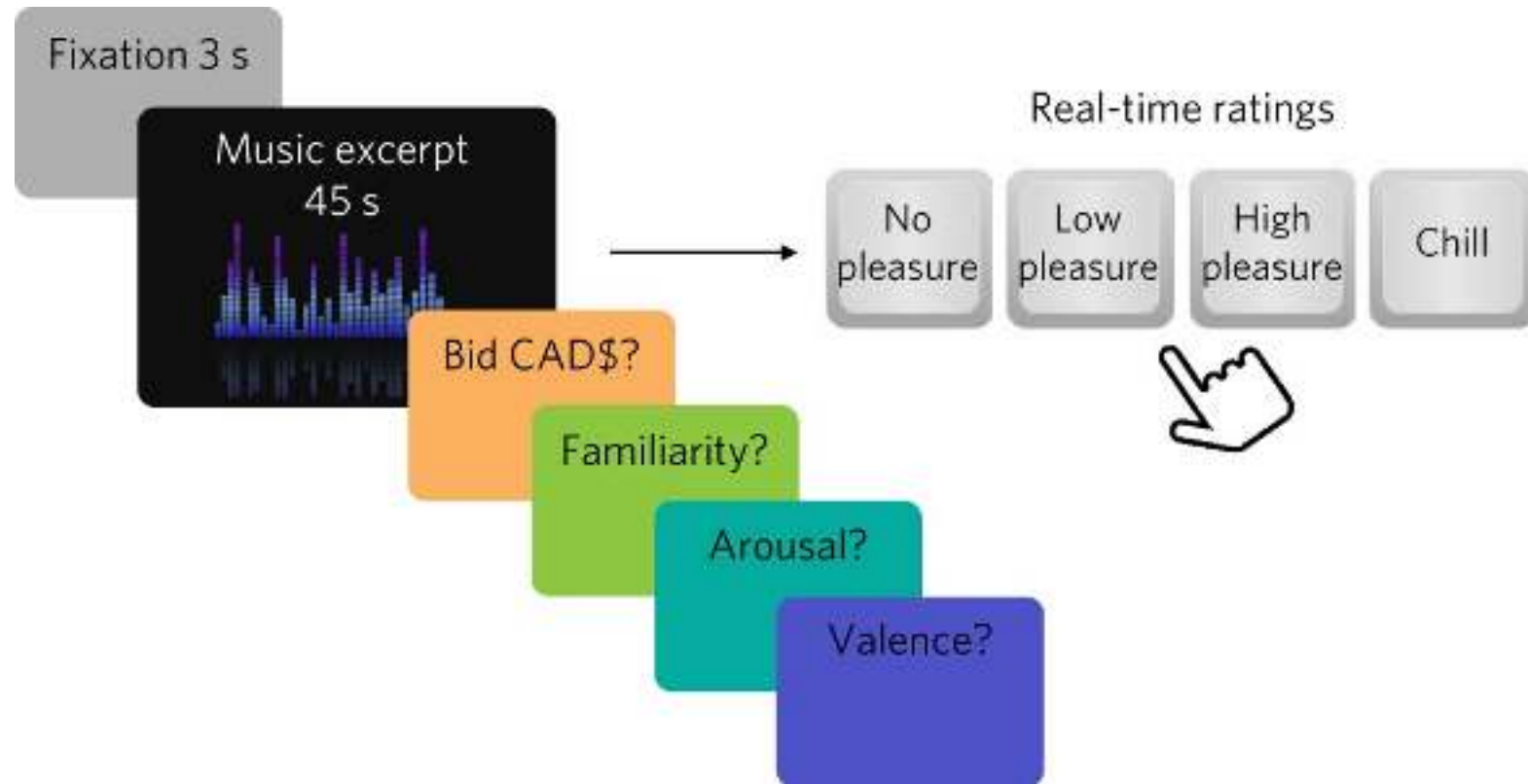
Salimpoor et al., 2013 Science

# Is it causal? A TMS study



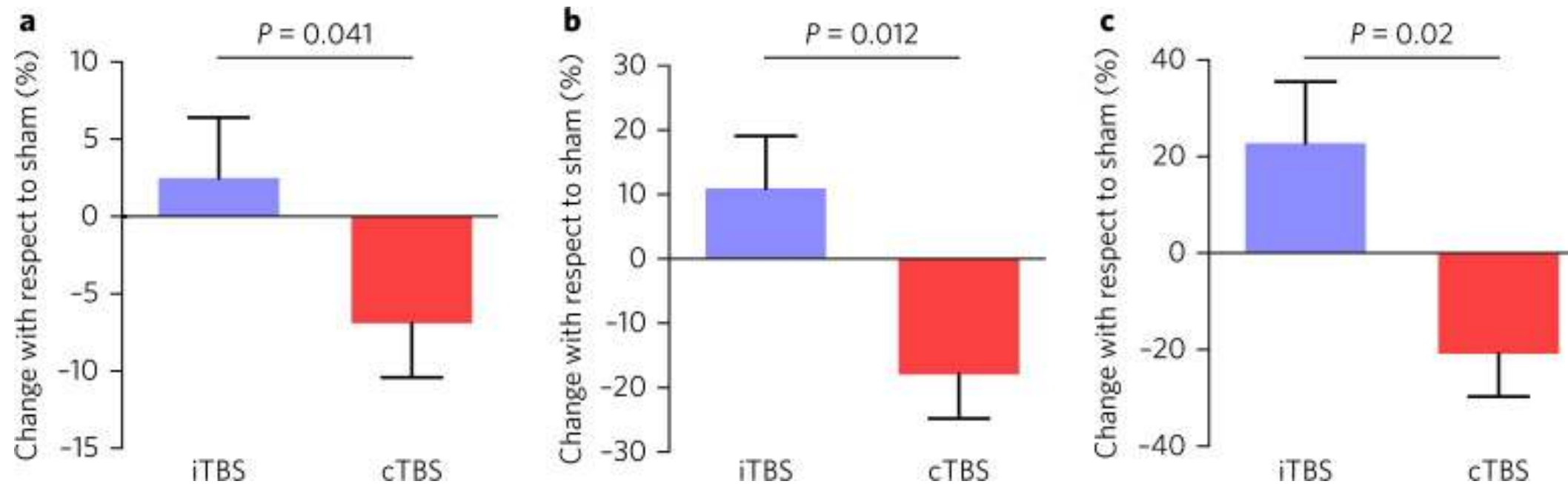
By using TMS over the left dorsolateral prefrontal cortex (blue dot), we aimed to induce changes in cortico-striatal function and study the causal role of this circuit in musical pleasure and motivation. (Reward is not a unitary construct but involves at least two psychological components, specifically liking (the actual pleasure component) and wanting (the motivation to obtain a reward))

Mas-Herrero et al., 2017 Nature Human Behavior



- 1) Rate in real-time the degree of pleasure they were experiencing by pressing the corresponding button; the participants had to hold down the button as long as they were experiencing the corresponding degree of pleasure.
- 2) At the end of each excerpt, participants had to indicate the amount of money they were willing to pay (only for the experimenter-selected excerpts).

# Results

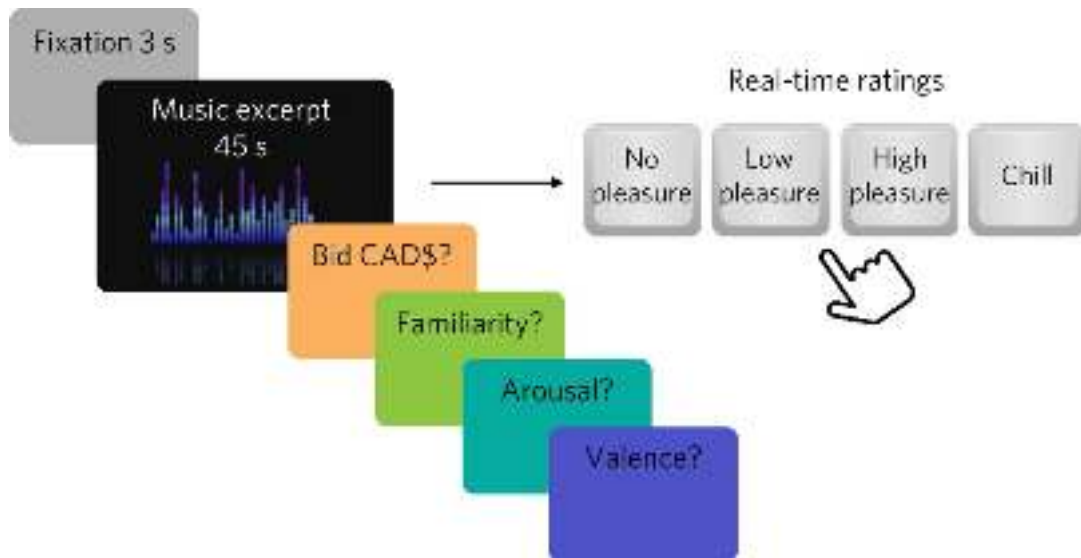


**a–c**, The percentage change with respect to the sham condition following both iTBS and cTBS for liking rates (**a**), EDA during music listening (**b**) and the money spent to buy the music (**c**). Note that in all three variables, iTBS induces positive change while cTBS has the opposite effect. All percentages represented are the average change across the entire sample ( $n = 17$ ). The black bars represent the standard error of the mean. Paired  $t$ -tests were used to compare both conditions. i:Intermittent (excitatory); c:Continuous (inhibitory)

# Results (continued-1)

- Finally, there were **no** significant changes in familiarity, arousal or valence ratings for any of these measures (all  $P$  values  $> 0.15$ ) as a function of the stimulation received.

they felt in response to each excerpt



At the end of each excerpt, participants had to indicate the amount of money they were willing to pay (only for the experimenter-selected excerpts), **the familiarity, the arousal and the emotional valence experienced** by pressing the corresponding button on a keyboard. Each question remained on the screen until participants' responded and after the last question, a new trial started.





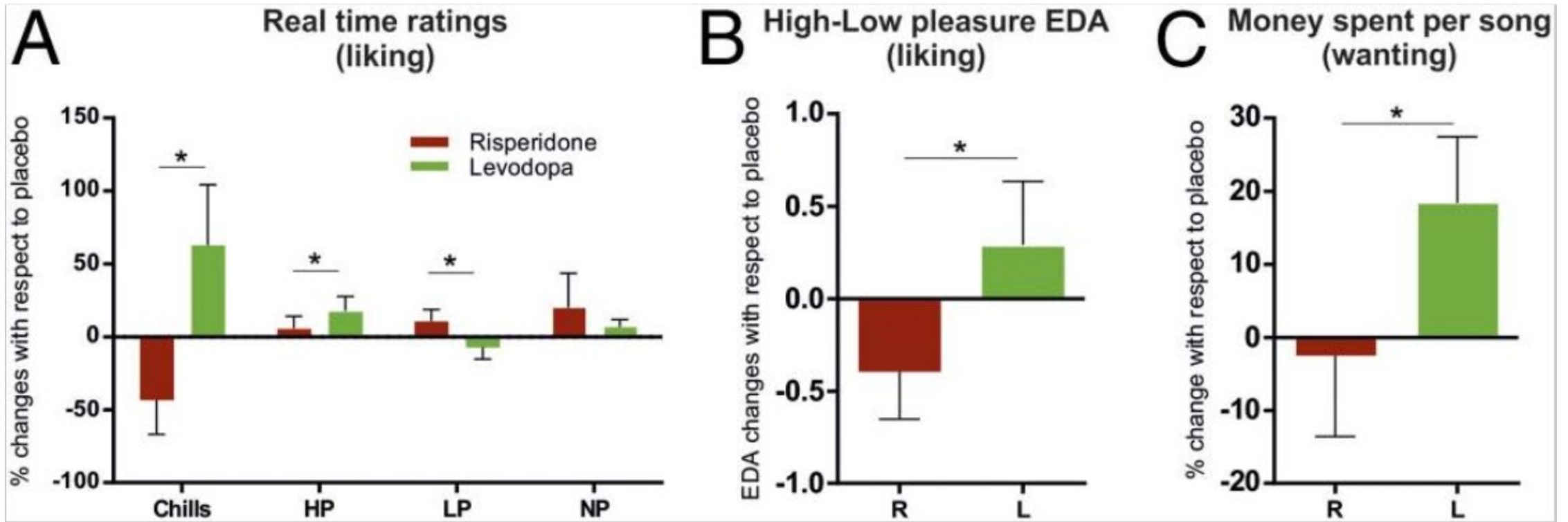
# Dopamine modulates the reward experiences elicited by music

Laura Ferreri<sup>a,b,c,1,2</sup>, Ernest Mas-Herrero<sup>d,e,1</sup>, Robert J. Zatorre<sup>d,e</sup>, Pablo Ripollés<sup>f</sup>, Alba Gomez-Andres<sup>a,b</sup>, Helena Alicart<sup>a</sup>, Guillem Olivé<sup>a,b</sup>, Josep Marco-Pallarés<sup>a,b,g</sup>, Rosa M. Antonijóan<sup>h,i</sup>, Marta Valle<sup>i,j,3</sup>, Jordi Riba<sup>k,3</sup>, and Antoni Rodríguez-Fornells<sup>a,b,l,2,3</sup>

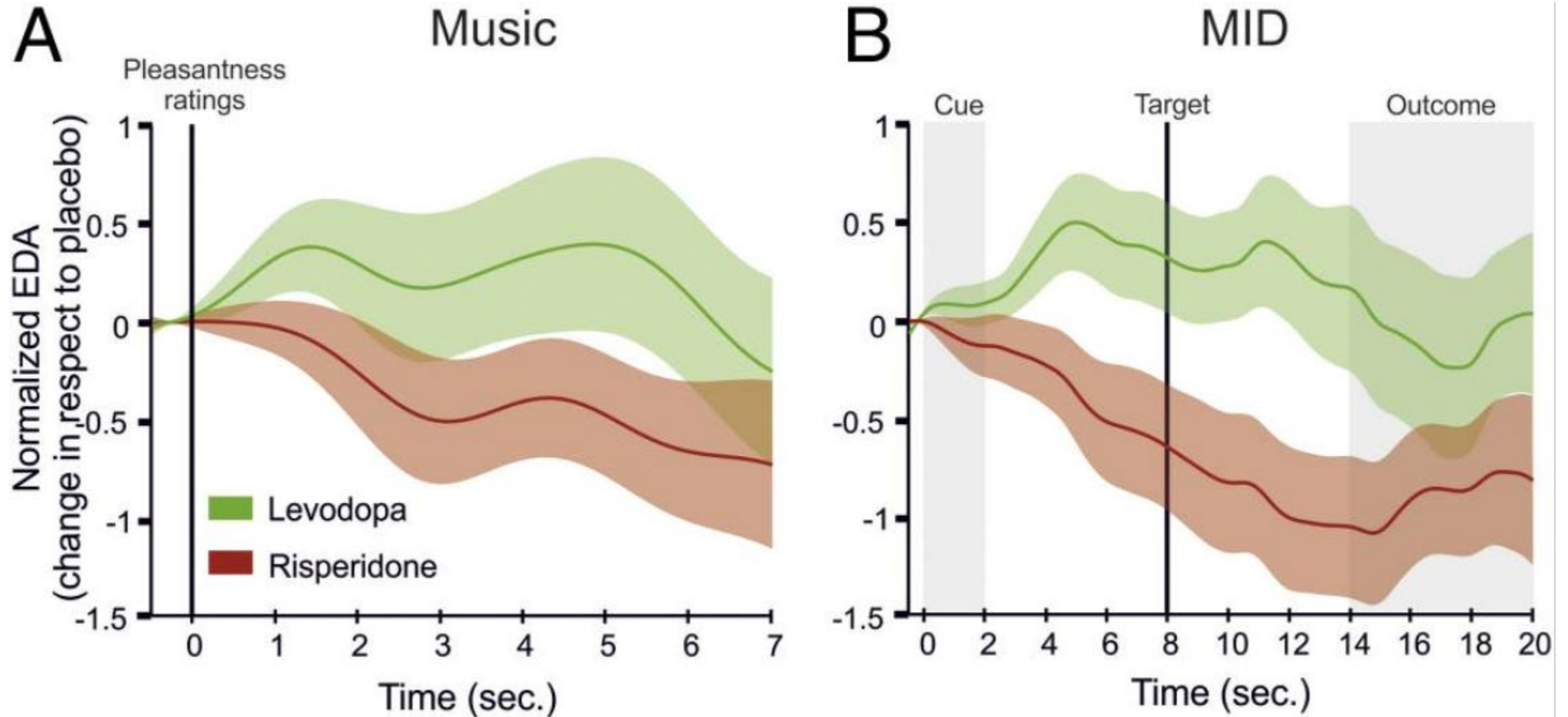
<sup>a</sup>Cognition and Brain Plasticity Unit, Bellvitge Biomedical Research Institute, L'Hospitalet de Llobregat, 08907 Barcelona, Spain; <sup>b</sup>Department of Cognition, Development and Education Psychology, University of Barcelona, 08035 Barcelona, Spain; <sup>c</sup>Laboratoire d'Etude des Mécanismes Cognitifs, Université Lumière Lyon 2, 69676 Lyon, France; <sup>d</sup>Montreal Neurological Institute, McGill University, Montreal, QC H3A 2B4, Canada; <sup>e</sup>International Laboratory for Brain, Music and Sound Research, Montreal, QC H2V 4P3, Canada; <sup>f</sup>Department of Psychology, New York University, New York, NY 10003; <sup>g</sup>Institute of Neuroscience, University of Barcelona, 08035 Barcelona, Spain; <sup>h</sup>Centre d'Investigació de Medicaments, Servei de Farmacologia Clínica, Hospital de la Santa Creu i Sant Pau, 08041 Barcelona, Spain; <sup>i</sup>Departament de Farmacologia i Terapèutica, Universitat Autònoma de Barcelona, 08193 Barcelona, Spain; <sup>j</sup>Pharmacokinetic/Pharmacodynamic Modeling and Simulation, Sant Pau Institut of Biomedical Research, 08041 Barcelona, Spain; <sup>k</sup>Department of Neuropsychology and Psychopharmacology, Maastricht University, 6229 Maastricht, The Netherlands; and <sup>l</sup>Institució Catalana de Recerca i Estudis Avançats, 08010 Barcelona, Spain

Edited by Solomon H. Snyder, The Johns Hopkins University School of Medicine, Baltimore, MD, and approved December 14, 2018 (received for review July 12, 2018)

# Results: reported chills and pleasure



# Results (continued-1): EDA

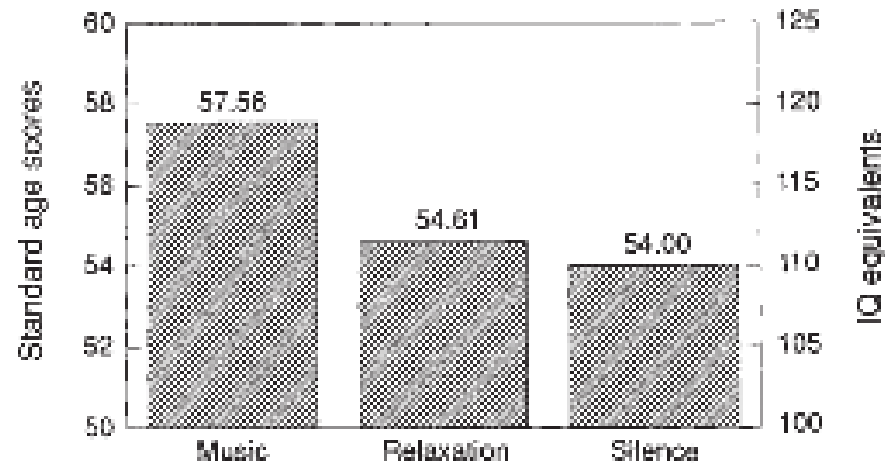


# Results (continued-2): participants' aesthetic judgments provided after each song

- from 1 = no pleasantness to 5 = intense pleasantness
- computed percent of change following risperidone or levodopa administration with respect to placebo
- The analysis revealed a marginal difference between drugs: individuals tend to report higher liking rates following levodopa than risperidone ( $Z = -1.947$ ,  $P = 0.052$ , Wilcoxon signed-rank test).
- No significant changes were observed between drugs for other subjective ratings provided after each song, i.e., familiarity, arousal, and emotional valence (all  $P > 0.105$  Wilcoxon signed-rank tests).

## 五、学习音乐会让人更聪明吗？ Mozart Effect – a neuromyth?

Mozart's Sonata for Two Pianos in D Major K. 448



Rauscher, et al., 1993 Nature

Arousal and Mood explains Mozart effect -->

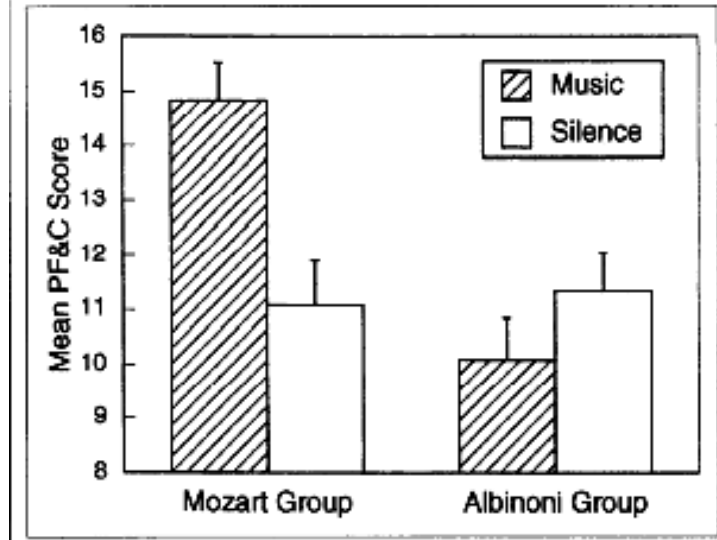


Fig. 1. Participants' mean scores on the paper-folding-and-cutting (PF&C) task after sitting in silence or listening to music. Each participant was tested in a silence condition and a music condition. Half of the participants heard Mozart in the music condition. The other half heard Albinoni. Error bars illustrate standard errors.

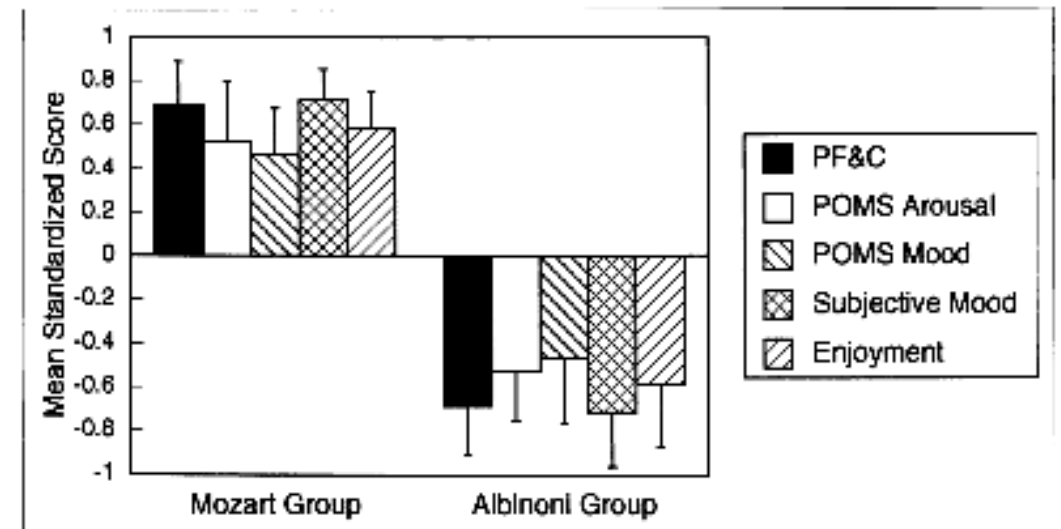
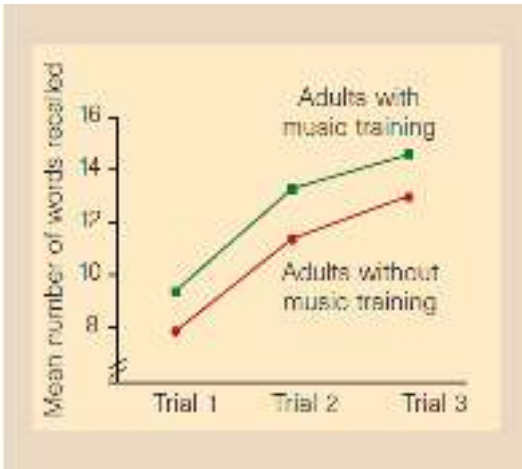


Fig. 2. Participants' mean standardized scores on five measures after listening to Mozart or to Albinoni. Scores are shown for the paper-folding-and-cutting (PF&C) task, Profile of Mood States (POMS) arousal subscale, POMS mood subscale (reverse coded), subjective mood arousal ratings, and enjoyment ratings. Error bars illustrate standard errors.

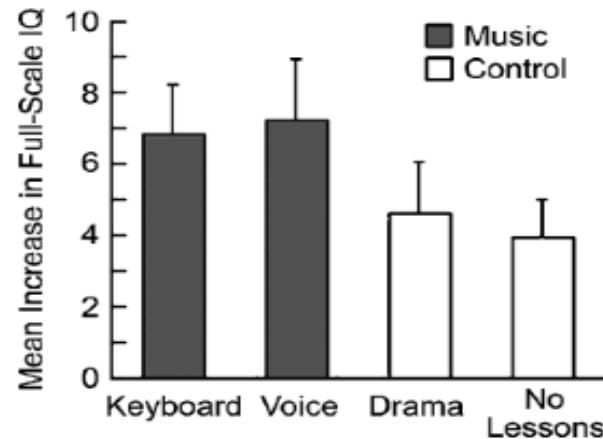
Thompson, et al., 2001 Psychological Science



# Music learning improves IQ?



Chan et al., 1998 Nature



Schellenberg, 2004 Psychological Science

## MUSIC AND IQ: CONTROVERSY AND EVIDENCE

### DO MUSIC LESSONS ENHANCE IQ? A Reanalysis of Schellenberg (2004)

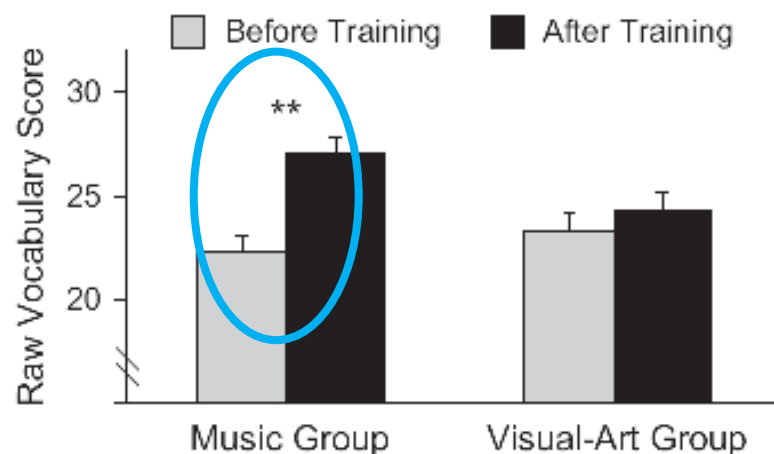
**Kenneth M. Steele**  
*Appalachian State University*

Schellenberg (2004) investigated whether music lessons improved IQ scores in young children in a pretest-posttest design. Six-year-old children were assigned to one of four treatment groups: keyboard instruction, Kodály vocal instruction, drama instruction, or no lessons for 36 weeks during the school year. All groups showed a significant increase in IQ scores over the year. A small, significant difference in gain of 2.7 IQ points was reported when the results of the keyboard and Kodály groups were combined and contrasted against the combined results for drama and no lessons. The combination of groups was not justified theoretically because the Kodály method was presented as being very different from standard musical instruction. Reanalysis of the original uncombined groups produced results that were statistically insignificant and had small effect size values. The hypothesized unique effect of music lessons on IQ scores is still in need of demonstration.

Steele, 2005 The Scientific Review of Mental Health Practice

# 音乐学习向智商的迁移

智力方面的证据仍然有限



**Fig. 1.** Mean verbal intelligence scores before and after training as a function of training group. Vocabulary scores from the Wechsler Preschool and Primary Scale of Intelligence—Third Edition (Wechsler, 2002) were the measure of verbal intelligence. Error bars denote standard errors of the mean. Asterisks denote significant improvement ( $^{***}p < .001$ ).

Moreno et al., 2011. Psychological Science

subtests	All three groups (N=74)		
	pre	post	<i>p</i>
<b>Raw score (SD)</b>			
Vocabulary	18.0 (4.4)	19.9 (5.1)	0.007
Similarities	13.4 (3.9)	15.89 (3.2)	0.001
Animal house	36.6 (11.2)	46.3 (6.9)	0.001
Picture completion	12.0 (2.9)	14.3 (2.9)	0.001
Block design	11.0 (4.4)	16.5 (2.0)	0.001

	Piano	Reading	Control	Group
	( <i>n</i> =30)	( <i>n</i> =28)	( <i>n</i> =16)	difference ( <i>p</i> )
Mean age, months (SD)	54.7 (3.3)	54.6 (3.3)	56.6 (4.6)	0.174
Male/female	17/13	19/9	9/7	0.625
IQ (SD)	122.8 (10.9)	120.5 (12.4)	118.8 (9.9)	0.478
Digit span (SD)	12.1 (3.5)	11.3 (3.8)	12.0 (2.7)	0.664
Flanker (SD)	77.9 (18.7)	78.4 (19.9)	82.2 (19.8)	0.756

Nan et al., 2018 PNAS

# 总结与研究展望

基础研究

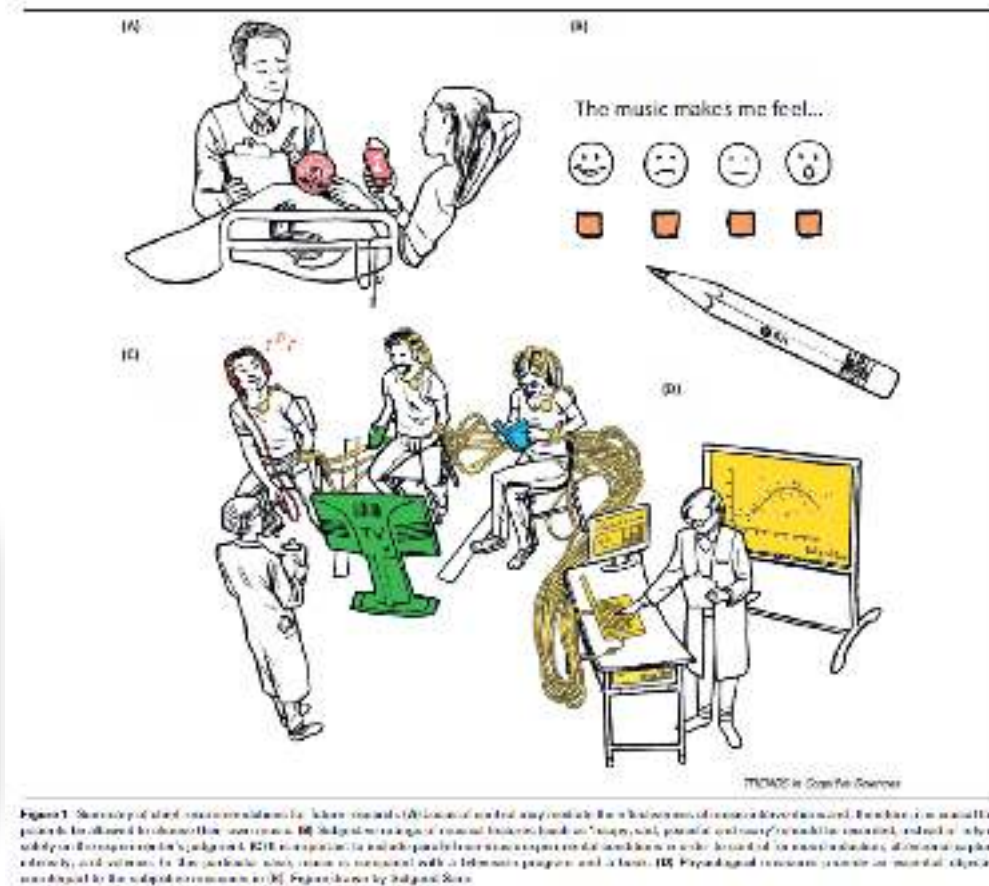
音乐加工的  
脑机制

教育实践

音乐学习  
对脑与认  
知的塑造

医疗应用

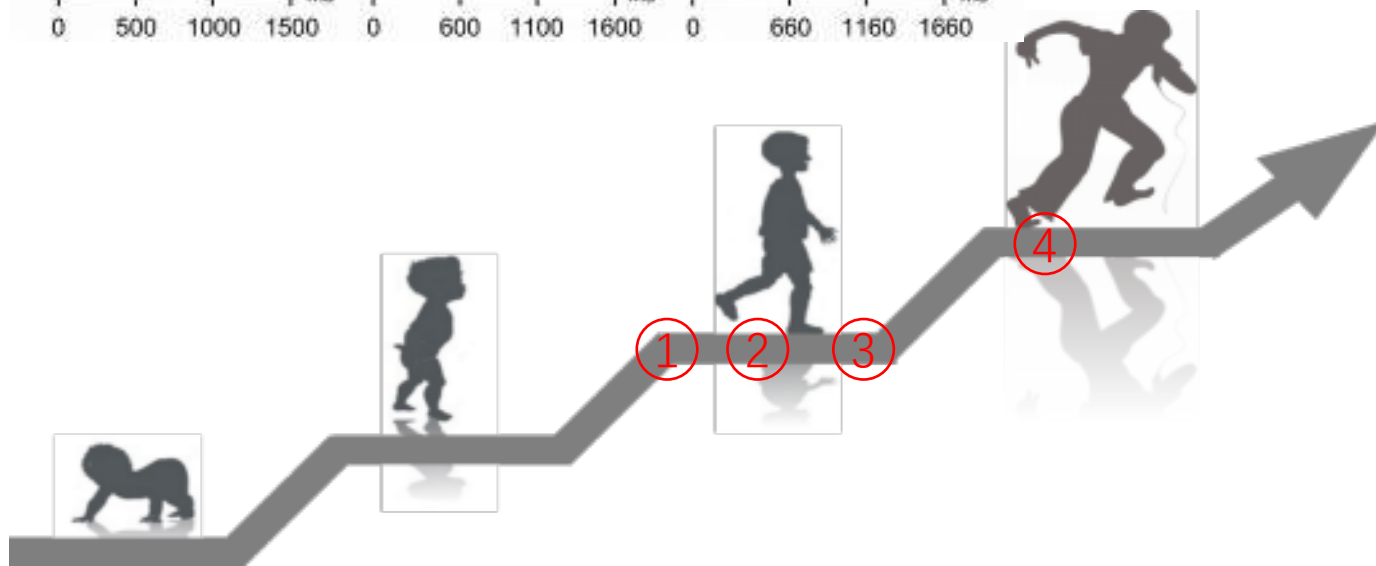
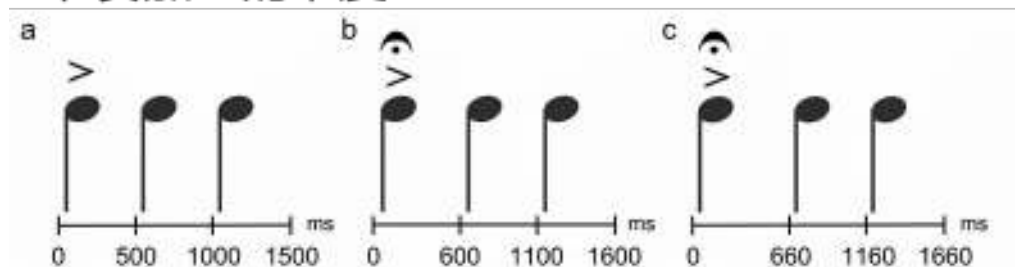
音乐治疗干预语  
言、运动、认知  
及发育障碍的实  
践及机制



Chanda & Levitin, 2013 Cell

# 研究展望： 儿童音乐发展轨迹及其对语言、 执行功能、社会认知与脑发育的影响

节奏加工的维度



- ① First grade, 7 years old
- ② Third grade, 9 years old
- ③ Fifth grade, 11 years old
- ④ Seventh grade, 13 years old

# Acknowledgement

**Thanks!**  
**nany@bnu.edu.cn**



**国家自然科学基金委员会**

National Natural Science Foundation of China





## 思考题

- 1、通过本节课，你对音乐与人脑的研究有什么新的认识？
- 2、本节课的内容中，最让你感到意外的是？



【下一讲】  
脑与认知加工：  
注意