Visually Guided Movement with Increasing Time-on-Task: Effects on Movement Preparation and Movement Execution

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INTRODUCTION

Prefrontally mediated and capacity limited cognitive functions seem to be particularly sensitive to the detrimental effects of fatigue induced by increasing Time-on-Task (ToT). Previous studies have suggested that movement behaviour, especially the preparatory phase, is costly in terms of cognitive capacity (Janczyk and Kunde, 2010). Yet effects of ToT specific to the different phases of movements have received little attention. Therefore, in three experiments, we assessed the effect of ToT on a visually guided mouse-pointing task.

Our *first hypothesis* was that movement preparation assessed by reaction time lasting from the presentation of the target to movement initiation, become slower as participants spend more time with the task.

In addition, participants' speed-accuracy trade-off on movement response (i.e. movement time / movement error ratio) received a special focus in our analyses because fatigue can potentially decrease the value of accurate performance and that can be resulted in faster but more erroneous responses (Le Mansec et al., 2018). We assumed that the process of impulse regulation could be vulnerable to fatigue. Specifically, our *second hypothesis* was that, as Time-on-Task increasing, participants would execute pointing task with faster but more erroneous movements.





recorded. Gaze position recording was used to control fixation and to calculate saccadic latencies.

CONCLUSION

The most robust finding was that movement preparation became slower with increasing ToT. In contrast, movement execution was associated with decreasing speed-accuracy trade-off: fatigued participants made faster but more erroneous movements. The results of Experiment 3 indicated that fatigue

did not induce orientation and phasic alerting deficits. Instead, decreased tonic alerting and impaired impulsivity control functions seem to be the most plausible source of the slow preparatory phase following by a faster but often more erroneous movement execution.

Results of for five pointing performance measures (A - E) and saccadic latency (F) in **Experiment 3.** ToT x Cue: Time-on-Task x Cue interaction, *p < .05

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