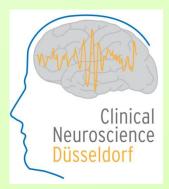
#### Motor priming by action-related verbs

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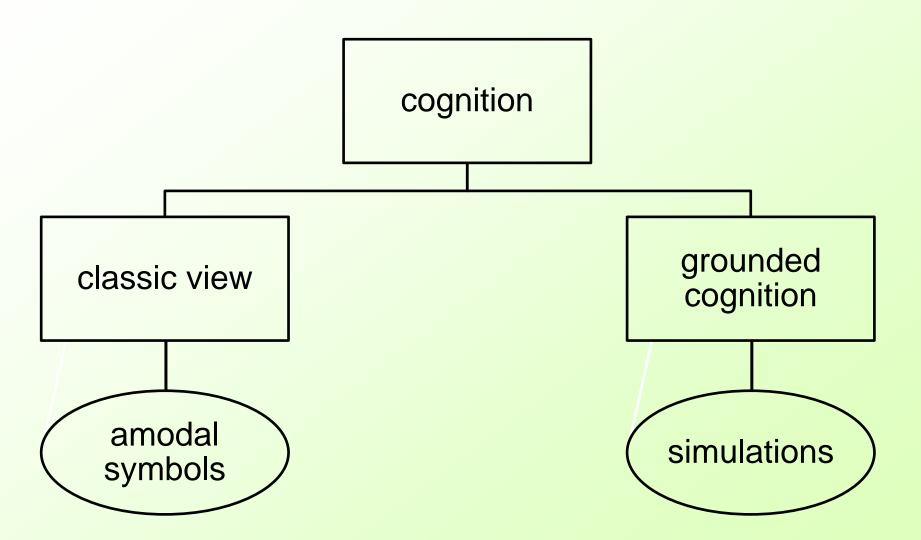
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# **Introduction**



#### Introduction – short summary

- location of activation
  - motor areas
- activation crucial?
  - possible; seems to be crucial
- time course?
  - about 170-200 ms after word onset

#### Introduction - relevant research

- focus on reaction time
- semantic processing seems important (Sato et al., 2008; Mirabella et al., 2012)
- different findings
  - interference effect (Boulenger et al., 2008)
  - facilitation effect (Scorolli & Borghi, 2007)

#### Introduction – relevant research

- timing: 400 ms
- task
  - no reaction to the prime verb
  - hand and foot reactions in one task required
- modulation of
  - imageability (Imgbl.)
  - movement energy (MovEn.)

#### Introduction - design/hypotheses

motor priming paradigm applied

#### hypotheses

main effect response

main effect imageability

main effect movement energy

interaction verb\*response

hand reactions faster than foot reactions

high level elicits faster reactions

high level elicits faster reactions

interference/facilitation

#### Methods - participants

- 21 healthy subjects (10 male, mean age = 21.3, SD = 1.2)
  - monolingual German native speakers
  - right-handedness and right-footedness confirmed

#### Methods - verbs

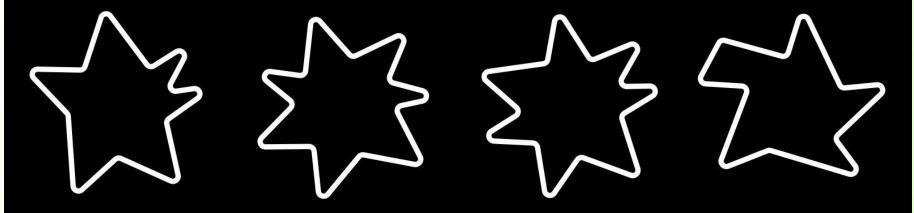
 stimulus set: 96 action verbs (48 hand verbs + 48 foot verbs) + 12 non-body verbs

Imgbl.	high		low	
MovEn	high	low	high	low
Hand verbs Foot verbs	boxen, kneifen eilen, rennen	angeln, binden gehen, stehen	kehren, rütteln hasten, rasen	fassen, tippen hoppeln, trotten
	hi_hi	hi lo	lo_hi	lo lo

- non-body verbs
  - ähneln, grübeln, wundern, wünschen...

#### Methods - shapes

- shape decision task
  - 12 pointed shapes, 12 rounded shapes
- hand reactions: space-key
- foot reactions: foot pedal



S Z Z Z Z  $\frac{1}{2}$ 

#### Methods - procedure

- 6 practice trials
- 6 blocks à 72 trials (432 trials)

Fixation	Cue	Prime	Break	Target	Response
+	+	boxen sprinten wünschen			Button Pedal
1000 ms	500 ms	300 ms	100 ms	max. 2000 ms	

#### Methods - statistical design

repeated measures ANOVA

# factors

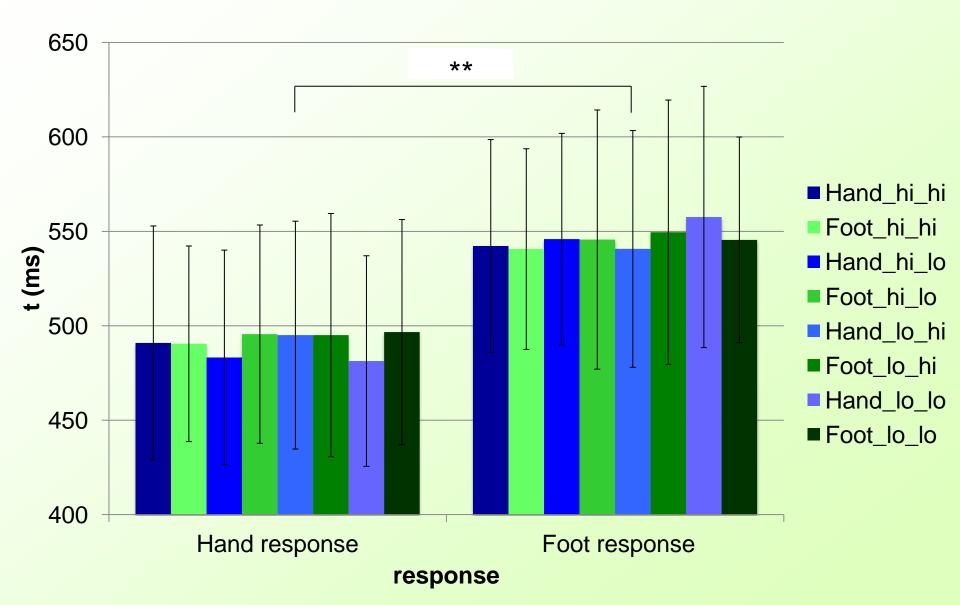
- imageability (2: high, low)
- movement energy (2: high, low)
- response (2: hand, foot)
- verb (2: hand, foot)

# <u>Results</u>

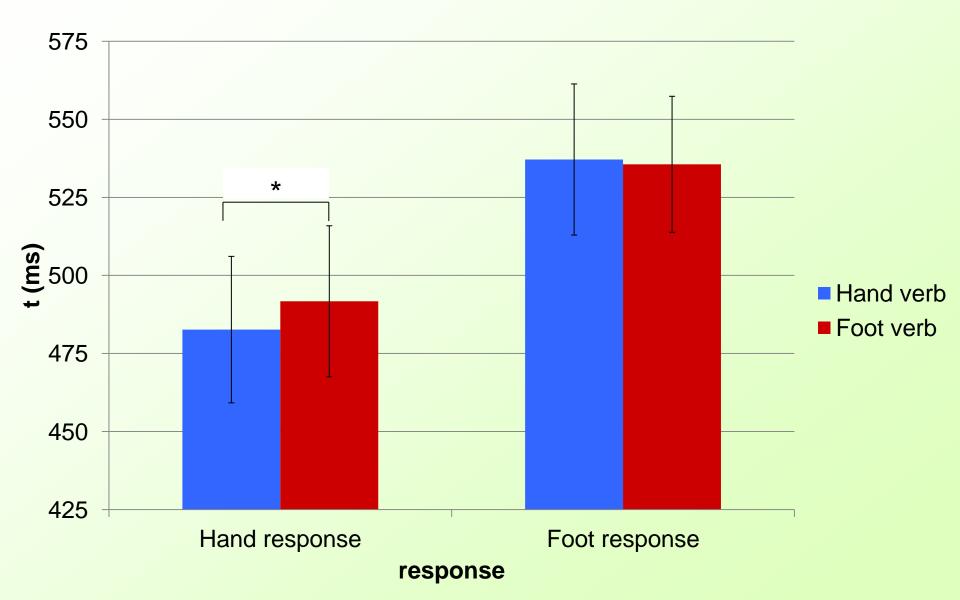
factor	per-subject analysis	per-item analysis	
response	**	**	
verb	n.s.	n.s.	
Imgbl.	p = .072	n.s.	
MovEn.	n.s.	n.s.	
verb*response	n.s.	*	
verb*response*MovEn.	*	*	

\*\* p ≤ .001

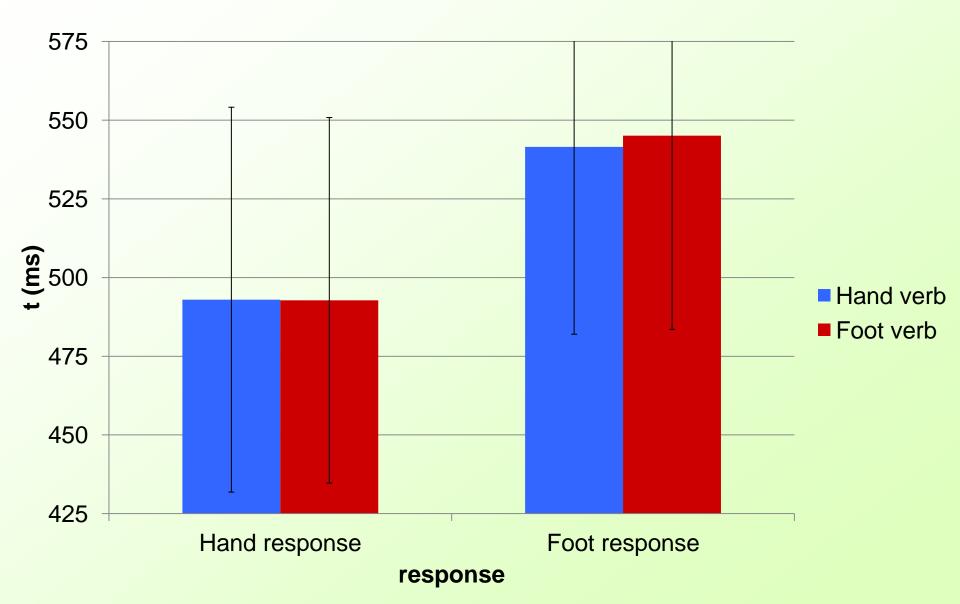
#### Results – main effect response



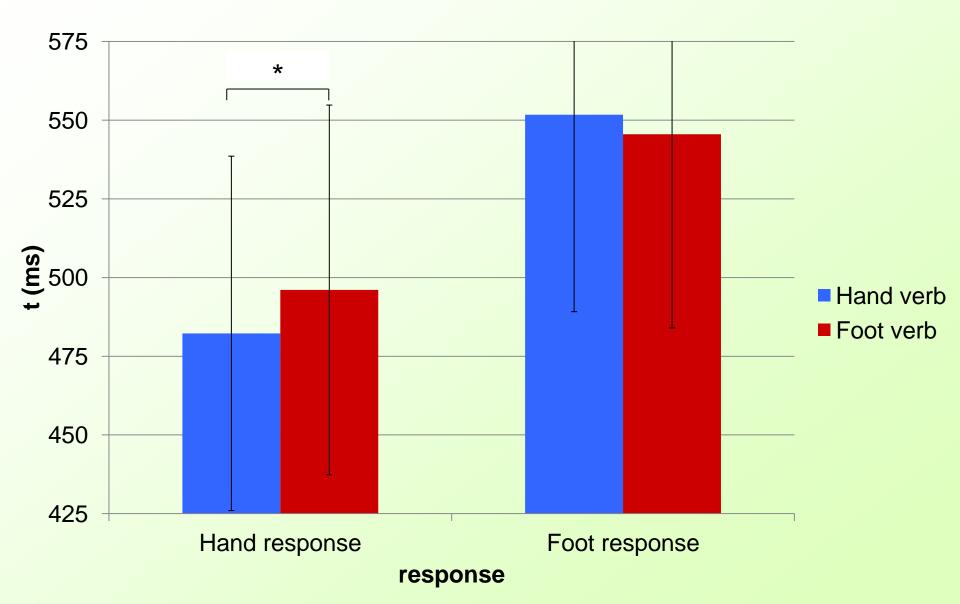
#### <u>Results – interaction verb\*response</u>



# <u>Results – interaction verb\*response\*MovEn.</u>



### <u>Results – interaction verb\*response\*MovEn.</u>



#### **Discussion**

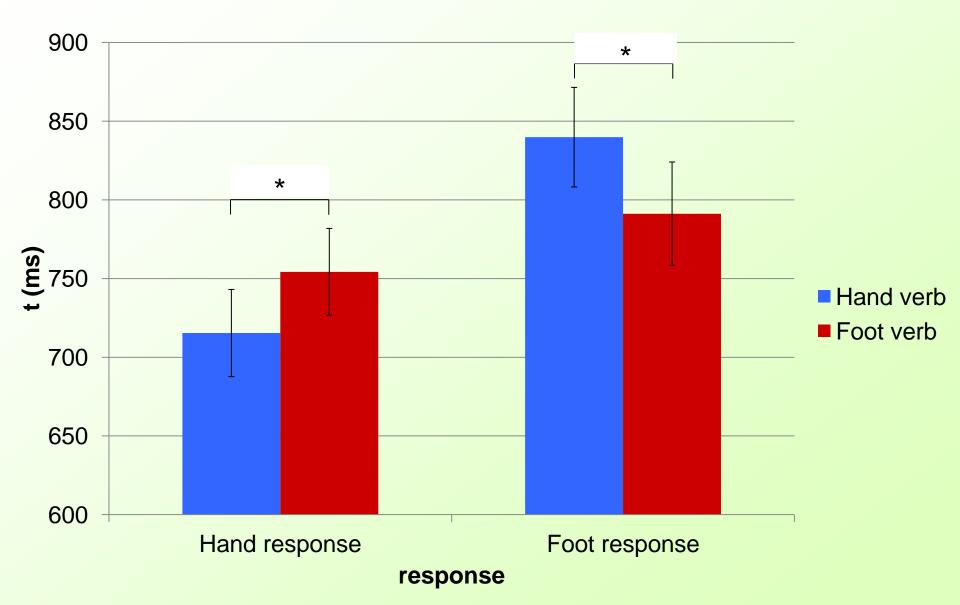
- no main effect Imgbl./MovEn.
  - no reaction to verb required
- interaction verb\*response\*MovEn.
  - facilitation effect
  - → results support grounded cognition (Barsalou, 2008)

## Future research

semantic factors influence response times
EEG/MEG

- timing
  - shorter time span
  - masked prime
- task
  - same design
  - reaction only following an action verb

#### Future research – Work in progress



# The end.

#### Thank you for your kind attention!