

# The effect of a perceptual-motor training program on the neural processing efficiency of college football athletes

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## Background

- Efficiency of brain processes is essential for success in cognitively demanding sports<sup>1</sup>
  - Visual, cognitive and motor integration determines performance capabilities
  - Open-skill sport athletes exhibit fast reaction time and low response variability<sup>2</sup>
- Speed and accuracy of responses to visual stimuli may relate to injury susceptibility<sup>3</sup>
  - Time required to process complex stimuli and generate proper motor responses
  - Trade-off between speed and accuracy may be an important consideration



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## Study Purpose

- Injury avoidance and performance enhancement are key concerns for college football programs
- Potential for improvement of perceptual-motor efficiency has not been clearly established
- Purposes of this study were to assess: 1) improvement of performance through motion detection training and 2) relationships among performance metrics and injury occurrences



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## Methods

- Baseline assessment of 87 Division I-FCS football athletes prior to beginning of pre-season practice sessions

- Age:  $20.7 \pm 1.7$  years; Height:  $185.2 \pm 10.1$  cm; Mass:  $102.5 \pm 19.5$  kg

Congruent



Incongruent



- 2 trials of 20 repetitions (10 Incongruent & 10 Congruent)
- 5-arrow displays presented for 300 ms (random order)
- Inter-stimulus intervals range from 500 ms to 1500 ms

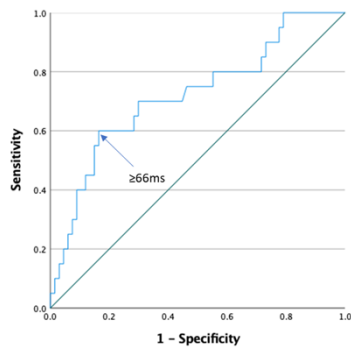
- Flanker Conflict Effect (FCE) = Incongruent Avg RT – Congruent Avg RT
- Rate Correct Score (RCS) = Number of Correct Responses / Total RT for 20 repetitions
- Reaction Time Variability (RTV) = Intra-Individual Std Dev of 20 test repetitions



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## Methods: Retrospective Analysis

- Optimal FCE cut point for history of core or lower extremity injury (CLEI) during prior 12 mo
  - CLEI: any sprain or strain that ended participation in any practice session or game



Assigned to Train Group n=25

Flanker Conflict Effect $\geq 66$ ms	CLEI - Previous 12 Months		Incidence
	Yes	No	
Yes	12	13	48%
No	8	54	13%
Total	20	67	

Sensitivity 60%    Specificity 81%

$\chi^2(1)=12.40$     **OR=6.23**  
 $P<.001$     95% CI: 2.12, 18.35

**Train Group**  
 186.9  $\pm$  6.3 cm  
 104.6  $\pm$  19.3 kg

**No Train Group**  
 184.6  $\pm$  11.2 cm  
 101.6  $\pm$  19.7 kg

- Previously documented prospective association of CE  $\geq 69$  ms with CLEI occurrence<sup>4</sup>

## Methods

- 25 players completed 4-week perceptual-motor training program initiated after pre-season practice period (first week of season); 1-3 sessions per week
  - Smartphone flanker test administered pre- and post-training
  - End of season testing planned for all players who completed baseline test

# Motion Detection Training Program

Level 1	Level 2	Level 3
<p><b>FILLED CIRCLE:</b> Move in <u>SAME</u> direction</p>	<p><b>MIDDLE FILLED CIRCLE:</b> Move in <u>SAME</u> direction</p>	<p><b>MIDDLE FILLED CIRCLE:</b> Move in <u>SAME</u> direction</p>
<p><b>OPEN CIRCLE:</b> Move in <u>OPPOSITE</u> direction</p>	<p><b>MIDDLE OPEN CIRCLE:</b> Move in <u>OPPOSITE</u> direction</p>	<p><b>MIDDLE OPEN CIRCLE:</b> Move in <u>OPPOSITE</u> direction</p>
Level 4	Level 5	Level 6*
<p><b>MIDDLE FILLED CIRCLE:</b> Move in <u>SAME</u> direction</p>	<p><b>FILLED CIRCLE marked with + SIGN:</b> Move in <u>SAME</u> direction</p>	<p><b>FILLED CIRCLE marked with + SIGN:</b> Move in <u>SAME</u> direction</p>
<p><b>MIDDLE OPEN CIRCLE:</b> Move in <u>OPPOSITE</u> direction</p>	<p><b>OPEN CIRCLE marked with + SIGN:</b> Move in <u>OPPOSITE</u> direction</p>	<p><b>OPEN CIRCLE marked with + SIGN:</b> Move in <u>OPPOSITE</u> direction</p>

\* Target Clusters Located in Any 1 of 4 Screen Quadrants



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## Results

- Baseline (Pre-participation) Assessment: N=87
- Pre-training Assessment: Data available for 20 of 25 in Train Group
- Post-training Assessment: Data available for 20 of 25 in Train Group
- End Season Assessment: Data available for 55 of 87 assessed at Baseline  
(15 of 25 in Train Group + 40 of 62 in No Train Group)



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## Results (Nonparametric): Pre- to Post-Training Change

Median (IQR) performance improvement and result of Wilcoxon Signed-Rank test for Training Group (n=20)

Performance Metric	Baseline to Pre-Train	Pre-Train to Post-Train	Baseline to Post-Train
Rate Correct Score (per second)	0.03 (0.19) <i>P</i> =.108	0.05 (0.11) <i>P</i> = <b>.005</b>	0.06 (0.17) <i>P</i> <. <b>001</b>
Flanker Conflict Effect (ms)	33 (43) <i>P</i> <. <b>001</b>	-3 (98) <i>P</i> =.881	31 (73) <i>P</i> =. <b>007</b>
Reaction Time Variability (standard deviation)	12 (48) <i>P</i> =.232	-4 (45) <i>P</i> =.478	1 (71) <i>P</i> =.433

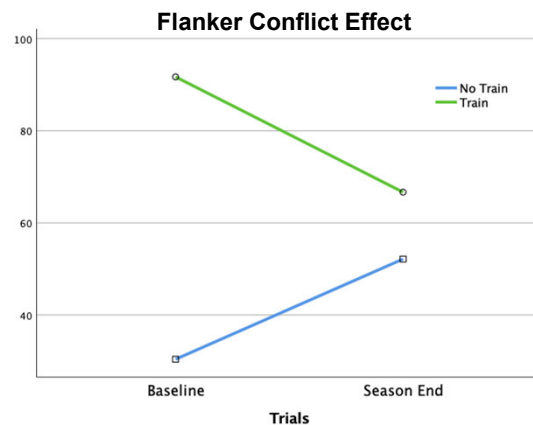
Participation in training sessions: Median 8; Inter-Quartile Range 6-10; Minimum-Maximum 3-12

\* Electronic transmission failure resulted in loss of data for 5 training program participants



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## Results (Parametric): Baseline to End of Season



\* End of season data available for 63% (55/87) of players: No Train 65% (40/62) Train 60% (15/25)



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## Results (Parametric): Baseline to End of Season

Mean ( $\pm$  standard deviation) for players with End Season data and Independent t-test results for differential performance changes between No Training Group (n=40) and Training Group (n=15).

Performance Metric	Group	Baseline	End Season	Improvement	Cohen's d	P
Rate Correct Score (per second)	No Training	1.82 $\pm$ 0.23	1.85 $\pm$ 0.20	0.03 $\pm$ 0.24	0.13	<b>.008</b>
	Training	1.81 $\pm$ 0.15	1.97 $\pm$ 0.14	0.15 $\pm$ 0.09	1.78	
Flanker Conflict Effect (ms)	No Training	30 $\pm$ 29	52 $\pm$ 48	-22 $\pm$ 49	-0.44	<b>.001</b>
	Training	92 $\pm$ 38	67 $\pm$ 24	25 $\pm$ 30	0.84	
Reaction Time Variability (standard deviation)	No Training	70 $\pm$ 37	71 $\pm$ 41	-1 $\pm$ 47	-0.01	<b>.084</b>
	Training	84 $\pm$ 36	62 $\pm$ 27	22 $\pm$ 29	0.79	



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## Results (Nonparametric): Baseline to End of Season

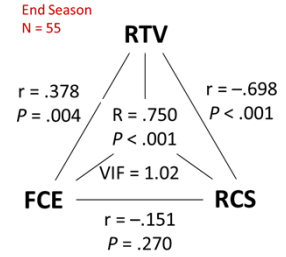
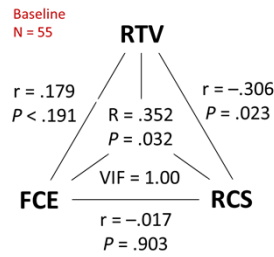
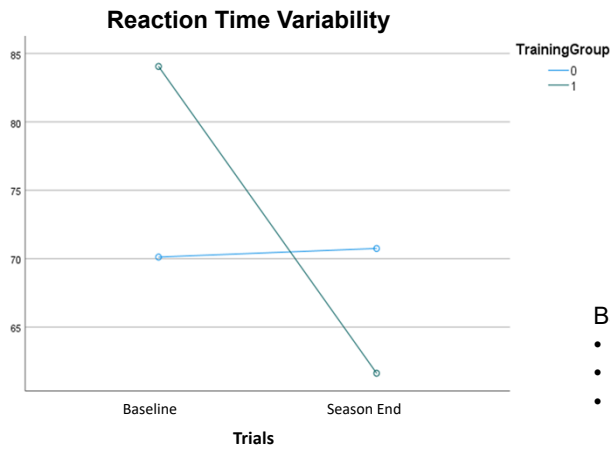
Median (interquartile range) for players with End Season data and Mann-Whitney test results for differential performance changes between No Training Group (n=40) and Training Group (n=15).

Performance Metric	Group	Baseline	End Season	Improvement	P
Rate Correct Score (per second)	No Training	1.84 (0.33)	1.87 (0.21)	0.00 (0.30)	<b>.039</b>
	Training	1.86 (0.28)	2.00 (0.25)	0.16 (0.10)	
Flanker Conflict Effect (ms)	No Training	42 (50)	56 (52)	-19 (38)	<b>&lt;.001</b>
	Training	74 (36)	72 (34)	27 (34)	
Reaction Time Variability (standard deviation)	No Training	52 (26)	60 (27)	0 (33)	<b>.047</b>
	Training	66 (56)	56 (20)	17 (31)	



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# Results

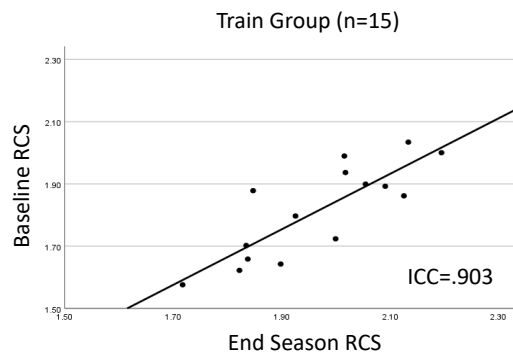
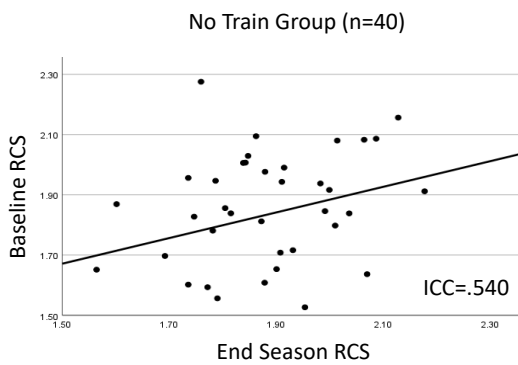


Baseline test-retest Intraclass Correlation Coefficient (2,K)

- FCE = Inc Avg RT – Con Avg RT FCE ICC: .308
- RCS = Number Correct / Total RT RCS ICC: .770
- RTV = Intra-Individual Std Dev RTV ICC: .731



## Baseline and End Season Assessments – Rate Correct Score



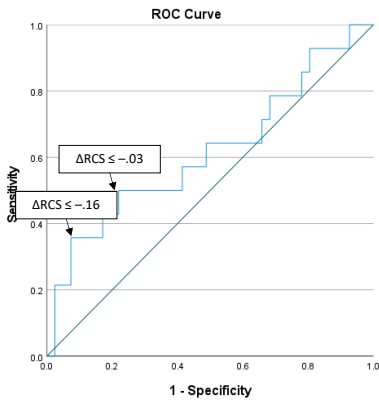
\* ICC: 2-Way Random, Average Measures, Consistency



# Results: Post-Season Retrospective Analysis

Change in Rate Correct Score ( $\Delta$ RCS) = Baseline RCS – End Season RCS

- Metric that provided strongest retrospective association with CLEI



### Core/LE injuries\*

- Ankle: 8
- Lower Leg: 1
- Knee: 5
- Hamstring: 2
- Hip/Groin: 2
- Quad/Thigh: 4
- LBP: 1
- Abdomen: 1

	CLEI Occurrence in Practice or Game*		
	Yes	No	Incidence
$\Delta$ RCS $\leq$ -0.16	5	38	19%
Total	14	41	

Sensitivity 36% Specificity 93%

$\chi^2(1)=6.77$  **OR=7.04**  
 $P=.020$  95% CI: 1.41, 35.04

\* Total of 24 CLEI sustained by 18 players

Among 55 players available for post-season assessment, CLEI sustained by 14



# Results

- Distribution of “starters” approximately equal for groups
  - 39% (34/87) of full cohort
    - No Train Group: 39% starters (24/62)
    - Training Group: 40% starters (10/25)

	CLEI Occurrence		
	Yes	No	Incidence
<b>Starter Status Not in Training Group</b>	9	15	37.5%
	7	31	18.4%
Total	16	46	

Sensitivity 56% Specificity 67%

$\chi^2(1)= 2.80$  **OR=2.66**  
 $P=.086$  95% CI: 0.83, 8.51

	CLEI Occurrence		
	Yes	No	Incidence
<b>Starter Status In Training Group</b>	1	9	10.0%
	1	14	6.7%
Total	2	23	

Sensitivity 50% Specificity 61%

$\chi^2(1)= 0.91$  **OR=1.56**  
 $P=.065$  95% CI: 0.09, 28.15





## Discussion

- Baseline to end of season change in performance metrics significantly differed between players who completed training and those who did not train
  - Substantial change in metrics with high reliability included RCS and RTV
- Findings consistent with previous research documenting neural impairments in football players across season, believed due to head acceleration events<sup>5,6</sup>
  - FCE increased in no train group and reduced in training group
- Variability in fMRI and EEG signals inversely related to consistency in behavioral performance (e.g., low RTV)<sup>7</sup>
  - Increased correlation of RCS with RTV from baseline to end of season



## Clinical Relevance

- Changes in associations between FCE and RCS with RTV suggest positive training effect that may represent improved efficiency of neural processes
- Improved neural processing efficiency believed to decrease injury occurrence and enhance sport performance capabilities
- Perceptual-motor training may enhance resilience to the effects of repeated head acceleration events experienced across season



## References

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2. Wang C-H, Yang C-T, Moreau D, Muggleton NG. Motor expertise modulates neural oscillations and temporal dynamics of cognitive control. *Neuroimage*. 2017;158:260-270.
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