



#### **Contextual Cues are essential for learning how to use tools**

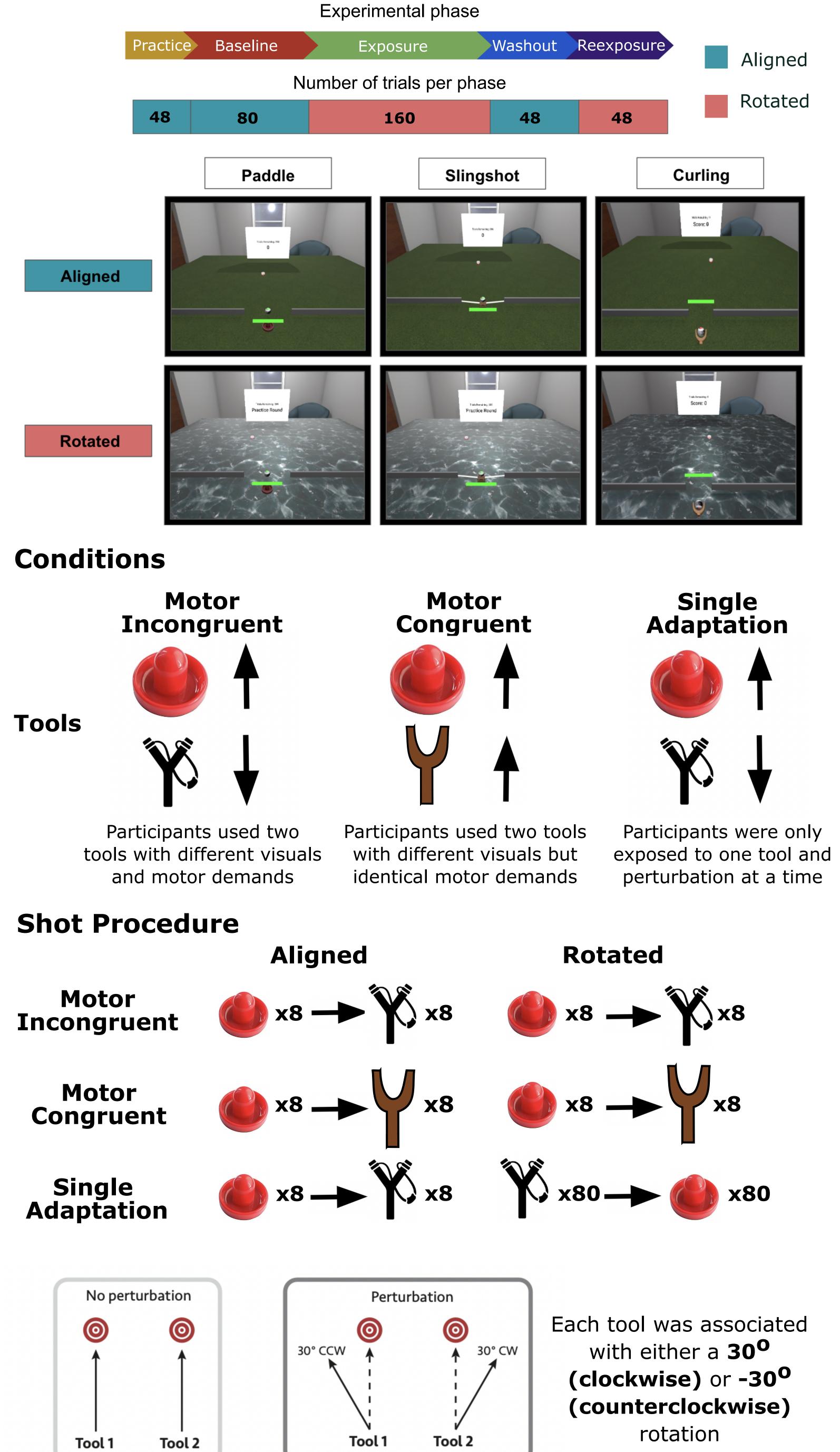
Everyday tasks requires competent operation of different tool with separate movement types

Successful dual adaptation (concurrently learning two opposing pertubations) is reliant on extrinsic (shape of tool) or intrinsic (motor movement) cues

Can we use different tools to cue opposing rotations during dual adaptation in virtual reality?

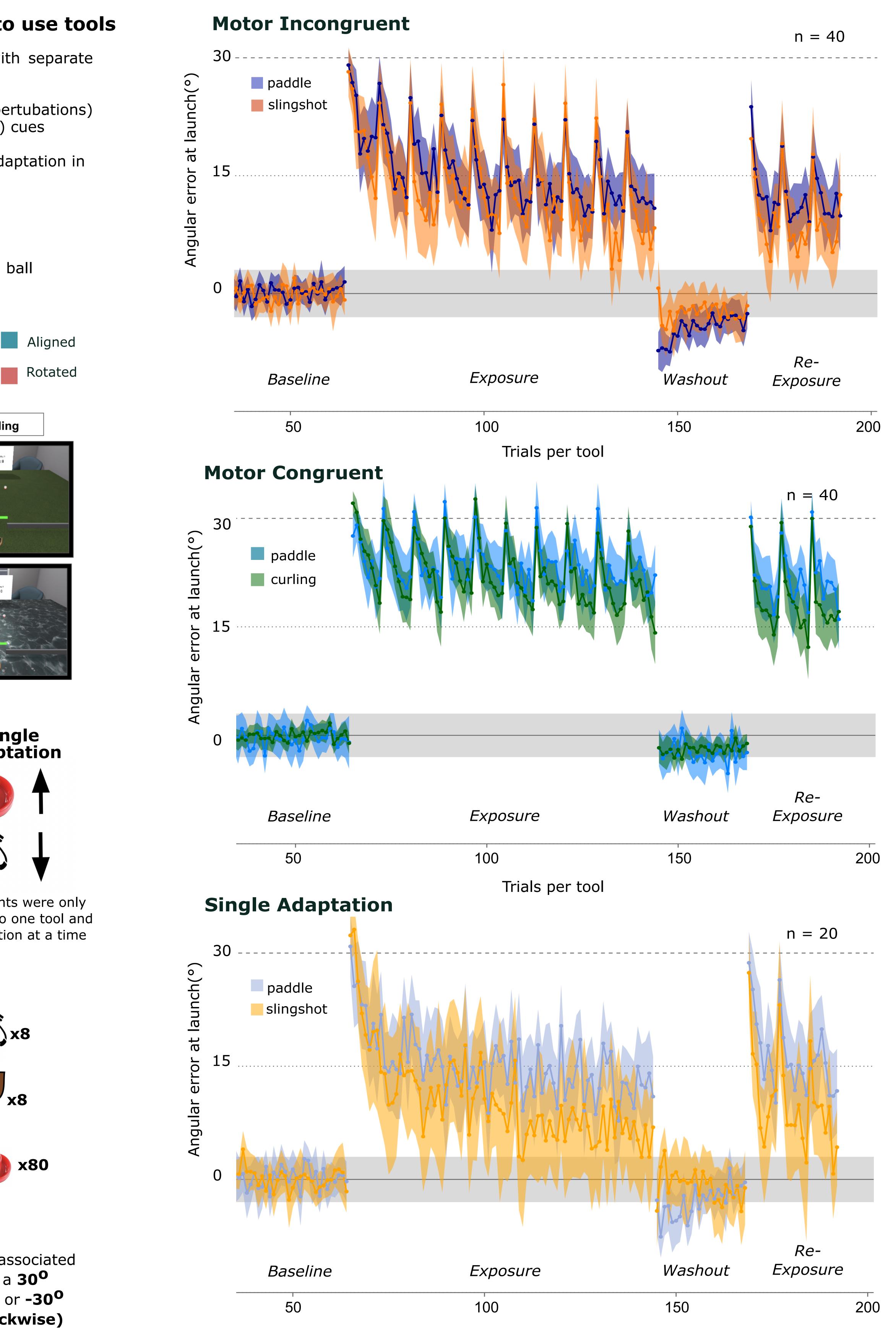
## Virtual Paradigm

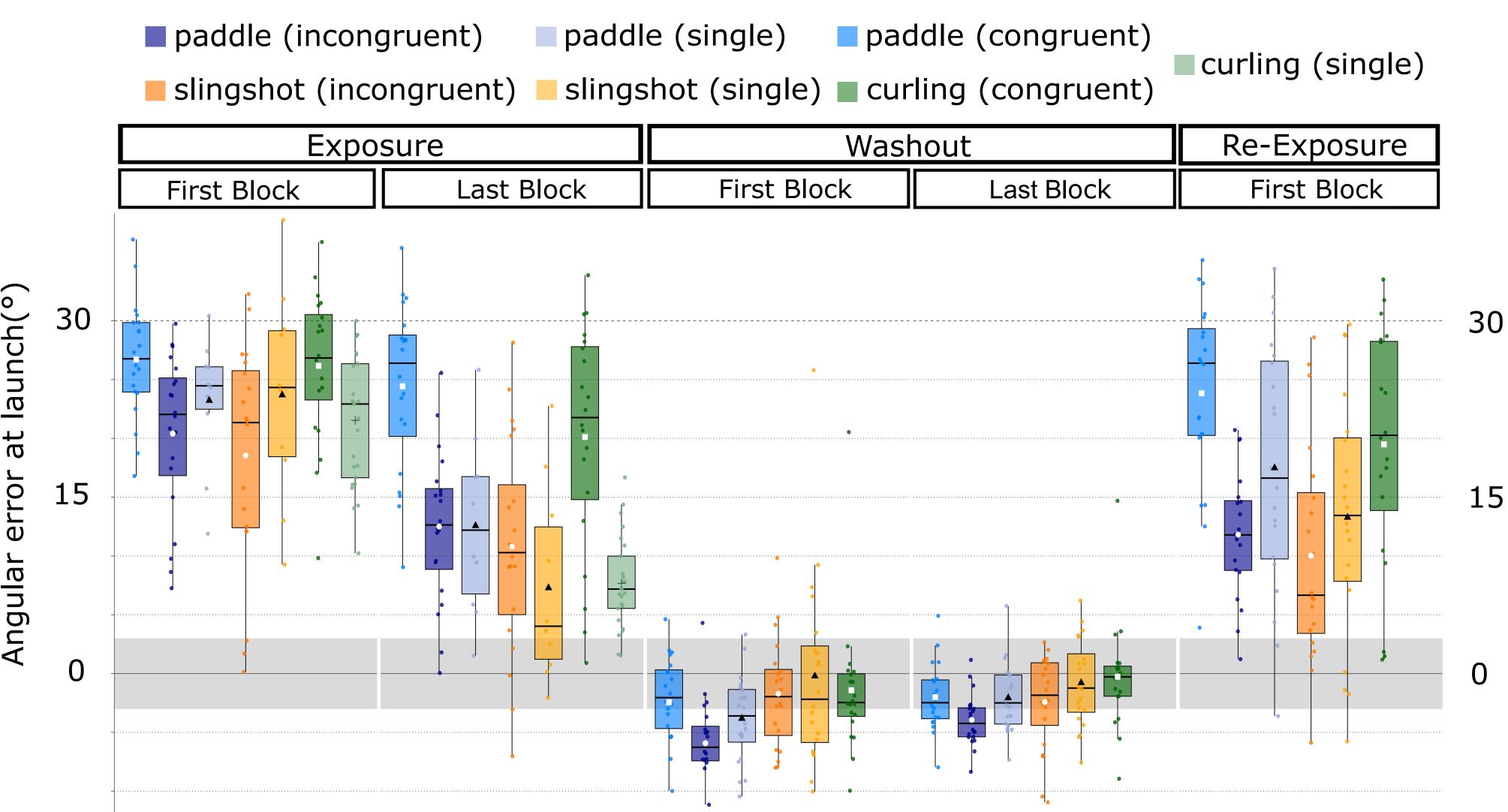
Participants (N = 124) used two tools in virtual reality to launch a ball toward a target



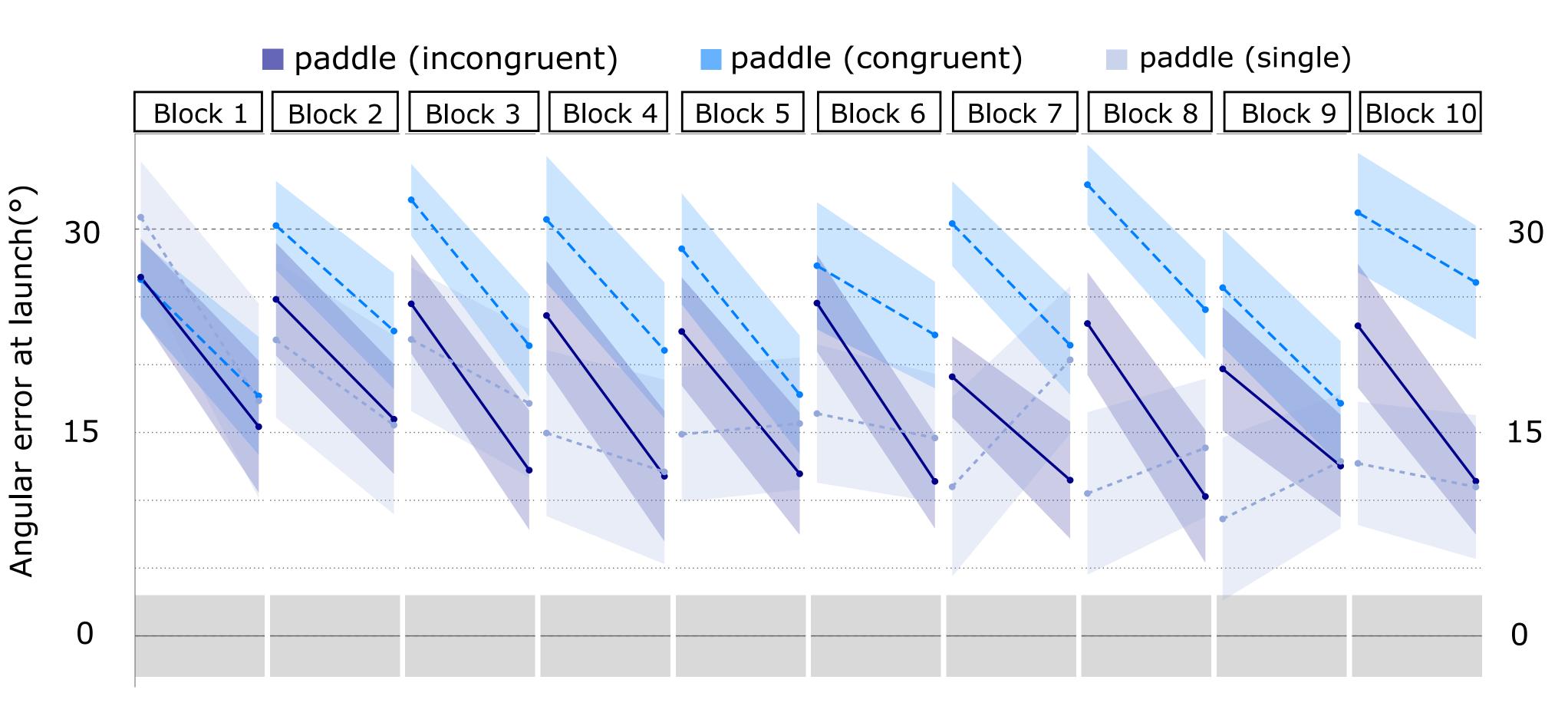
# Using tools as cues for dual adaptation to opposing visuomotor rotations in virtual reality

Andrew King, Laura Mikula, Shanaathan Modchalingam, Jacob Boulrice, Bernard Marius 't Hart, & Denise Y. P. Henriques Centre for Vision Research, York University, Toronto, Canada

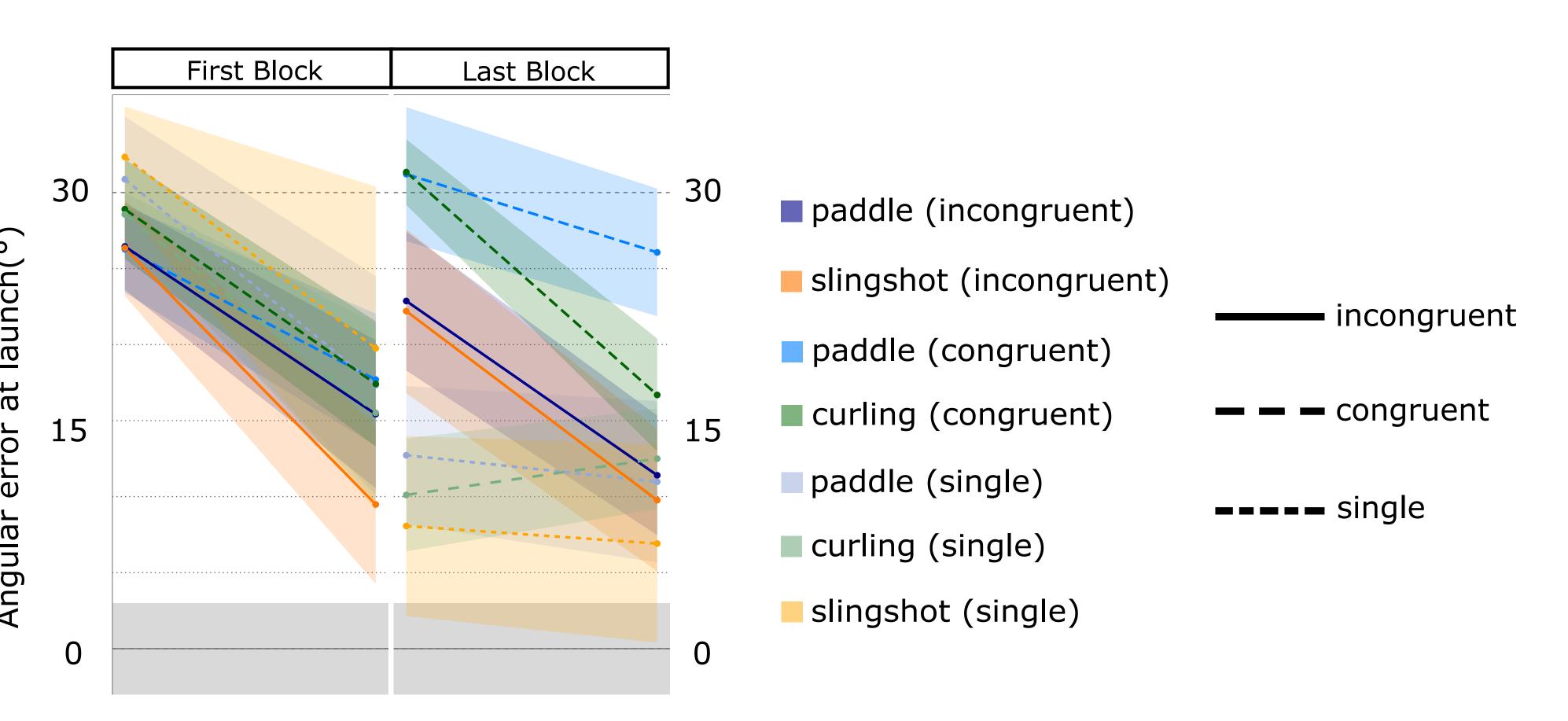




#### Paddle differences in angular error per block during exposure phase



### **Tool differences in angular error per block during exposure phase**



#### Main Takeaways

**1)** Greater learning when tools differed in both extrinsic and intrinsic cues 2) The extent of learning for tools was comparable between the incongruent and the single adaptation conditions.

**3)** Despite finding substantial within-block learning for both dual adaptation conditions, only the incongruent tools showed retention following block-switching







#### Individual differences across experimental phase