

MEASURING METACOGNITION OF DIRECT AND INDIRECT PARAMETERS OF MOVEMENT



TRAJECTORIES 2

DISCUSSION

ble for metacognitive access.



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INTRODUCTION

Human movement can be very precisely described in terms of kinematics by an external observer. But how well can we describe our actions ourselves? How much do we know about the way we move? Do we judge our movements based on their effect or on the movement parameters of the body itself? When judging our own movements, do we use the same mechanisms for metacognition as we use for the other cognitive domains, or are these mechanisms different?

AIMS

- to develop a paradigm for measuring metacognition of voluntary movement;
- to compare metacognitive ability in visual and motor domains, and how they are combined;
- to compare the metacognitive access to proximal (direct) and distal (indirect) parameters of movement.

METHODS

How do we measure metacognition of action?

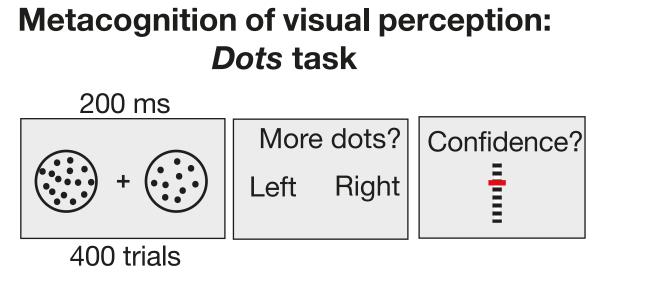
We used a virtual version of the Skittles task: a ball-throwing task, where the trajectory of the ball is fully determined by 2 parameters: the speed and the angle at the point of ball release.

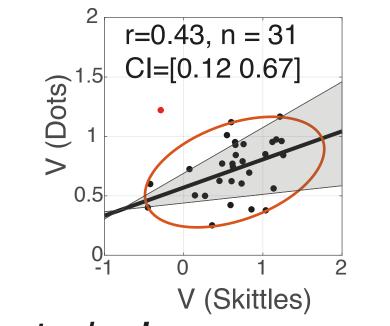
We quantified metacognitive efficiency as the ratio between meta-d' and d' to account for Type I performance level fluctuations (Maniscalco & Lau, 2012). To avoid large fluctuations in d', we controlled Type I performance level with a staircasing procedure at ~71%.

Experiment 1:

Skittles task with Type I task about trajectories + visual metacognition task (*Dots* task). Type II task responses on a continuous scale.

Visual (Skittles) vs visual (Dots)





Validation of the visual 'Skittles-Trajectories' task using visual 'Dots' task

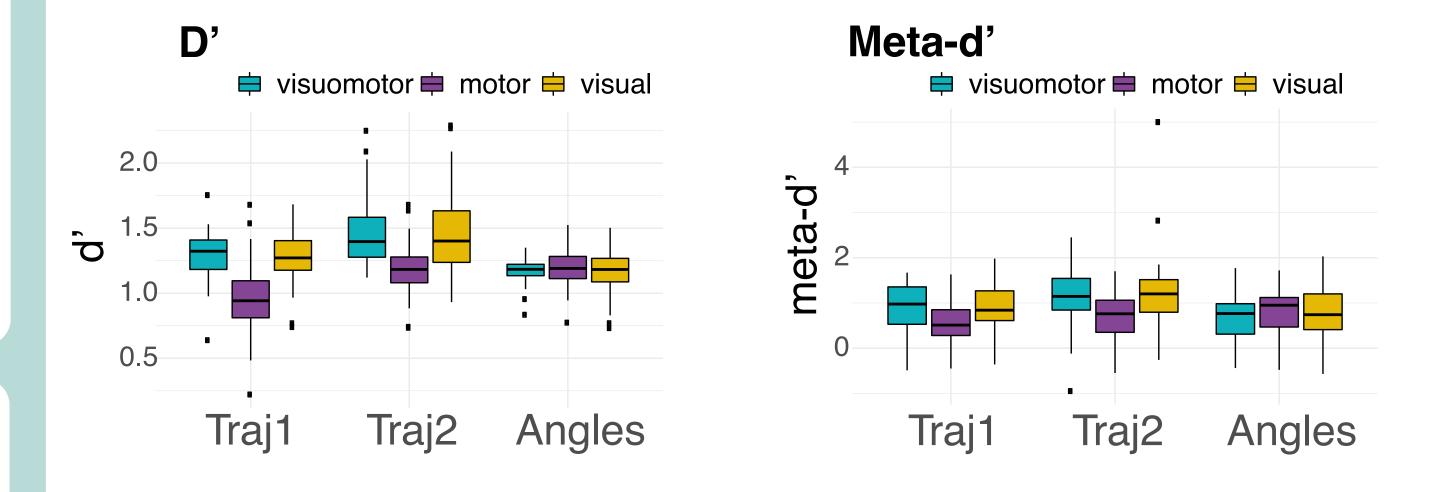
Experiment 2:

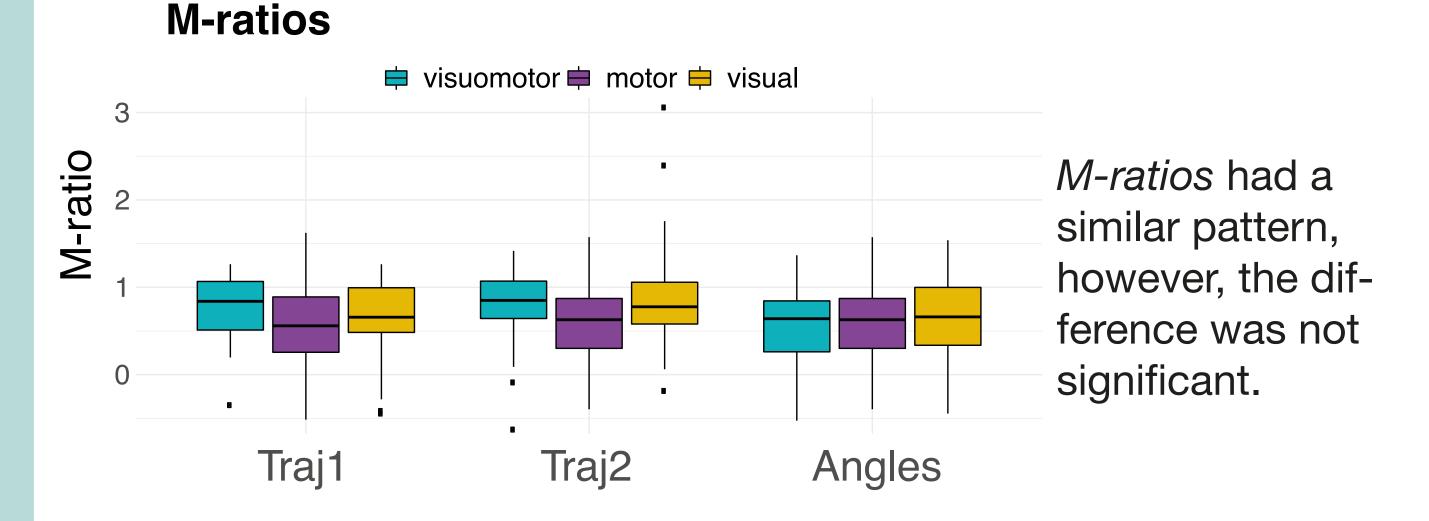
Skittles task with two Type I tasks:

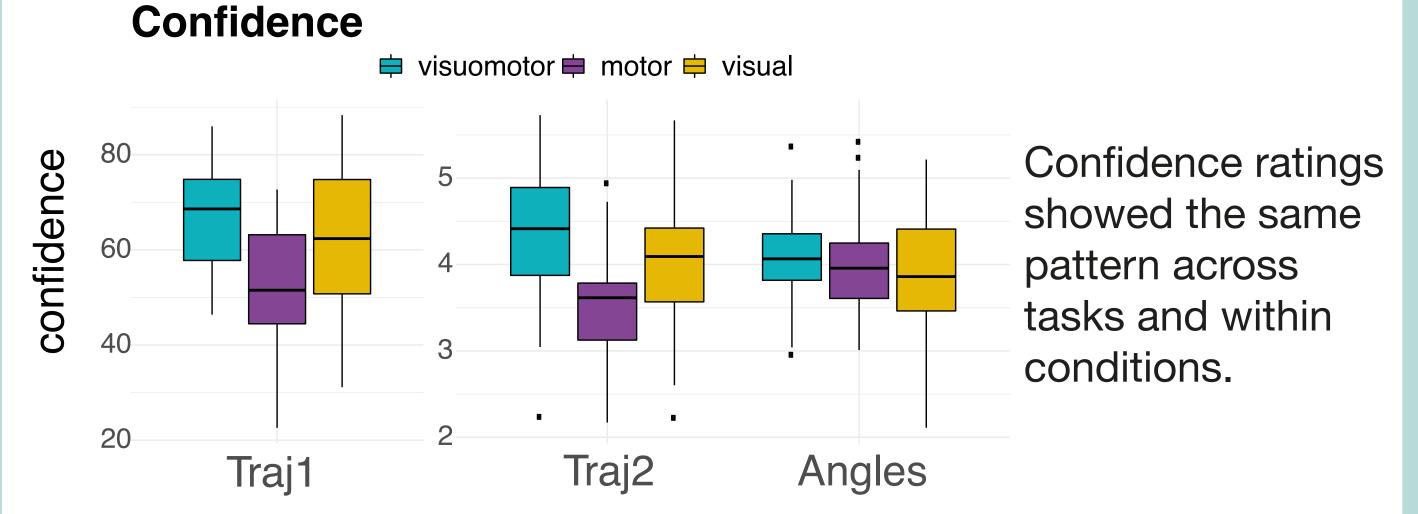
- 1) about a distal parameter (trajectories)
- 2) about a proximal parameter (angle at the point of the ball release).
- Type II responses on a discrete 6-point scale.

RESULTS

D' and meta-d' were stable in Angles task across conditions, but were lower in motor than in other conditions in *Trajectories* tasks.

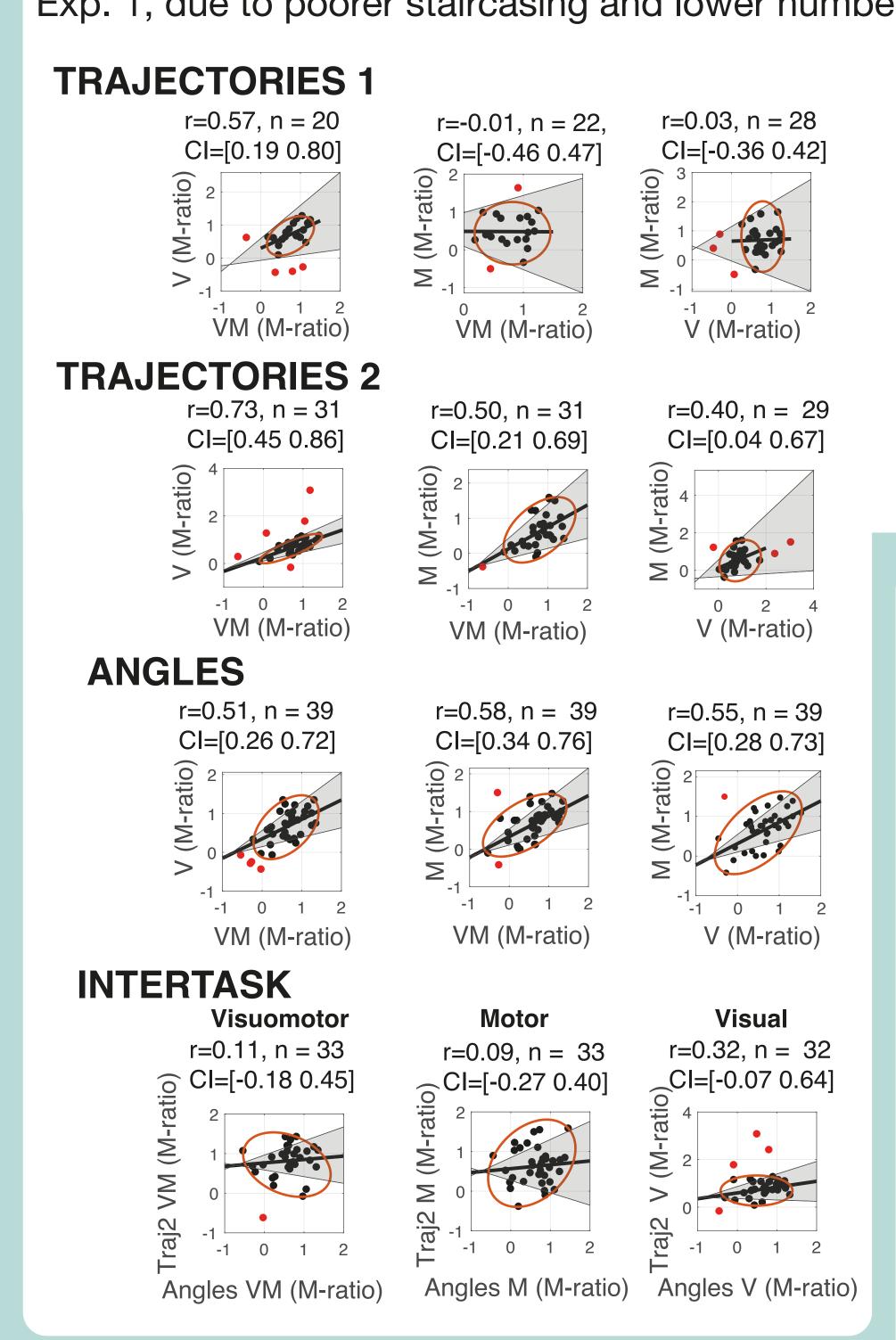






Correlations:

For correlations analysis, we used a robust procedure: skipped correlations. They take into account the data structure and protect against bivariate outliers (Pernet et al 2013). In *Trajectories-1*, there was correlation only between visuomotor and visual conditions. Correlations were found in *Trajectories-2* and *Angles* tasks across all conditions. No correlations were found for the same conditions across two tasks. Different correlation patterns in *Trajectories-1* and *Trajectories-2* could be explained by noisier *M-ratios* estimates in the Exp. 1, due to poorer staircasing and lower number of trials in Exp. 2. **ANGLES**



tions (in *Angles* and *Trajectories-2* tasks) indicate a domain-general mechanism of metacognition. However, the absence of intertask correlations for the same domains shows that metacognition was affected by differences between the tasks, such as different temporal properties, attentional demands and different information integration over the course of trials or testing sessions. Correlation between visual Dots task and visual *Trajectories* task in Experi-

No significant difference was found

between metacognitive efficiency when

measured with proximal and distal pa-

rameters of movement. Both are availa-

Correlations between metacognitive

efficiency in motor and visual condi-

References:

different tasks.

Maniscalco, B., & Lau, H. (2012). A signal detection theoretic approach for estimating metacognitive sensitivity from confidence ratings. Consciousness and cognition, 21(1), 422-430. Pernet, C. R., Wilcox, R. R., & Rousselet, G. A. (2013). Robust correlation analyses: false positive and power validation using a new open source Matlab toolbox. Frontiers in psychology, 3, 606.

ment 1 shows that similar metacogni-

tive mechanisms were used in two very

Metacognition of arm movements: Skittles task Skittles game

