
Altered Reaching Following Adaptation To Optical

The Organization of the Retina and Visual System

Alter Ego

Report

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Proceedings of the Occupational Therapy Symposium on Somatosensory Aspects of Perceptual Deficit, Boston University, Boston Mass., March 7-10, 1972

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*Altered Reaching
Following Adaptation
To Optical*

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ANASTASIA BRYSON

The Organization of the Retina and Visual System

Heroic Publishing Inc
Humans are very good at learning to
make new movements, whether this is to
practice a skill that many other people

can perform or to overcome a new
situation that they have never
encountered. For instance, astronauts
learn to maneuver in zero gravity and
skydivers learn to precisely control
falling with the poise of an acrobat. The
same learning is evident in everyday life,
as people regularly adjust for the small
changes to their movements caused by

articles of clothing, such as the additional weight of a watch on the forearm or the differences in gait necessary for many types of shoes. In motor learning research, it has been an open question whether learning a new skill, such as the controlled fall from skydiving, is the same as altering an existing motor skill, such as reaching, to compensate for the weight of a watch. In my dissertation work I have focused on the question of how and why people alter their existing motor skills, a type of learning called adaptation. Adaptation is a specific subset of motor learning that occurs when the sensory outcome of motor commands is systematically altered. In order to induce this adaptation in the laboratory, we manipulate the visual feedback that

human participants see when they are performing reaching tasks. It is thought that this type of learning, visuomotor adaptation, is driven by the difference between the feedback that was predicted to occur and the actual feedback. This discrepancy in feedback is known as a sensory prediction error. If present, these errors indicate that the sensorimotor system is not properly calibrated, and future motor commands (and their predicted sensory outcomes) are adjusted to bring the system back into alignment. Adjustments made to the motor commands by this process are historically believed to be independent of other factors that commonly affect learning, such as reward and punishment. It is becoming increasingly accepted, however, that the behavior

observed in sensorimotor adaptation tasks may not only be the output of error-based adaptation. In the work that forms my dissertation, we attempted to characterize the effect of three different systems on behavior in visuomotor adaptation tasks. In Chapter 1, we examined savings-upon-relearning in visuomotor adaptation tasks. Savings is the phenomenon of faster relearning after something has been forgotten. Visuomotor adaptation seems to be an ideal form of learning to study savings-upon-relearning, as participants can rapidly learn to compensate for altered visual feedback while also decaying fully to baseline behavior within a single experimental session. Following this "forgetting" of the motor memory, participants can then be re-exposed to

the same visual perturbation; savings would be evident if they compensate for the perturbation faster during re-exposure compared to the first learning event. This has been a conundrum for models of sensorimotor adaptation that function solely on sensory prediction errors, as the error size is the same for both learning episodes. If learning was only driven by these errors, it should proceed at the same rate both times. Here we examine the idea that this faster relearning comes from outside of the motor system and is not driven by sensory prediction errors, but rather an impetus to restore good task performance. Specifically, the results indicate that savings comes about because participants learn to implement a cognitive aiming strategy that helps

them hit the target again. The difference in the rate of behavioral change arises because participants require time to develop the strategy when first encountering the altered visual feedback, but can then immediately implement it upon re-encountering the altered feedback. In Chapter 2, we attempted to isolate the effects of error-based adaptation with a novel experimental manipulation. Participants were exposed to altered visual feedback and, unlike traditional adaptation studies, were fully informed of the nature of this alteration and explicitly told to ignore it. The specific visual feedback manipulation employed is known as a "visual error clamp," where the visual cursor is set to a fixed heading angle. This means that no matter where

the participant moves in the workspace, the feedback will always move in this direction instead of the direction of movement. We carefully manipulated the offset of the heading angle for this feedback relative to the direction participants were reaching in order to induce task-irrelevant sensory prediction errors. The only reason participants should adjust for these error clamps is if error-based learning is taking place given that they were told to ignore the feedback. We observed very robust adaptation in response to this manipulation. Surprisingly, the adaptation was consistent with that observed in typical adaptation studies in every way but one: the size of the change in behavior was not related to the size of the error. This is potentially a

substantial challenge for theories of error-based adaptation, as they predict that there is either a linear or curvilinear relationship between error size and the magnitude of the adaptive response. In Chapter 3, we explore the consequences that intrinsic biases have on visuomotor adaptation studies. When participants move without visual feedback, they often exhibit individual biases in the direction of their reaches. Here we show that there is a systematic bias for all participants, varying with the reach direction, and that it cannot be fully eliminated through visuomotor adaptation. This is because learning at any given reach direction is not fully independent of learning in other directions given that learning generalizes locally in the workspace.

Furthermore if feedback is removed (a common manipulation in adaptation tasks), participants will drift back to this bias over time. If unaccounted for, this systematic bias (or its re-emergence) can be misinterpreted as a learning effect in adaptation tasks. We outline a few experimental and analytical techniques that can help account for this bias in these tasks so that future researchers can study adaptation without this contaminant. Taken together, these studies show that many different processes contribute to the behavior of participants in sensorimotor adaptation tasks. These processes function with considerable independence and affect behavior in response to distinct stimuli. We have made an attempt to dissociate these processes

primarily at a psychological level, a critical step for the investigation of the neural underpinnings of such processes. **Alter Ego** Harpercollins College Division Speech recognition technology is being increasingly employed in human-machine interfaces. A remaining problem however is the robustness of this technology to non-native accents, which still cause considerable difficulties for current systems. In this book, methods to overcome this problem are described. A speaker adaptation algorithm that is capable of adapting to the current speaker with just a few words of speaker-specific data based on the MLLR principle is developed and combined with confidence measures that focus on phone durations as well as on acoustic features. Furthermore, a

specific pronunciation modelling technique that allows the automatic derivation of non-native pronunciations without using non-native data is described and combined with the previous techniques to produce a robust adaptation to non-native accents in an automatic speech recognition system.

Report Routledge

The goal of this book is to put together some of the main interdisciplinary aspects that play a role in visual attention and cognition. The book is aimed at researchers and students with interdisciplinary interest. In the first chapter a general discussion of the influential scanpath theory and its implications for human and robot vision is presented. Subsequently, four characteristic aspects of the general

theme are dealt with in topical chapters, each of which presents some of the different viewpoints of the various disciplines involved. They cover neuropsychology, clinical neuroscience, modeling, and applications. Each of the chapters opens with a synopsis tying together the individual contributions.

The Body Senses and Perceptual Deficit
Cambridge University Press

The History of Neuroscience in
Autobiography Oxford University Press

*Bimanual Transfer and Retention of
Visuomotor Adaptation is Driven by
Explicit Processes* Springer

Numerous studies have investigated motor learning by examining the adaptation of reaching movements to visuomotor perturbations that alter the mapping between actual and visually

perceived hand position. The picture of the visuomotor transformation from visual input to motor input that has developed consists of three broad phases: integration of hand and target locations in a common reference frame, calculation of a movement vector between hand and target, and transformation of this movement vector from the common reference frame into motor commands. The process of adapting to a visuomotor rotation is generally viewed as an alteration of the vectorial representation of reach planning. When visual feedback is rotated, the motor and visual directions no longer coincide and the motor command executed is remapped to the subsequent visual direction produced. In the current set of studies, we examined

how learning a visuomotor rotation while reaching to a target with a curved hand path generalizes to straight path reaching and novel target directions. We found that there is very little to no generalization of learning between curved reaches and straight reaches when given only endpoint feedback. With continuous visual feedback, we found partial transfer. This suggests that in the absence of visual feedback, the vectorial adaptation hypothesis is insufficient and adaptation to a visuomotor rotation is mediated by the later stages of the visuomotor transformation, when the motor commands specific to the hand path used are being generated.

Generalisation of Adaptation to a Visuomotor Rotation from Curved to

Straight Line Reaching Elsevier

A seminal global analysis of the adaptation strategies of businesses and corporations in response to climate change.

Towards a Learning System for Robot Hand-eye Coordination Annual Reviews

This is a collection of autobiographical essays by notable senior scientists who discuss the major events that shaped their discoveries and their influences, as well as the people who inspired them and helped shape their careers as neuroscientists.

Publication Routledge

Aims and methods. The study of causation. The development of behaviour. Evolution.

Understanding the Human Dimensions Oxford University Press

Reaching with altered visual feedback of the hand's position in a virtual environment leads to reach adaptation in the trained hand, and also in the untrained hand (Wang & Sainburg, 2002). In the current study, we asked if reach adaptation in the untrained (right) hand is due to transfer of explicit (i.e., EA; conscious strategy) and/or implicit adaptation (i.e., IA; unconscious) from the left (trained) hand, and if the transfer of EA and IA changes depending on how one is made aware of the visuomotor distortion. We further asked if EA and IA are retained in the trained and untrained hand for 24 hours. Participants (n=60) were evenly divided into 3 groups (Strategy, No-Strategy, and Control). All participants reached to visual targets while seeing a cursor on

the screen that was rotated 40° clockwise relative to their hand motion. Participants in the Strategy group were instructed on how to counteract the visuomotor distortion. The No-Strategy group was not told of the upcoming visuomotor distortion but was later asked to reach while engaging in any strategy they had learned in order to assess EA. Participants in the Control group were also not told of the upcoming visuomotor distortion and were never instructed to engage in any strategy when reaching. EA and IA were assessed in both the trained and untrained hands immediately following rotated reach training, and 24 hours later by having participants reach without the cursor when instructed to: (1) aim so that your hand lands on the target (to assess IA)

and (2) use what was learned during training so that the cursor lands on the target (to assess EA + IA; exception of Control group). Results revealed that the groups differed with respect to the extent of reach adaptation achieved when initially training with the rotated cursor, such that the Strategy group had greater EA and less IA compared to the No-Strategy group in the trained hand. Unexpectedly, the Control group also showed less IA compared to the No-Strategy group, but was similar to the Strategy group. For both the Strategy and No-Strategy groups, EA was transferred between hands and was retained over time. While the extent of IA varied between groups in the trained (left) hand immediately following reach training trials, significant transfer of IA

was not found in any of the three groups. Retention of IA was observed in the trained hand but decayed over testing days. Together, these results suggest that while initial EA and IA in the trained hand is dependent on how one is made aware of the visuomotor distortion, transfer and retention of visuomotor adaptation is driven almost exclusively by EA, regardless of instructions provided.

Neurosciences Research Symposium

Summaries North Atlantic Books

Founded on an analysis of scientific literature and backed by an abundance of references, this timely new book examines problems related to sports training, as well as the concept that training-induced changes are founded on adaptive protein synthesis. Discussions

include: Alterations in the organism's adaptivity during exercise training
Intracellular control of protein synthesis
points on molecular mechanisms in exercise training
Endocrine mechanisms with regard to acute adaptation during exercise, as well as amplification and post-translation control of the adaptive protein synthesis
Practical benefits of the adaptation process in training
Aerospace Medicine and Biology Wiley-Interscience
The Routledge Handbook of Motor Control and Motor Learning is the first book to offer a comprehensive survey of neurophysiological, behavioural and biomechanical aspects of motor function. Adopting an integrative approach, it examines the full range of key topics in contemporary human movement

studies, explaining motor behaviour in depth from the molecular level to behavioural consequences. The book contains contributions from many of the world's leading experts in motor control and motor learning, and is composed of five thematic parts: Theories and models
Basic aspects of motor control and learning
Motor control and learning in locomotion and posture
Motor control and learning in voluntary actions
Challenges in motor control and learning
Mastering and improving motor control may be important in sports, but it becomes even more relevant in rehabilitation and clinical settings, where the prime aim is to regain motor function. Therefore the book addresses not only basic and theoretical aspects of motor control and learning but also

applied areas like robotics, modelling and complex human movements. This book is both a definitive subject guide and an important contribution to the contemporary research agenda. It is therefore important reading for students, scholars and researchers working in sports and exercise science, kinesiology, physical therapy, medicine and neuroscience.

Bulletin National Academies Press
For research workers, teachers, and students.

Woodworth & Schlosberg's Experimental Psychology The History of Neuroscience in Autobiography
A selection of annotated references to unclassified reports and journal articles that were introduced into NASA scientific and technical information system and

announced in Scientific and Technical Aerospace Reports (STAR), International Aerospace Abstracts (IAA).

Colloque, Lyon-Pérourges, 11-12 Avril 1975

Reports of workshops and meetings conducted by the Program.

Global Environmental Change

Publishes original critical reviews of the significant literature and current developments in psychology.

Aspects of Neural Plasticity (Plasticité Nerveuse)

A stroke is a devastating occurrence in the life of a family. After damage is assessed, the patient, family members, caregivers, doctors and friends collaborate on rehabilitation. It is important to understand what kind of stroke the patient suffered and what

kinds of physical, neural and nutritional therapies can help to restore normal functioning. This entry in North Atlantic's Family Health Series is a guide to the causes and consequences of a stroke. It outlines a systematic plan to help restore normal living developed by healthcare professionals active in Australia stroke support groups. They are joined by a Feldenkrais practitioner and a naturopathic physician who describe bodywork and nutritional approaches to complement conventional medicine. After a Stroke will help you understand limitations, effects and recovery prognosis of different kinds of strokes; locate movement therapies and body work to stimulate and re-educate the brain and neural-limb coordination; organize a "health team" blending the

best of current orthodox medicine with the best of traditional, natural therapies; and chart daily patient progress with worksheets, charts and tables.

Information Circular

My first study attempted to determine the effects of practicing a novel motor task on the use of motor abundance over the course of learning. The experiment had naive subjects practice throwing a Frisbee at a target from a well-controlled initial position. Joint configuration variance was partitioned with respect to hand/Frisbee movement along a straight path to the target (typically referred to as movement extent in reaching studies), movement orthogonal to the path (movement direction), hand path velocity, and the hand's orientation to the target. With practice, both VUCM and

VORT decreased with respect to all of the above performance variables. The decrease in VUCM was smaller than the decrease in VORT, however, when analyzed with respect to the control of movement direction and the hand's orientation to the target. Thus, the proposed UCM control law evolved selectively with learning (i.e., VUCM " VORT) to provide greater consistency of performance variables whose control are apparently more important to task success.

Oculomotor Change in the Compensation for Prismatic Displacement

Global environmental change often seems to be the most carefully examined issue of our time. Yet understanding the human side--human causes of and responses to

environmental change--has not yet received sustained attention. Global Environmental Change offers a strategy for combining the efforts of natural and social scientists to better understand how our actions influence global change and how global change influences us. The volume is accessible to the nonscientist and provides a wide range of examples and case studies. It explores how the attitudes and actions of individuals, governments, and organizations intertwine to leave their mark on the health of the planet. The book focuses on establishing a framework for this new field of study, identifying problems that must be overcome if we are to deepen our understanding of the human dimensions of global change, presenting conclusions

and recommendations.

Business Adaptation to Climate Change

Visuomotor adaptation arises when reaching in an altered visual environment, where one's seen hand position does not match their felt (i.e., proprioceptive) hand position in space. Here, we investigated if proprioceptive training (PT) benefits visuomotor adaptation, and if these benefits arise due to implicit (unconscious) or explicit (conscious strategy) processes. A total of 72 participants were divided equally into 3 groups: Proprioceptive training with feedback (PTWF), Proprioceptive training no feedback (PTNF), and Control (CTRL). The PTWF and PTNF groups completed proprioceptive training (PT), where a participant's hand was passively moved

to an unknown reference location and they judged the felt position of their unseen hand relative to their body midline on every trial. The PTWF group received verbal feedback with respect to their response accuracy on the middle 60% of trials. The CTRL group did not complete PT and instead sat quietly during this time. Following PT or time delay, all three groups reached when seeing a cursor that was rotated 30° clockwise relative to their hand motion, followed by a series of no-cursor reaches to assess implicit and explicit adaptation. Results indicated that the PTWF group improved their sense of felt hand position following PT. However, this improved proprioceptive acuity did not benefit visuomotor adaptation, as all three groups showed similar visuomotor

adaptation across rotated reach training trials. Visuomotor adaptation arose implicitly, with minimal explicit contribution for all three groups. Thus, these results suggest that passive

proprioceptive training with feedback does not benefit, nor hinder, implicit visuomotor adaptation.
[Routledge Handbook of Motor Control and Motor Learning](#)

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