

Prioritization of cognitive and motor components during dual-task activities

Conflict of Interest Statement

The authors have no conflicts of interest or other disclosures to report.

Introduction

- Both cognitive and motor components influence lower extremity injury in reactive sports¹
- Poor biomechanics (i.e., motor) increases injury risk²
- The addition of a cognitive task worsens cutting,³ squatting,⁴ and gait⁵

- **Does the addition of a cognitive task make motor tasks worse because athletes prioritize one over the other?**

Background

- Cognitive dual-task cost decreases as task complexity increased^{4,6,7,8,9}
- People have preferences when completing dual task activities⁷
- The evidence is inconclusive regarding under what conditions people consistently prioritize the cognitive or motor component of a dual task^{8,9}
- During activities more closely associated with sport, it is possible to acutely instruct/change prioritization in ACL injured participants¹⁰

Purpose Statement & Hypothesis

- We aim to determine whether ROTC cadets prioritize motor or cognitive components during tandem gait and balance dual-tasks
- We hypothesize that ROTC cadets will prioritize the cognitive components and sacrifice the motor components during a cognitive-motor dual-task

Participants

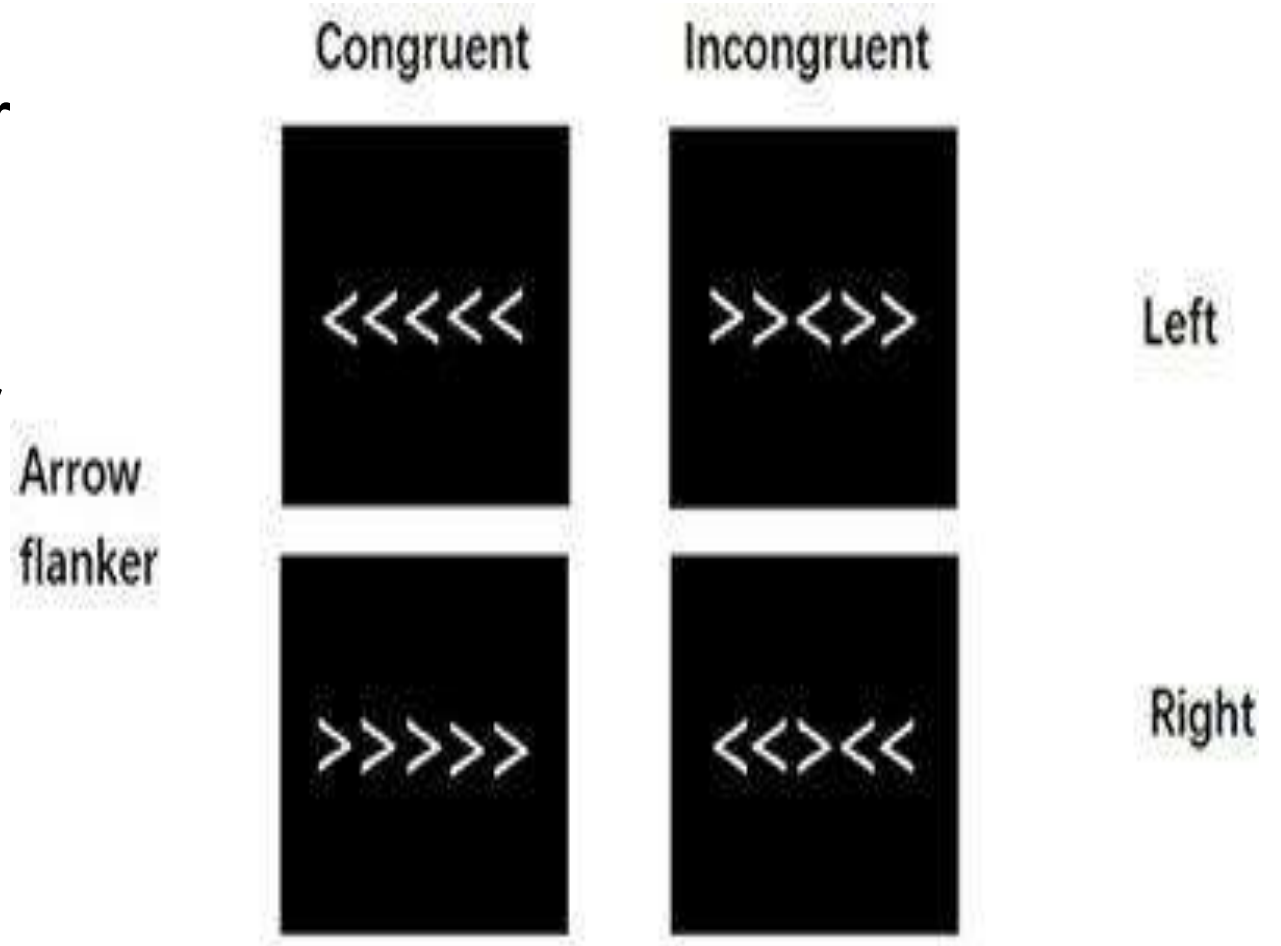
- We had a cohort of 36 UTC ROTC cadets (11 females, 25 males)
 - Age: 21.99 ± 3.73 years
 - Height: 68.93 ± 3.71 in
 - Weight: 169.55 ± 30.82 lbs
- Dominant kicking leg
 - R: 33
 - L: 3
- No exclusion criteria were used.
- IRB #23-052

Methods

- Tasks were completed in the following order in a well-lit, open room:
 - Single task Flanker
 - Single task tandem gait
 - Dual task- Flanker & tandem gait
 - Single task balance
 - Dual task- Flanker & balance

Methods - Single Task Flanker

- Participants were given a practice trial with the Flanker app before the single task Flanker was recorded
- Instructed to focus on center arrow and tilt phone in the same direction as the center arrow
- 20 repetitions for each trial were recorded



Methods - Single Task Balance & Tandem Gait

□ Tandem Gait

- 3 meters down & back as fast as possible, heel to toe with hands on hips
- Timing gates were used for measurement (to the nearest hundredth of a second)

□ Balance

- Trials lasted 20 seconds
- “Stand on your dominant kicking leg with your hands on your hips and eyes on the dot in front of you. Stay as still as possible.”



Methods - Dual Tasks

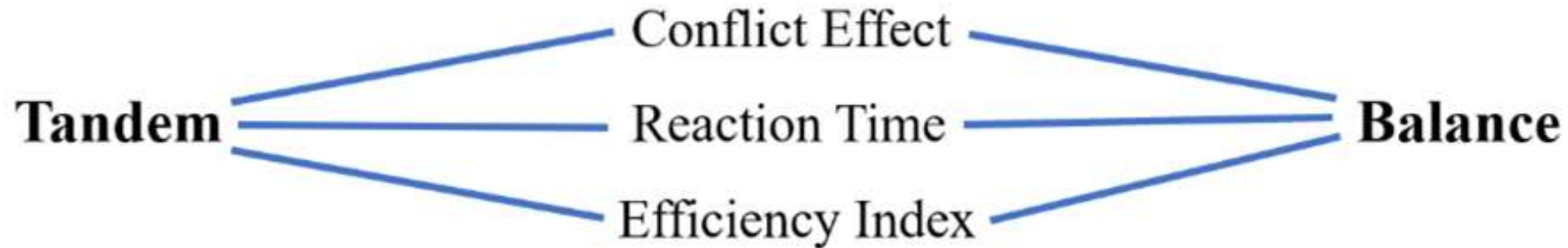
- Tandem Gait + Flanker

- Balance + Flanker



- “Now you’re going to complete both tasks at the same time. It’s important that you perform both tasks to the best of your ability with equal effort.”

Variables



UNITS

- Tandem Gait (seconds)
- Balance Center Of Pressure (m/s)
- Conflict Effect (ms)
- Reaction Time (ms)
- Efficiency Index (ms)

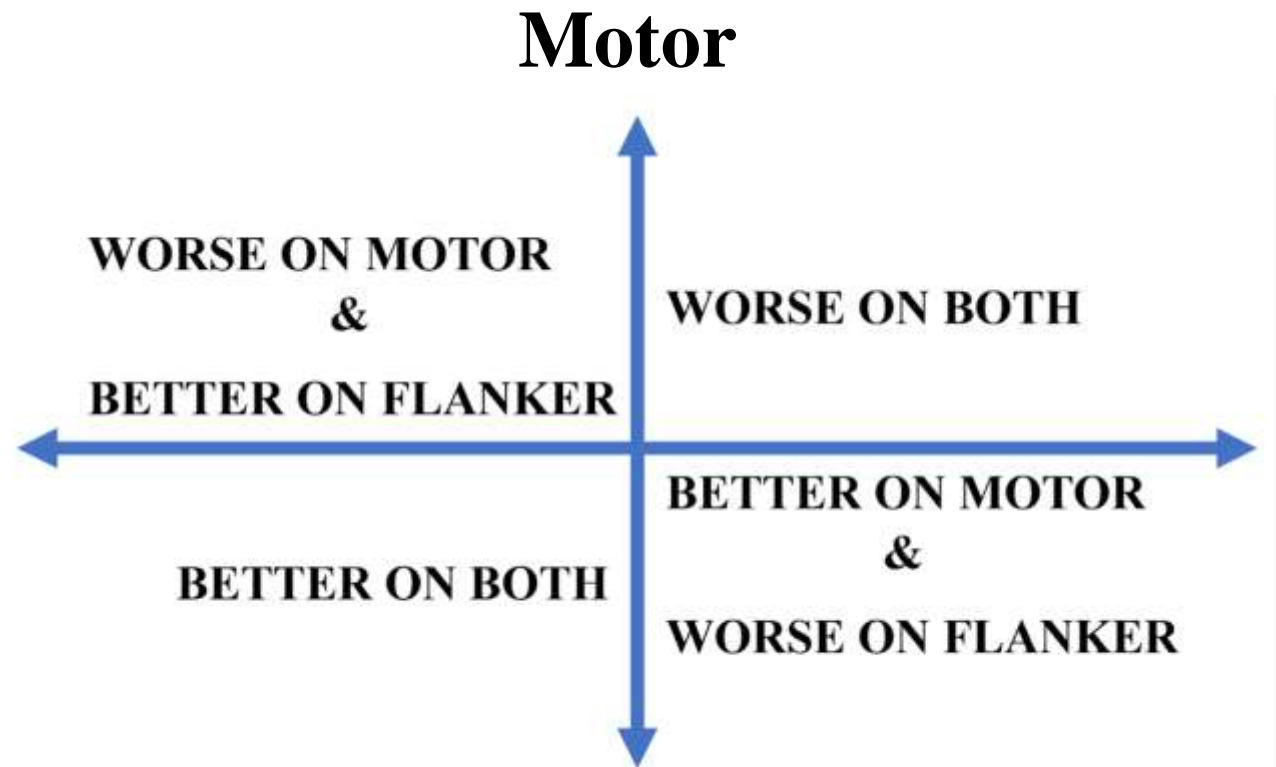
DUAL-TASK COST EQUATION

$$\frac{DT - ST}{ST} \times 100$$

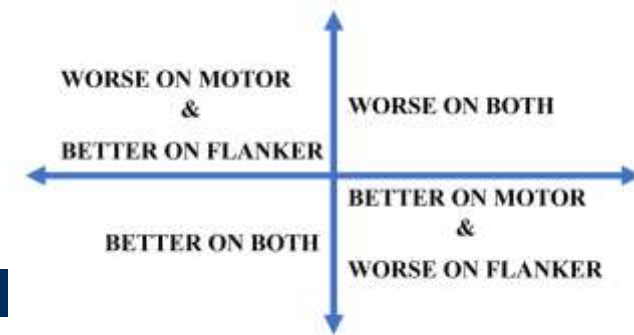
- If cost was positive: they got worse
- If cost was negative: they got better

Statistical Analysis

- 6 paired samples T-test
- Inspected Cohen's d
 - 0.2: small effect
 - 0.5: medium effect
 - 0.8: large effect
- JASP version 0.18.3 **Cognitive**



Results



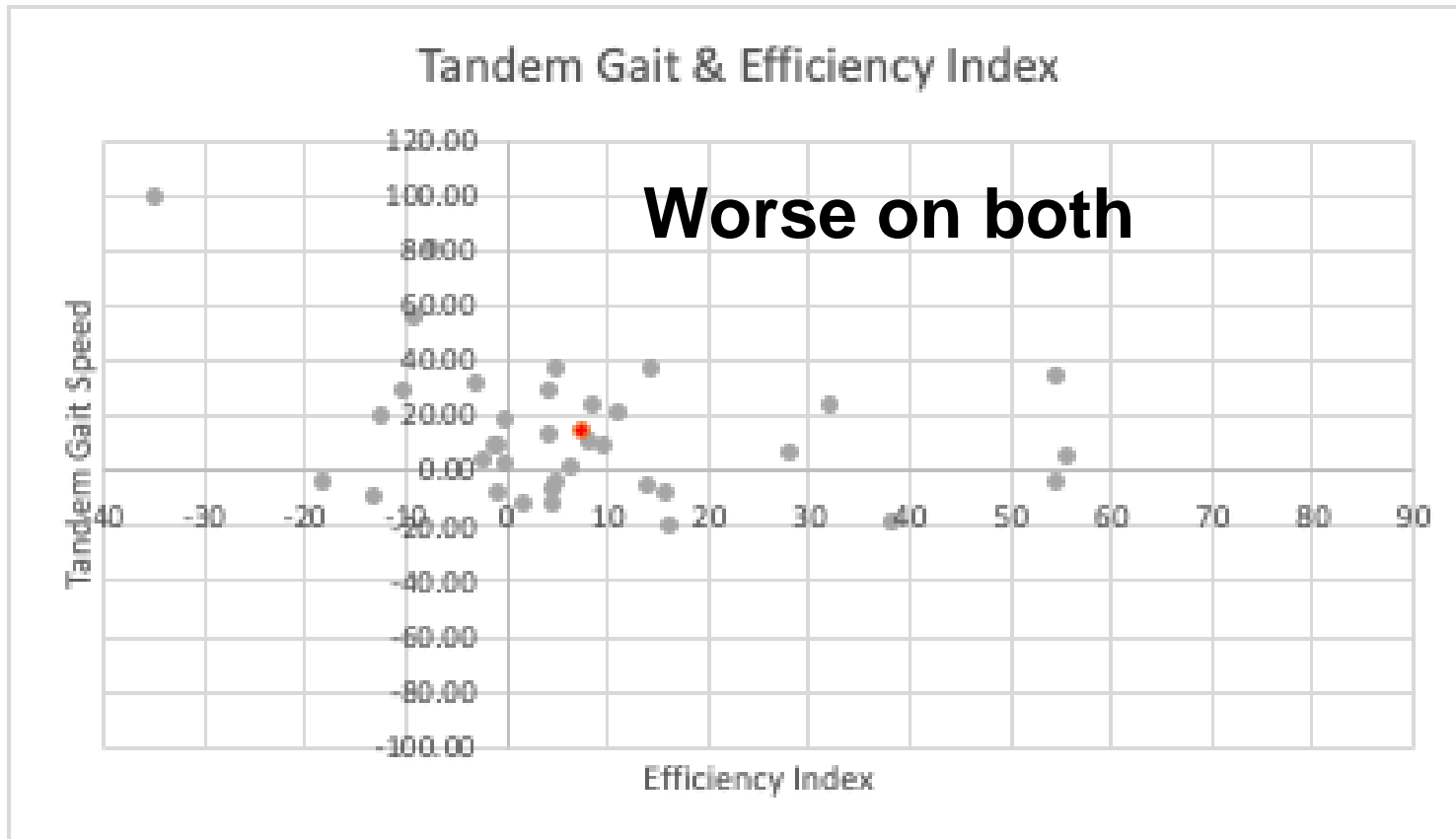
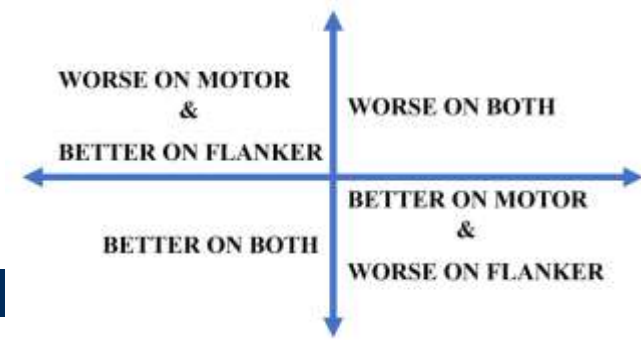
Tandem Gait & Conflict Effect



Dual-task Costs	Mean \pm SD
Tandem Gait	13.63 \pm 25.89
Conflict Effect	520.66 \pm 2741.69

T_{df}	p	Cohen's <i>d</i>
-1.11 ₃₅	0.28	-0.19

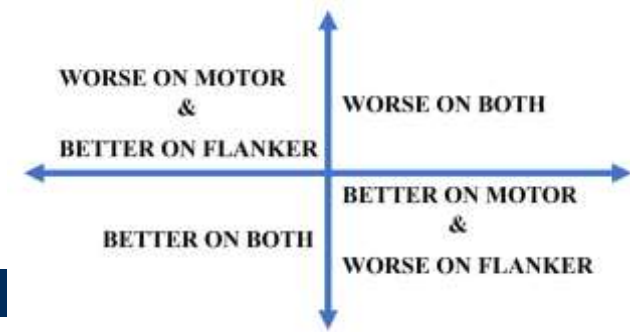
Results



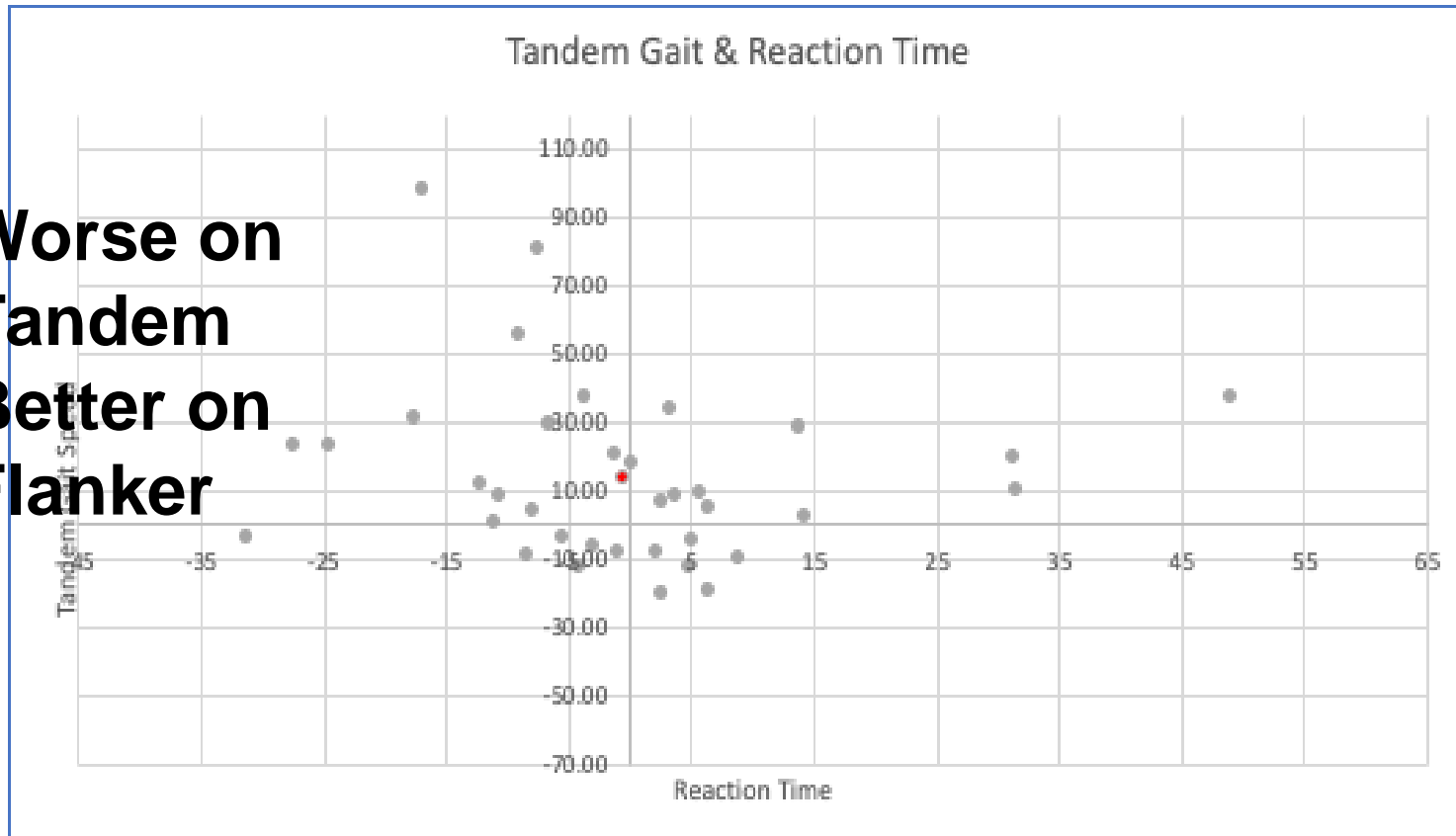
Dual-task Costs	Mean \pm SD
Tandem Gait	13.63 \pm 25.89
Efficiency Index	7.93 \pm 19.76

T_{df}	p	Cohen's d
0.915 ₃₅	0.37	0.15

Results



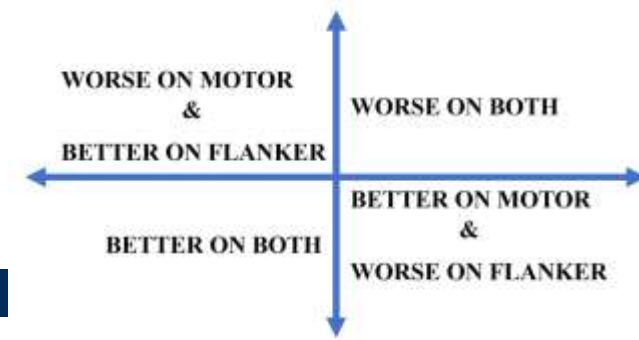
**Worse on Tandem
Better on Flanker**



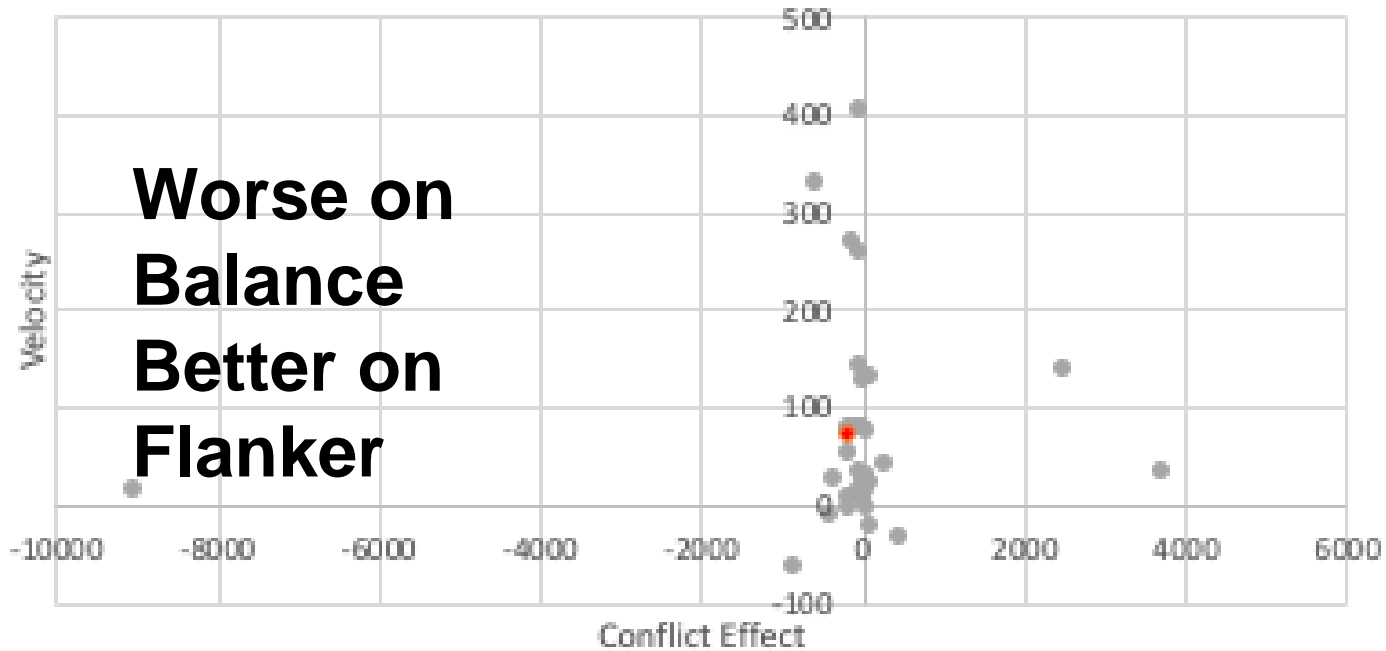
Dual-task Costs	Mean ± SD
Tandem Gait	13.63 ± 25.89
Reaction Time	-0.54 ± 15.79

T_{df}	p	Cohen's d
2.677 ₃₅	0.01	0.45

Results



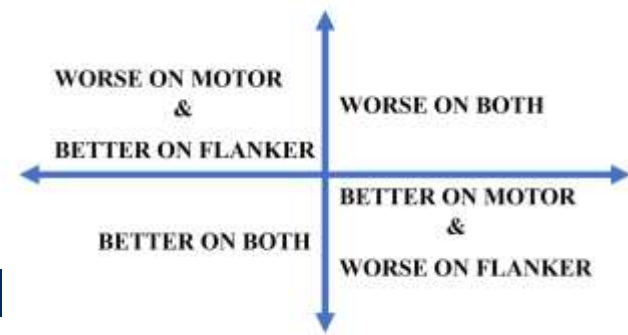
Center of Pressure Velocity vs Conflict Effect



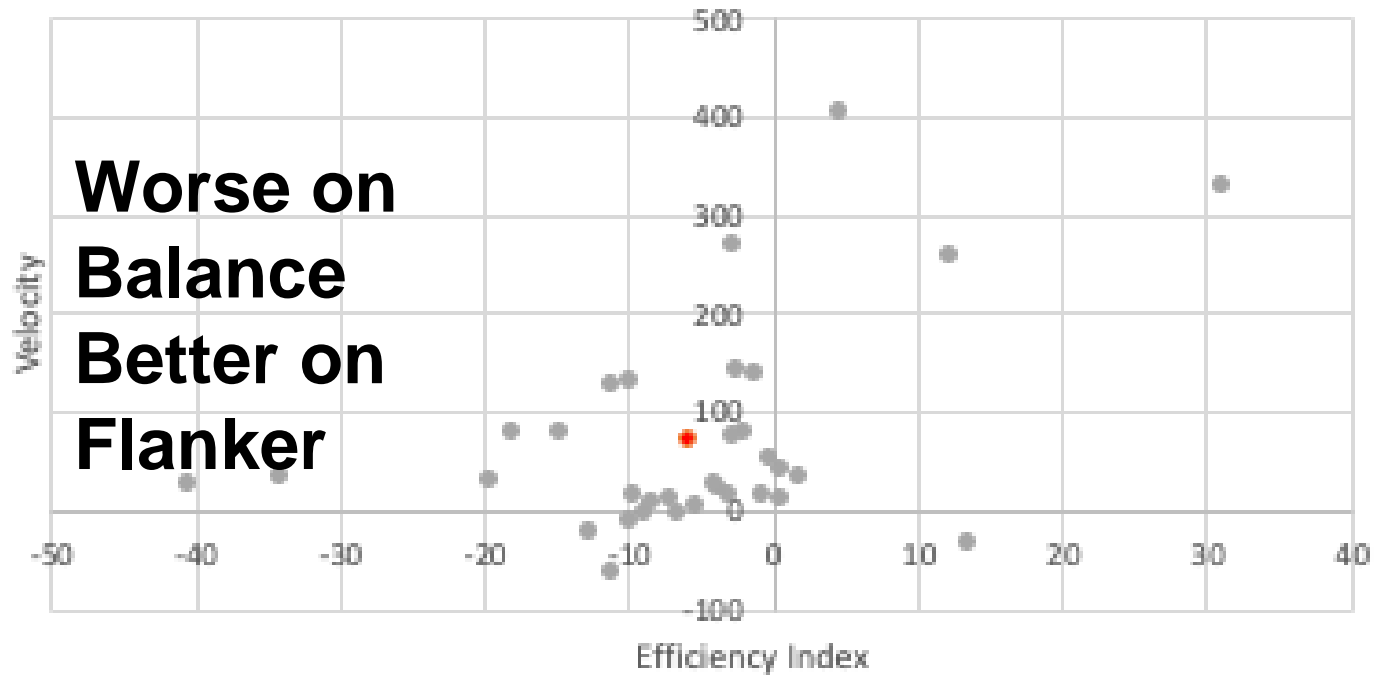
Dual-task Costs	Mean \pm SD
COP Velocity	71.67 \pm 102.31
Conflict Effect	-152.2 \pm 1796.36

T_{df}	p	Cohen's d
0.72 ₃₂	0.48	0.13

Results



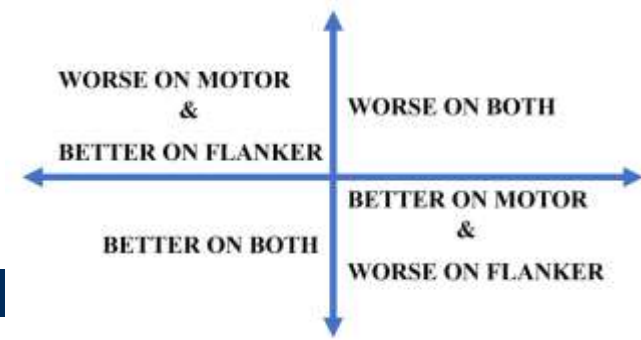
Center of Pressure Velocity vs Efficiency Index



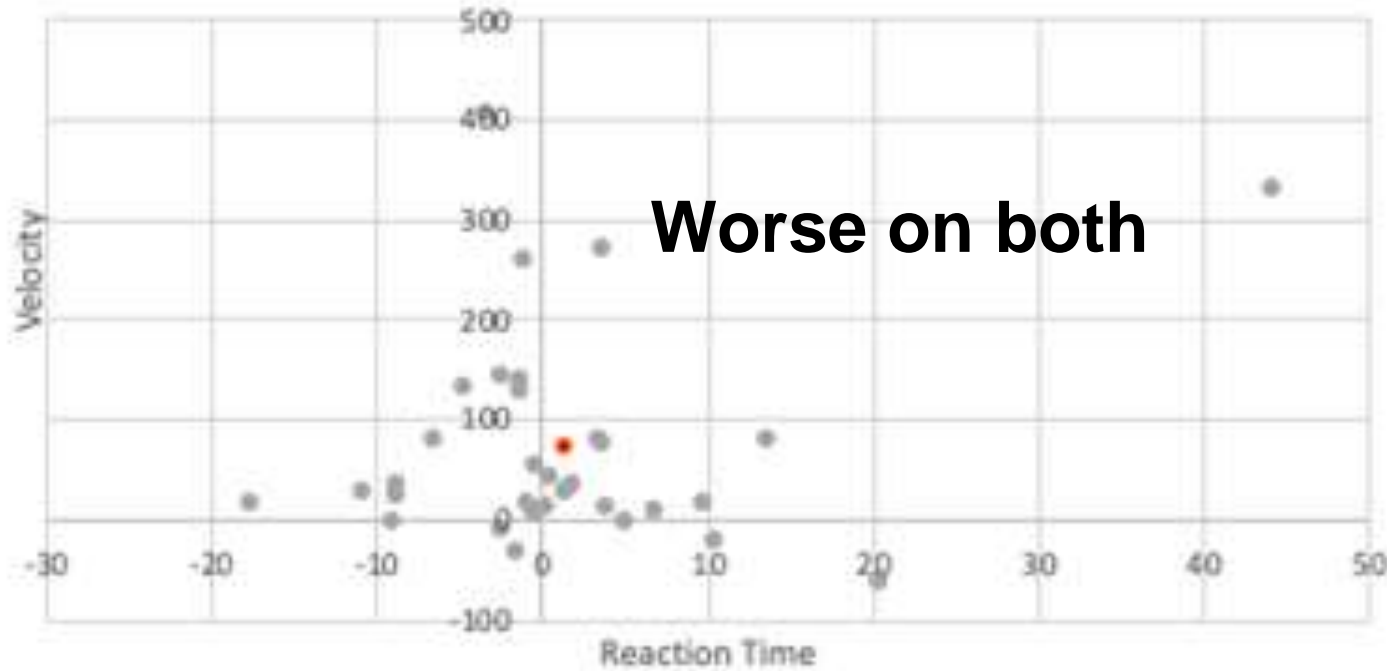
Dual-task Costs	Mean \pm SD
COP Velocity	71.67 \pm 102.31
Efficiency Index	-5.72 \pm 12.59

T_{df}	p	Cohen's d
4.38 ₃₂	<.001	0.76

Results



Center of Pressure Velocity vs Reaction Time



Dual-task Costs	Mean \pm SD
COP Velocity	71.67 \pm 102.31
Reaction Time	1.47 \pm 10.58

T_{df}	p	Cohen's d
3.86 ₃₂	<.001	0.67

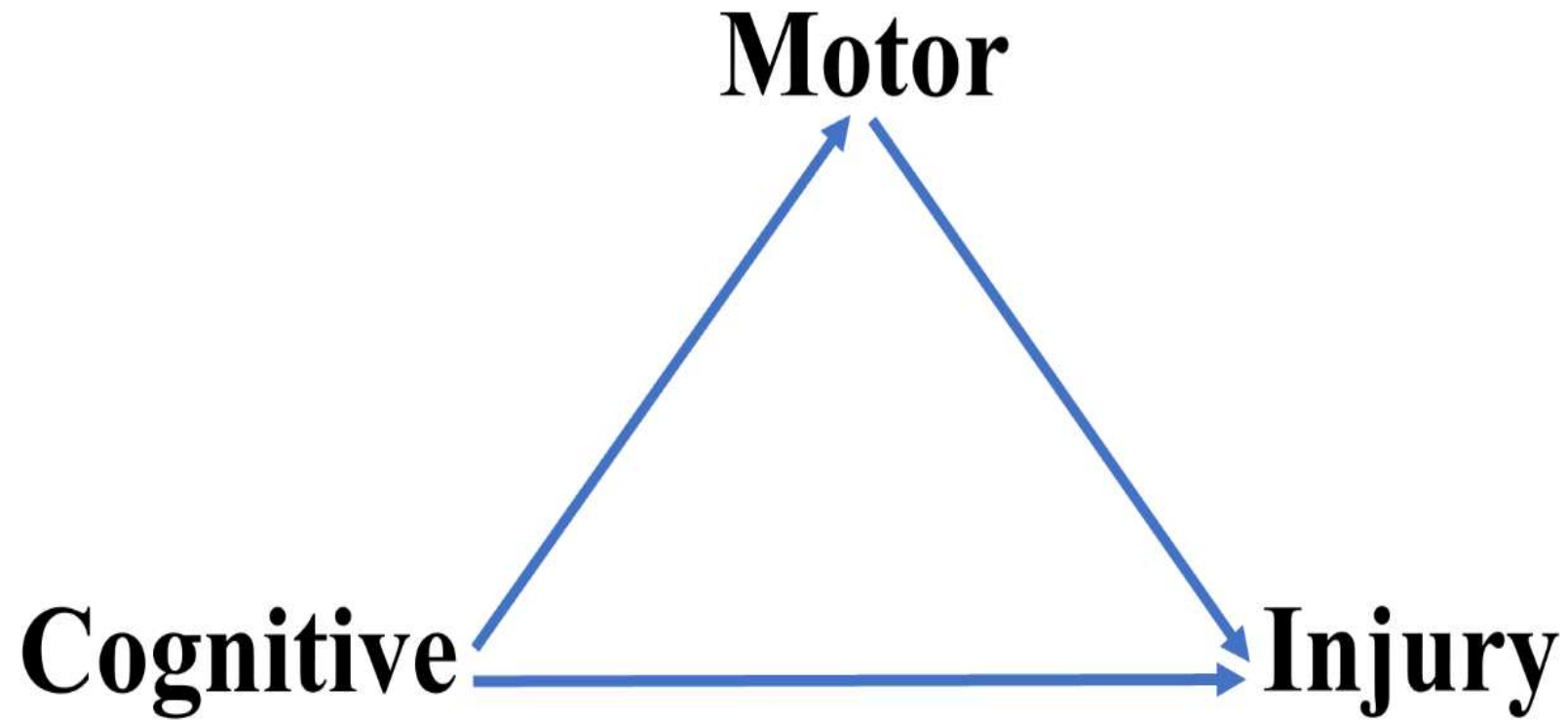
Discussion

- **Our hypothesis was supported in that we observed ROTC cadets sacrificed the motor and maintained performance in the cognitive component**
- We didn't observe any apparent between-task effects

Discussion

- Dynamic cognitive and static motor
- Two tasks in our study were similar in complexity
- Prior work from this lab has demonstrated varying effects based on the complexity of the motor task¹¹
- Synergistic components
- Improving dual task performance
- Cognitive resources

Clinical Relevance



References

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