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# Learning a non-manipulative task showing hands: Opposite effects in dynamic vs. static pictures

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# Outline

- 1) Transient Information Effect in Animations
- 2) Human Movement Effect
- 3) Embodied Cognition
- 4) Experiment: Non-Manipulative Task
  - Hypotheses
  - Method
  - Results
  - Conclusions
- 5) Instructional Implications

# Transient I



# Transient Information Effect in Animations

Three simultaneous cognitive tasks in working memory:

- 1) Process the current visible information<sup>(1)</sup>
- 2) Remember the previous elements that are no longer visible<sup>(1)</sup>
- 3) Integrate both streams of information in order to comprehend the material<sup>(2)</sup>

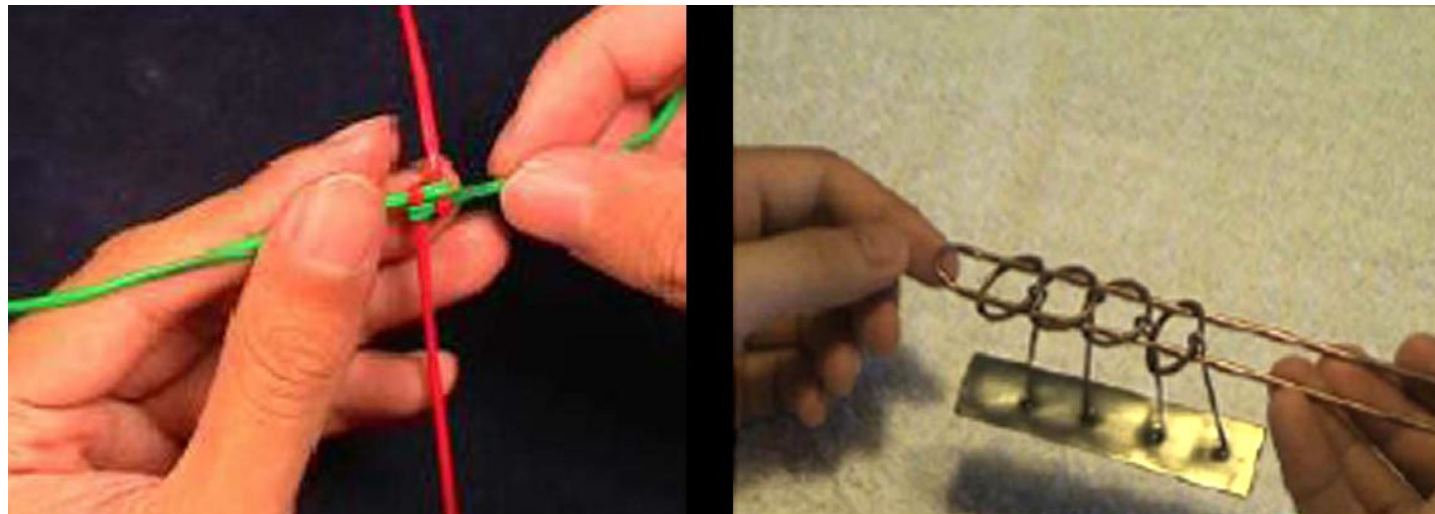
1) Ayres & Paas, 2007.

2) van Gog, Paas, Marcus, Ayres, & Sweller, 2009.

# Human Movement Effect<sup>(1)</sup>

Animation effective tasks:

Learn by observing human manipulative tasks<sup>(2,3,4)</sup>



- 1) Paas & Sweller, 2012
- 2) Ayres, Marcus, Chan, & Qian, 2009.
- 3) Marcus, Cleary, Wong, & Ayres, 2013.
- 4) Wong et al., 2009.

# Embodied Cognition

## Mirror Neurons

Visuomotor neurons that are activated when individuals do an action or observe others doing a similar action<sup>(1)</sup>, for example, a manipulative action

## Hand Effects

- Hand actions produce positive effects on perception, attention, and memory<sup>(2)</sup>
- Showing hands manipulating or gesturing can assist learning<sup>(3)</sup>

1) Rizzolatti & Craighero, 2004.

2) Brockmole, Davoli, Abrams, & Witt, 2013.

3) de Koning & Tabbers, 2011.

# Experiment: Non-Manipulative Task

## Hypotheses

- 1) The with-hands condition would lead to higher learning\* than the no-hands condition
- 2) The statics presentation would lead to higher learning than the animation presentation

\*Higher accuracy, lower mental effort rating, and higher efficiency.

# Experiment: Non-Manipulative Task

## Methods

The task was to position 9 abstract symbols of different colours and types on a 3 x 3 grid

56 participants (18 ♀ , 38 ♂ , M= 20.7 years) randomly allocated according to a 2 x 2 factorial design:

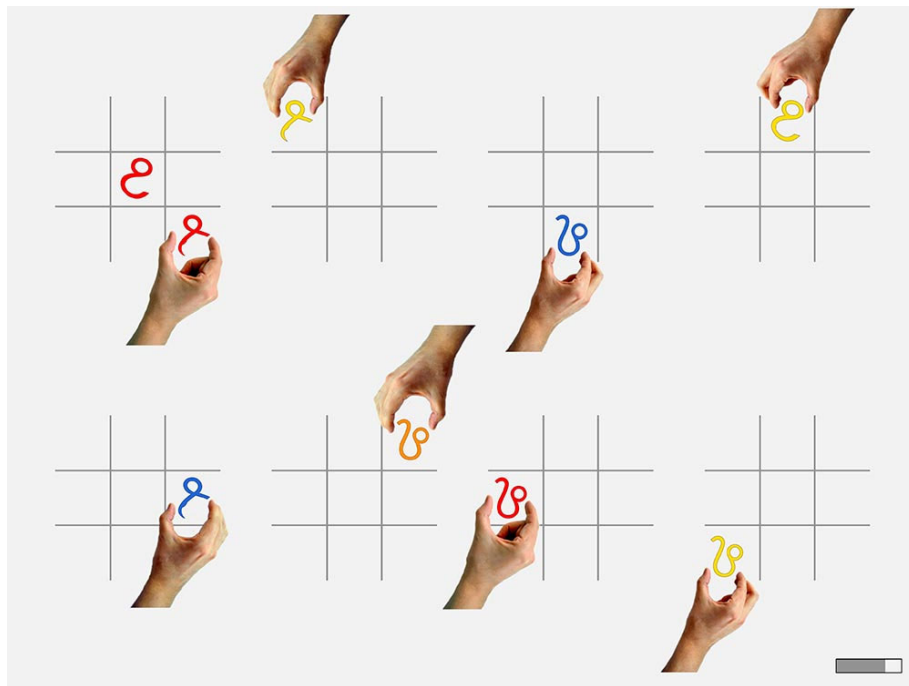
Hands	Presentation	
	Statics	Animation
Not shown	no-hands/statics	no-hands/animation
Shown	with-hands/statics	with-hands/animation



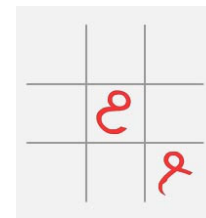
# Experiment: Non-Manipulative Task

## Methods

with-hands/statics



no-hands/animation



# Experiment: Non-Manipulative Task

## Results

with-hands/statics

$EMM = 8.60$

no-hands/animation

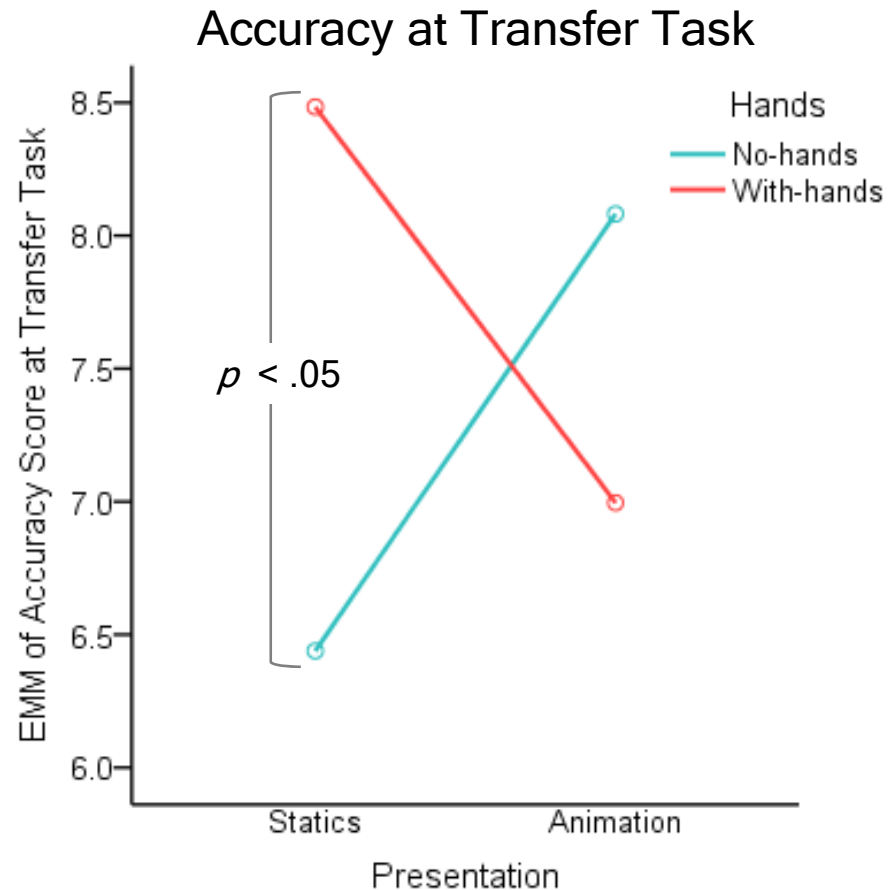
$EMM = 8.01$

with-hands/animation

$EMM = 6.85$

no-hands/statics

$EMM = 6.54$



# Experiment: Non-Manipulative Task

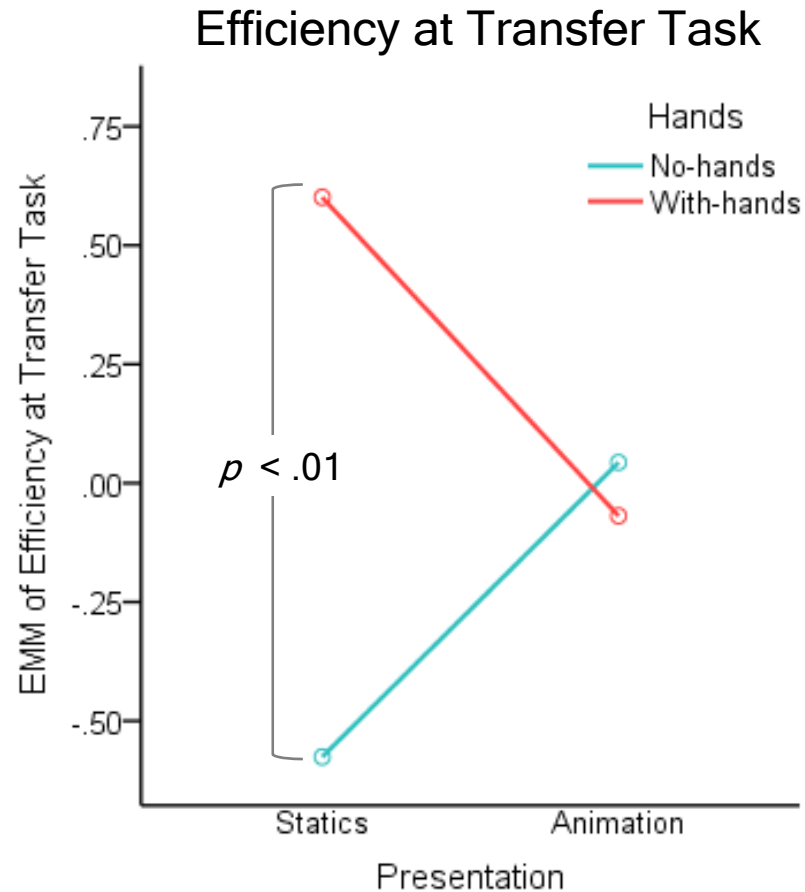
## Results

with-hands/statics  
 $EMM = 0.66$

no-hands/animation  
 $EMM = 0.04$

with-hands/animation  
 $EMM = -0.17$

no-hands/statics  
 $EMM = -0.53$



# Experiment: Non-Manipulative Task

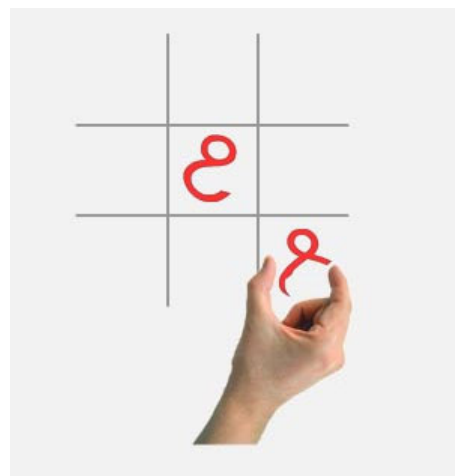
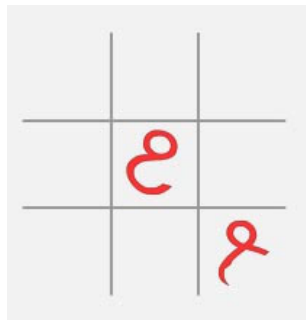
## Conclusions

### 1) Hand Effect:

Statics with Hands are better than Statics without Hands

Animation with Hands may be worse than Animation without Hands

### 2) Hand versus Redundancy effects



# Instructional Implications

## Non-manipulative tasks

- Static pictures that show hands may be better than static pictures that do not show hands
- Animations that do not show hands may be better than animations that show hands

# References

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