

# Becoming an intentional agent: The emergence of voluntary action

Bernhard Hommel

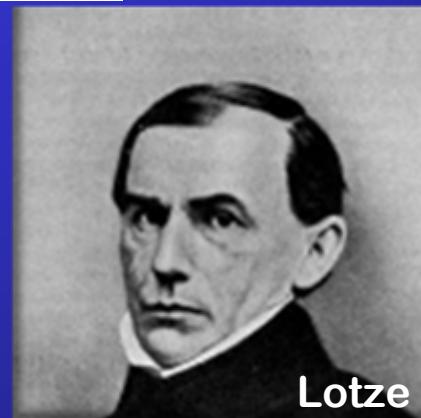
Leiden University Institute for Psychological Research  
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The Netherlands



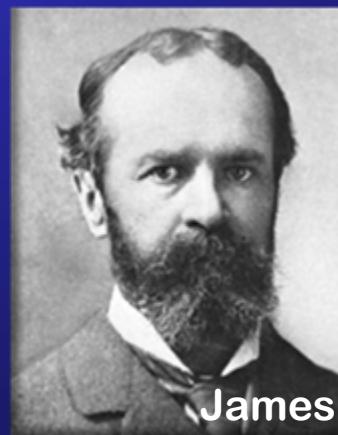


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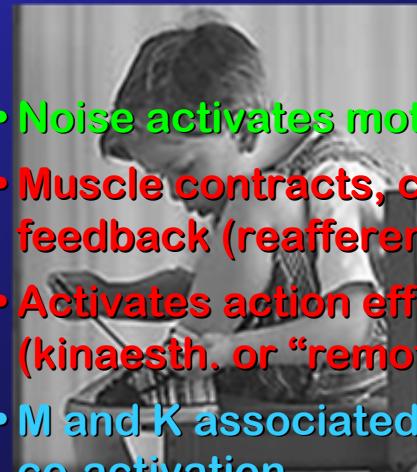
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Lotze

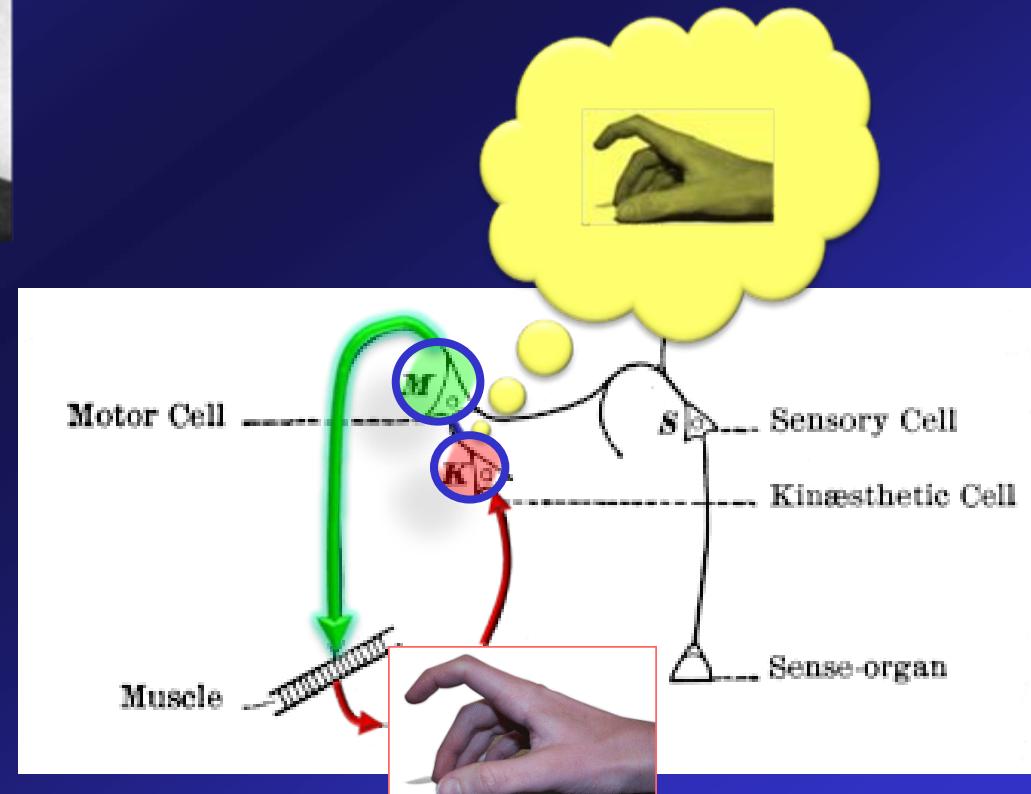


James



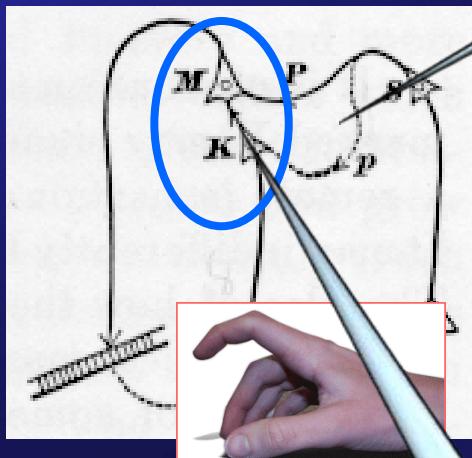
- Noise activates motor pattern M
- Muscle contracts, creates sensory feedback (reafference)
- Activates action effect code K (kinaesth. or “remote”)
- M and K associated through repeated co-activation
- “Imaging/anticipating” K (effect) can now trigger M → intentional action

*...every representation of a movement awakens in some degree the actual movement which is its object... (James, 1890)*

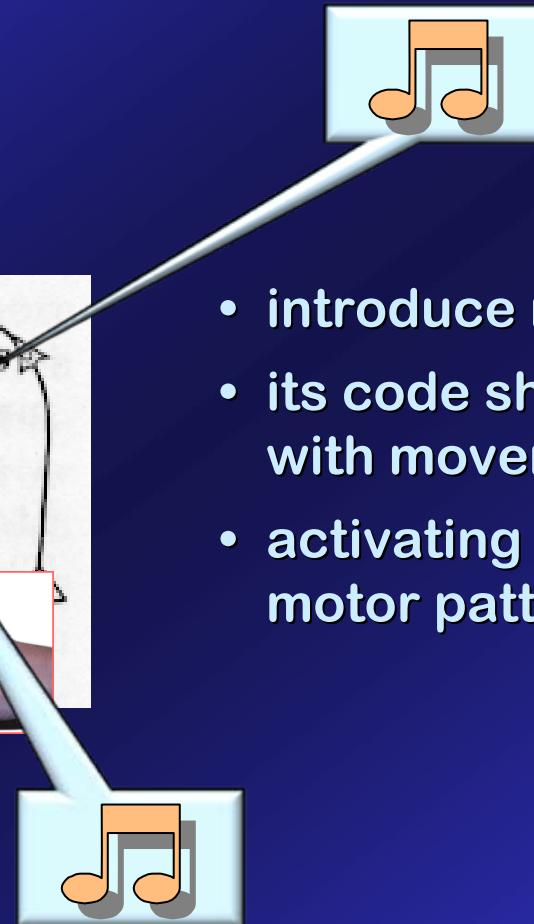


# Acquiring action effects (means-ends associations)

## Experimental rationale



- introduce novel action effect ( $R \rightarrow E$ )
- its code should become associated with movement ( $r \leftarrow \rightarrow e$ )
- activating effect code should prime motor pattern ( $e \rightarrow r$ )





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# Action-effect acquisition in adults



Birgit Elsner

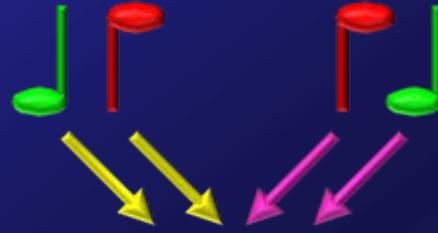
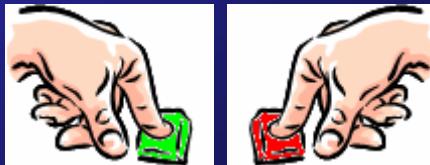
## Acquisition Phase *(free choice)*

## Transfer Phase *(forced choice)*

Stimuli



Responses

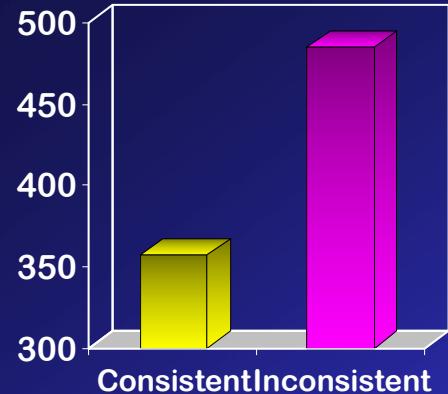


Effects



Better performance  
with **consistent**  
than **inconsistent**  
mapping?

Reaction Time



Indeed, transfer  
shows better  
performance  
with **consistent**  
than **inconsistent**  
mapping



# Action effects prime “free” choice

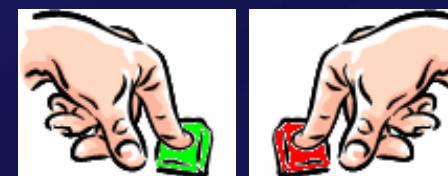
## Acquisition Phase *(free choice)*

## Transfer Phase *(free choice)*

*Stimuli*



*Responses*

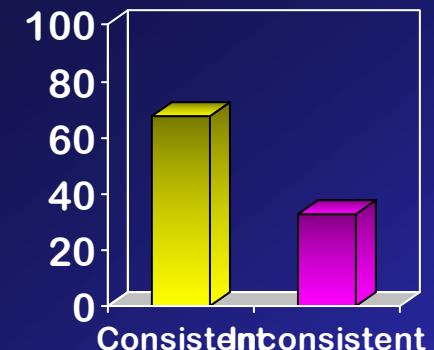


*Effects*



More stimulus-consistent than inconsistent response choices?

% Response Decisions



Free choice shows more consistent than inconsistent response choices



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## Acquisition Phase *(free choice)*

*Instruction:* respond when snitch is caught

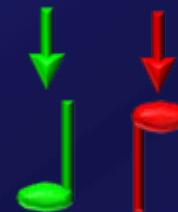
*Stimulus*



*Responses*



*Effects*



## Transfer Phase *(forced choice)*

*Instruction:* when magic hat talks:



or



consistent

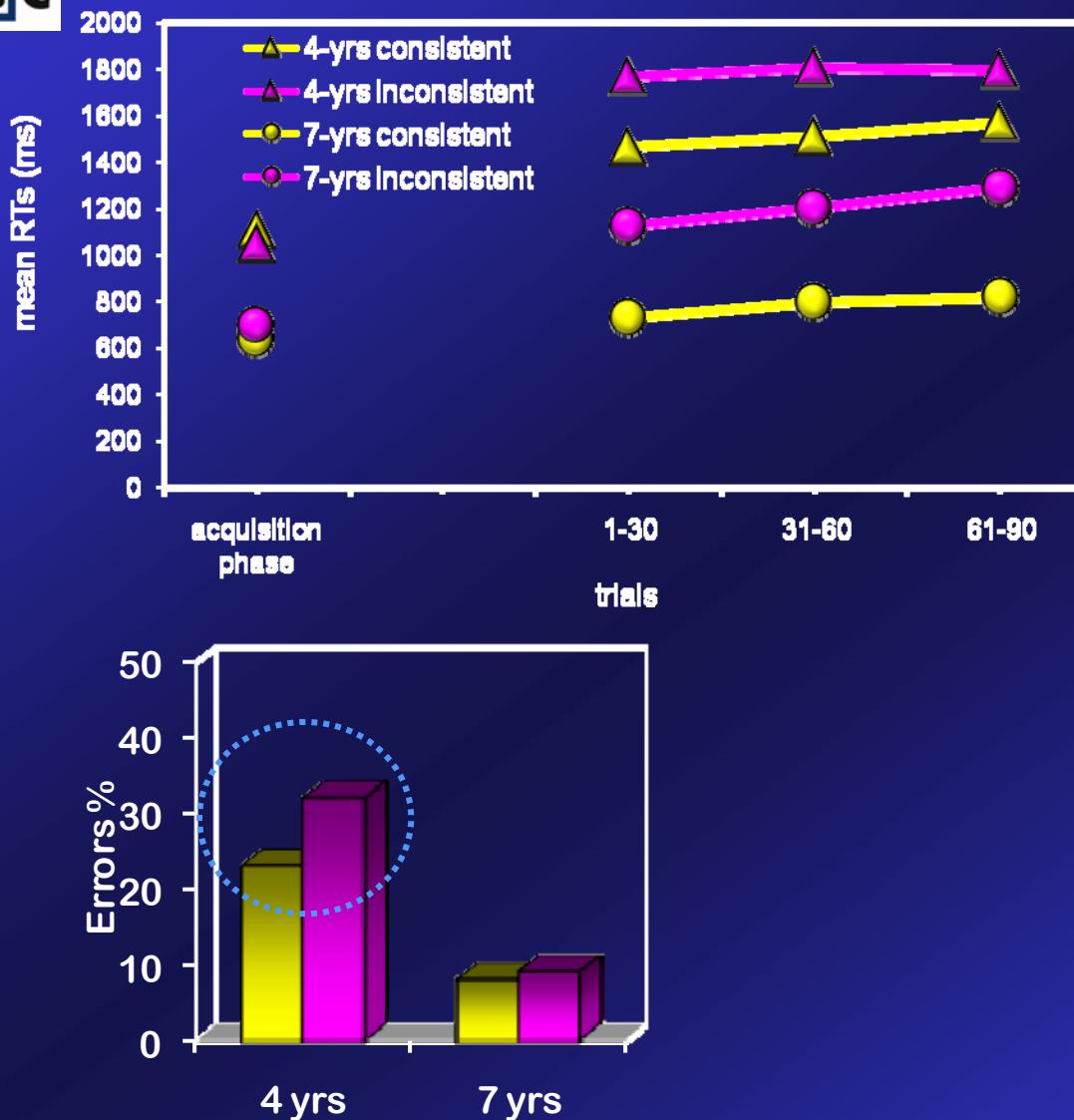


inconsistent

- Better performance with **consistent** than **inconsistent** mapping?



# Action-effect learning in (4-7y old) children



- Indeed, transfer yields better performance with **consistent** than **inconsistent** mapping
- Independent of age...?
- Larger consistency effect in 4-yr-olds
- due to “goal neglect” ( $\rightarrow$ frontal-lobe development)?



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# Action-effect acquisition in infants



## Acquisition



Baby watches  
(10 x)

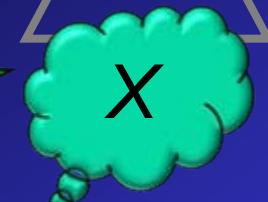


Baby 'acts'  
(10 x)

B  
R  
E  
A  
K

30  
sec

## Test (3 trials, order balanced)





# Action-effect acquisition in infants



- No reliable transfer in 9-12 year-olds!?
- ≠ Rovee-Collier, Watson
- More difficult transfer (context)?
- Weak STM?



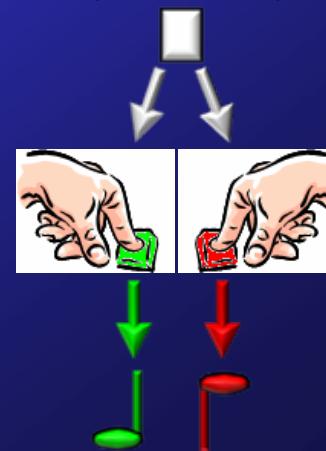


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# Locating action effects in the human brain

## Acquisition Phase (free choice)



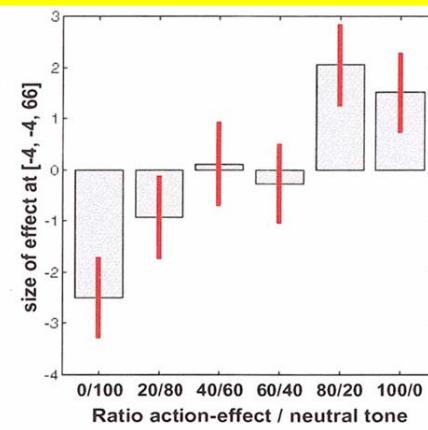
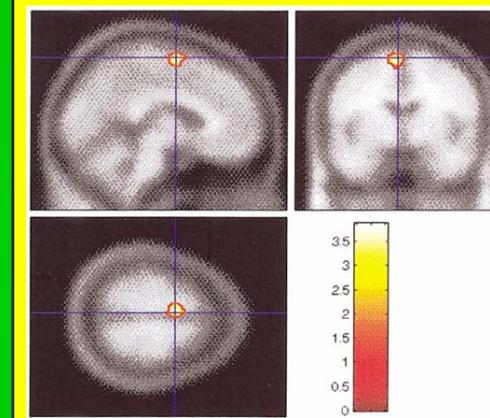
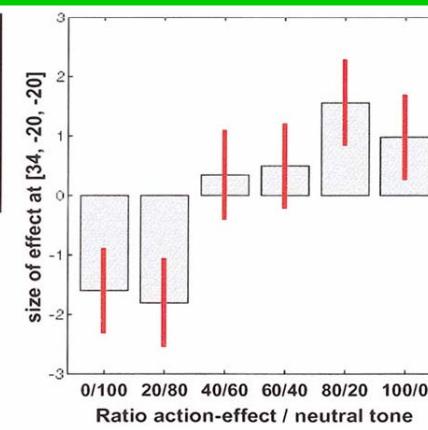
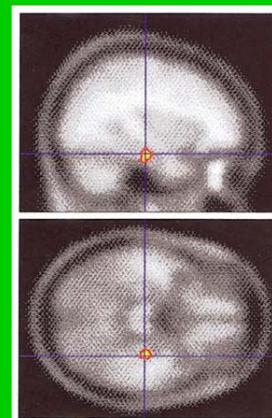
## Transfer Phase (tone monitoring)



12 PET scans, parametric design: 0%, 20%, 40%, 60%, 80%, 100% effect tones

- **Rostral Supplementary Motor Area (SMA) proper: housing plans for voluntary actions**

- **Hippocampus: storing action-effect associations**





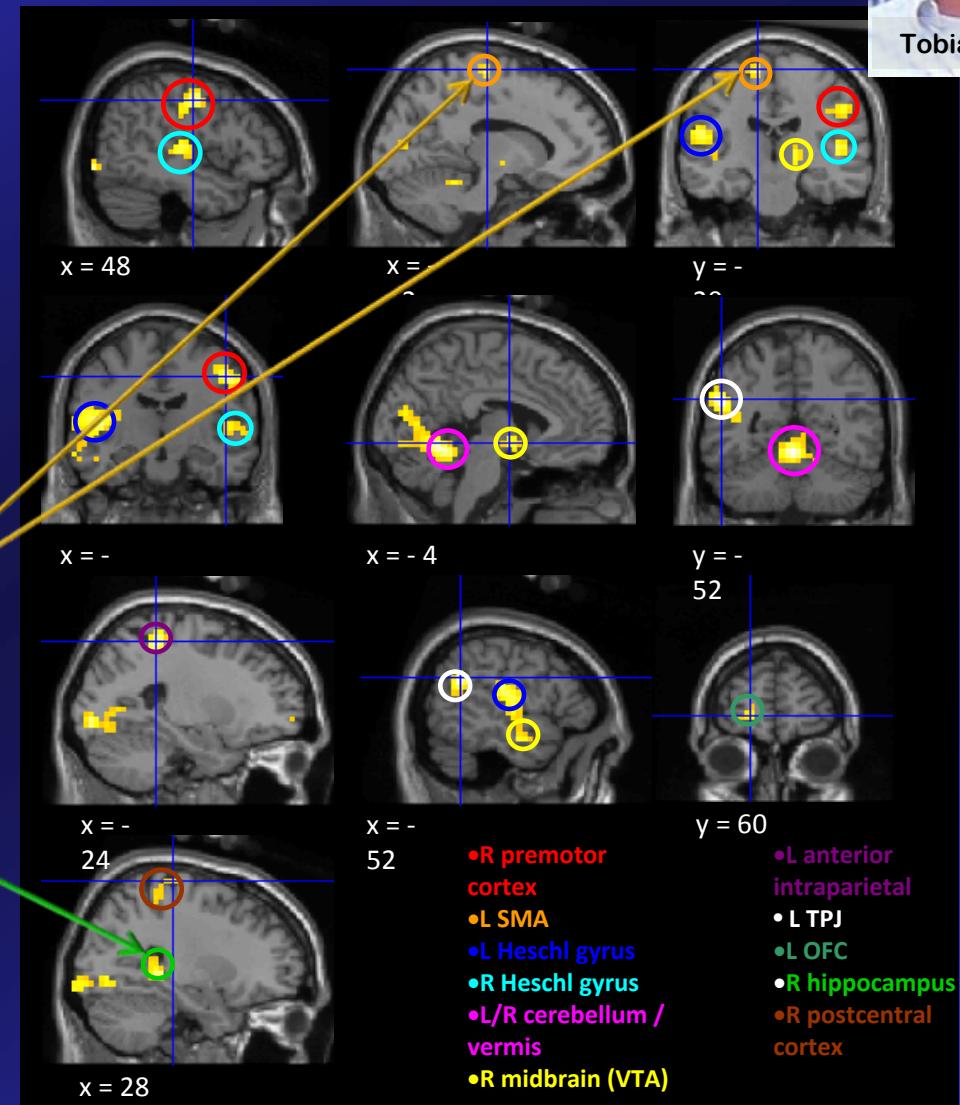
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# Locating action effects in the human brain



Tobias Melcher



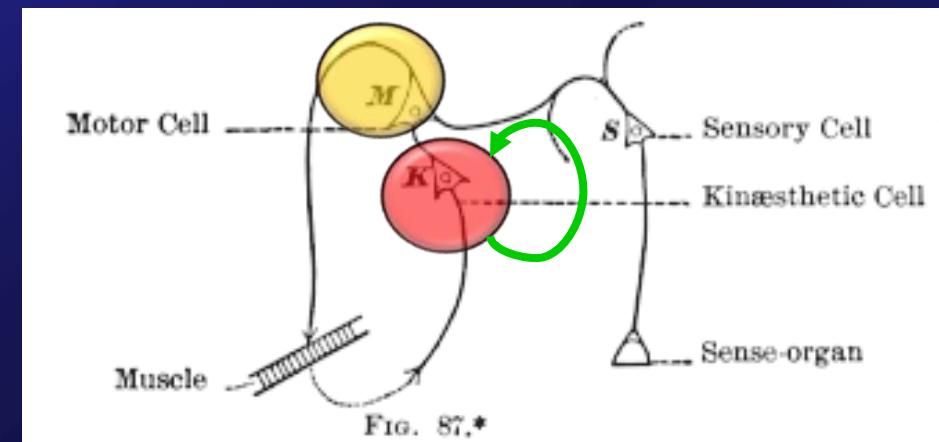
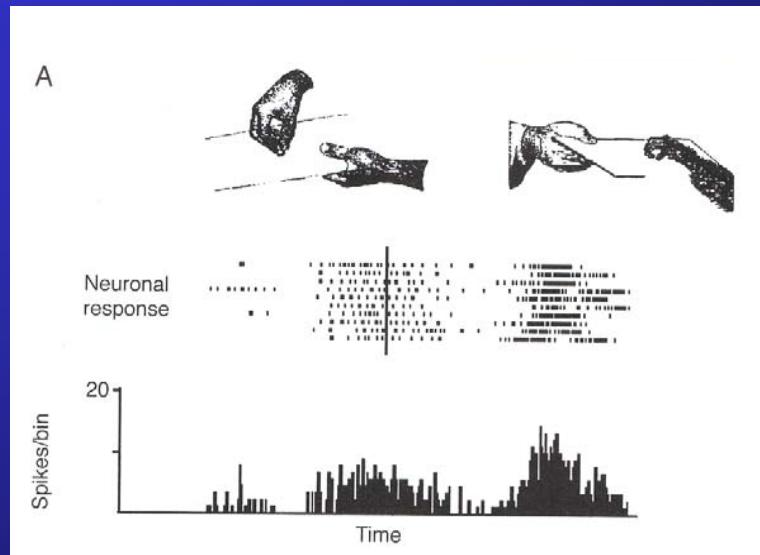
- **SMA: houses plans for voluntary actions**
- **Hippocampus: storing action-effect associations**



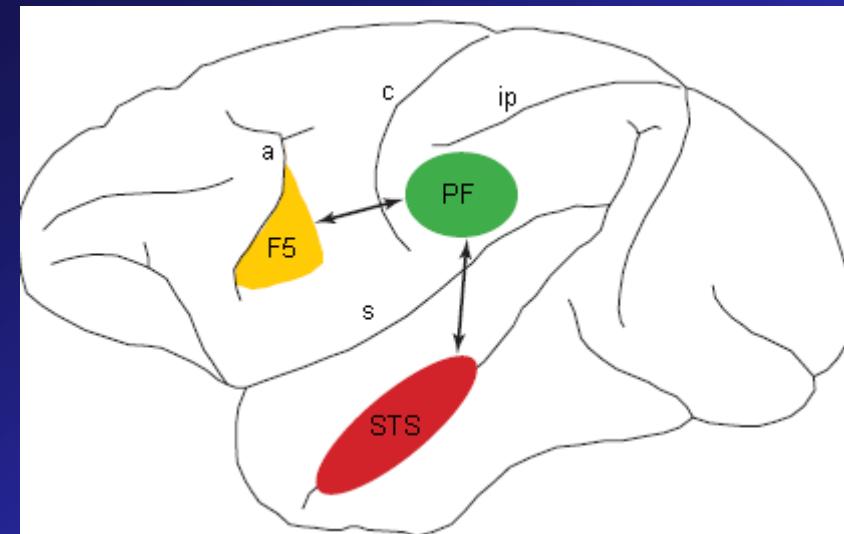
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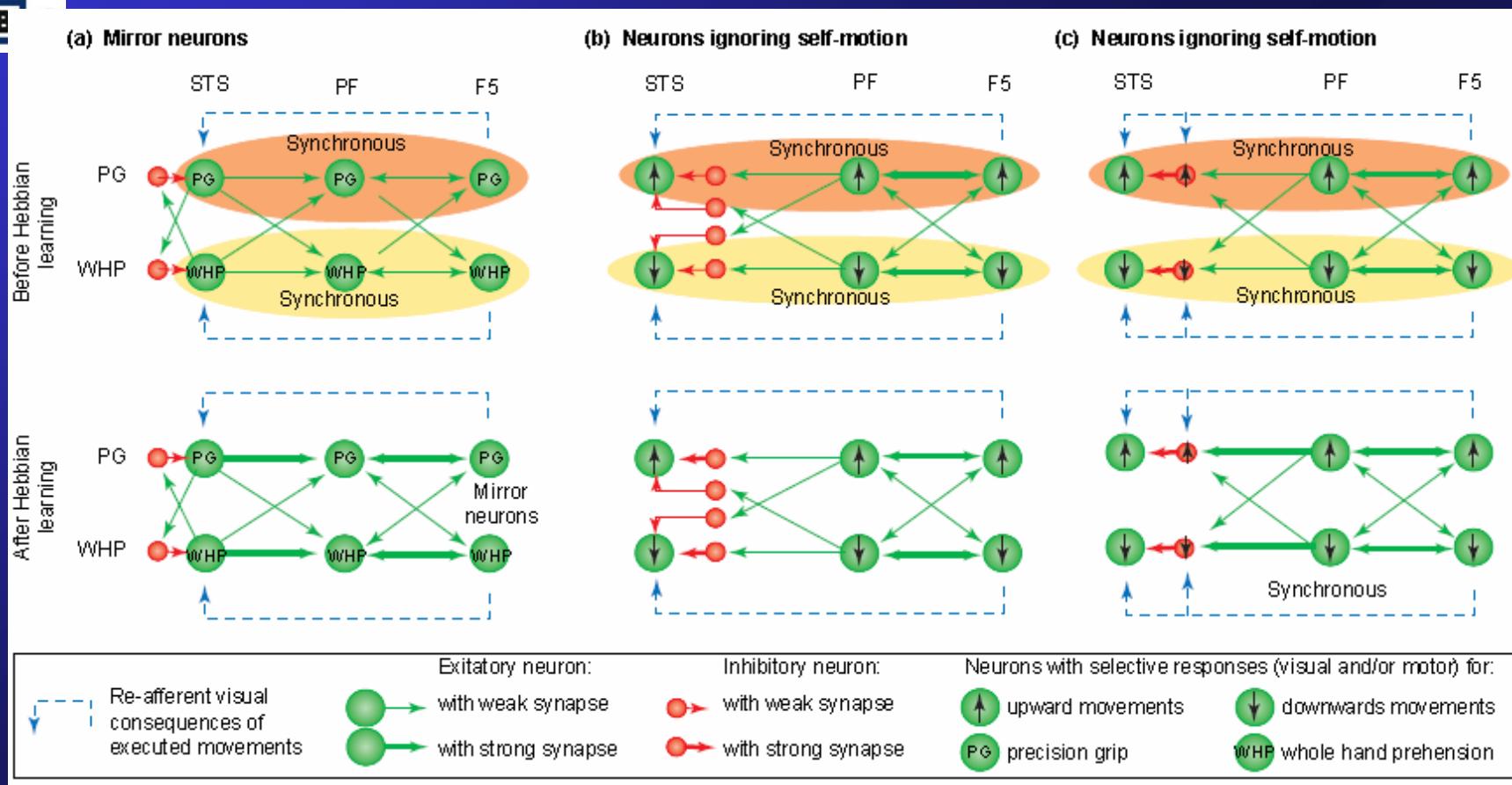
# Mirror neurons or mirror system?



F5/SMA: action program  
PF (inferior parietal cortex):  
differentiating self from other  
STS (superior temporal sulcus):  
integration of action effects



# Keyser & Perrett (2004): Acquiring mirror neurons

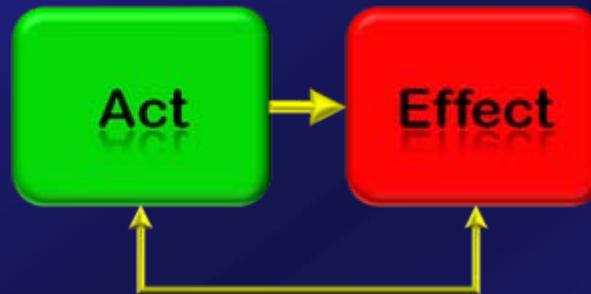


- Perceiving oneself while acting associates action and effect
- Action-effect integration produces mirror neurons (James!)
  - Intermodal integration!



# Preconditions for action-effect acquisition

Acquisition as by-product of acting and exploration



Acquisition as result of intentional search for means to an end



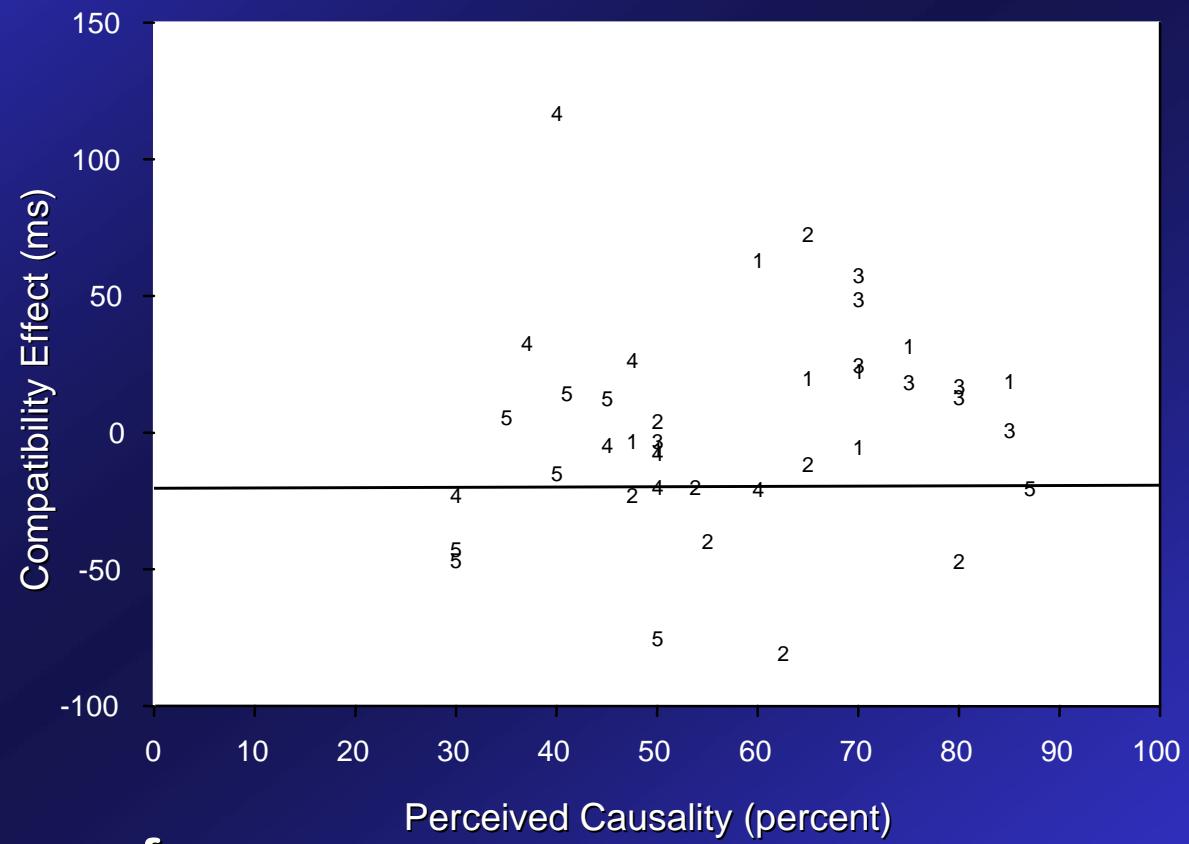


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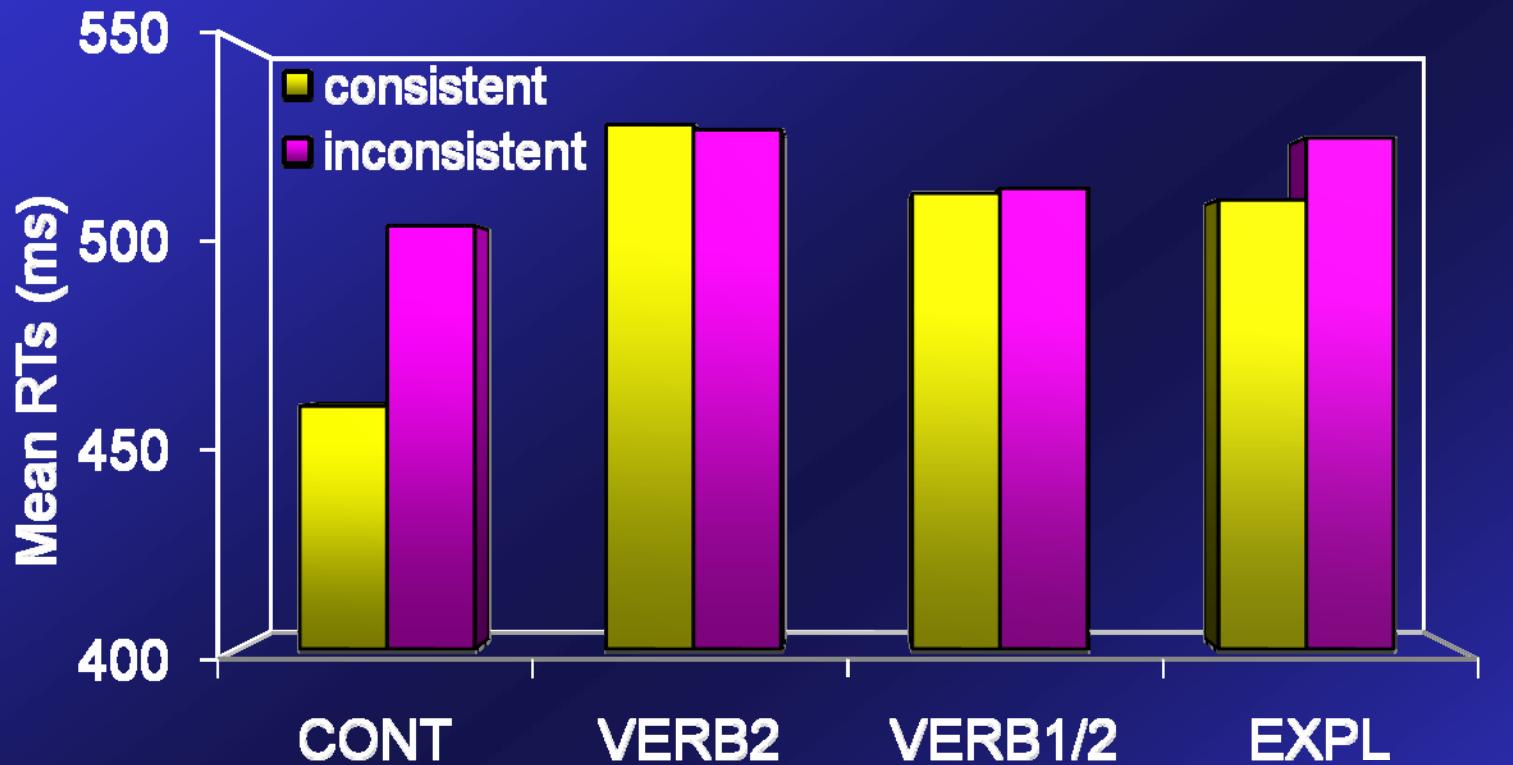
# AE learning does not depend on causal perception

No correlation  
between learning and  
causal perception



Learning even in absence of  
insight into systematic  
relationship (Hommel, Alonso  
& Fuentes, 2003)

# AE learning prevented by conscious representation



Acquisition

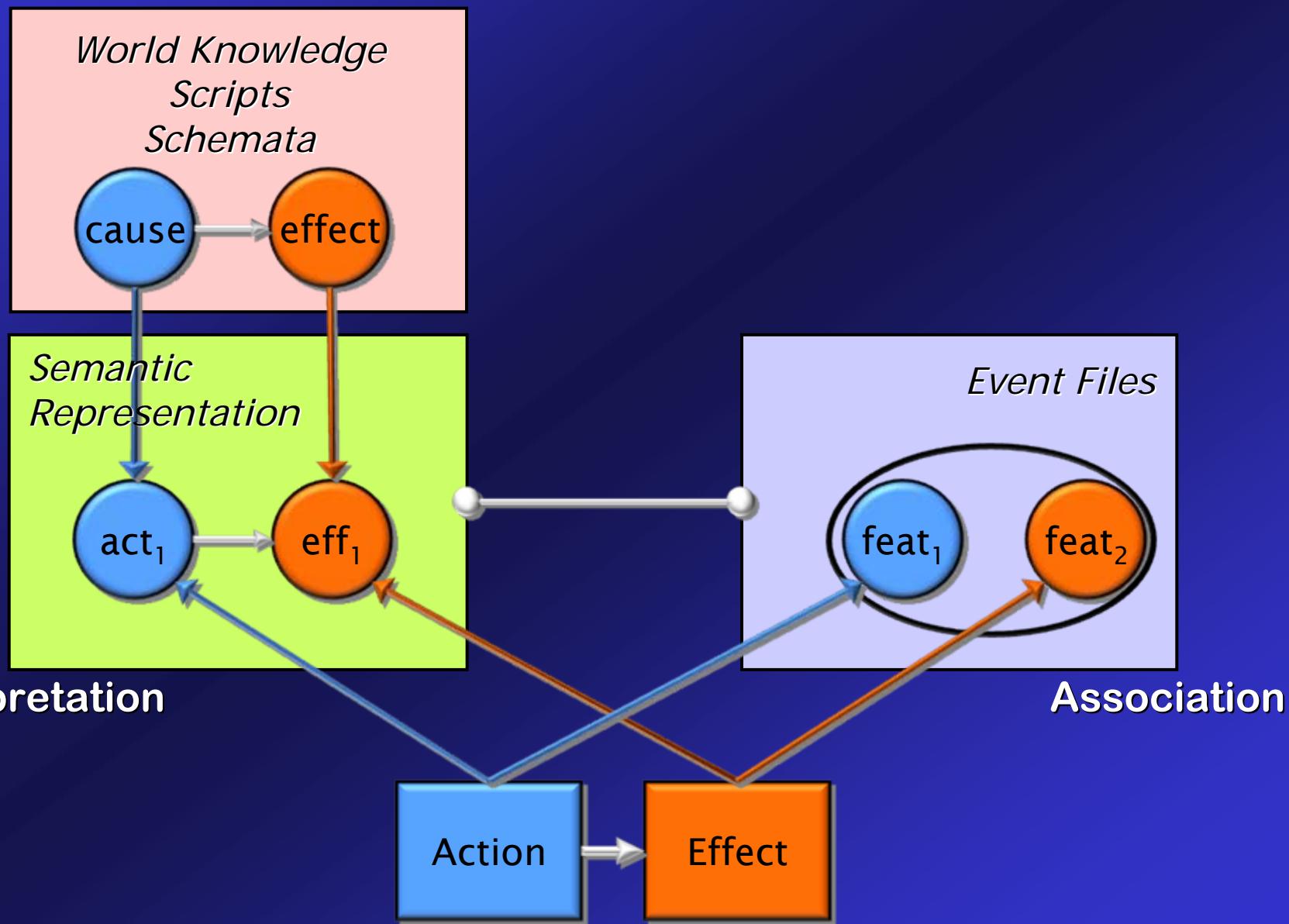


Test





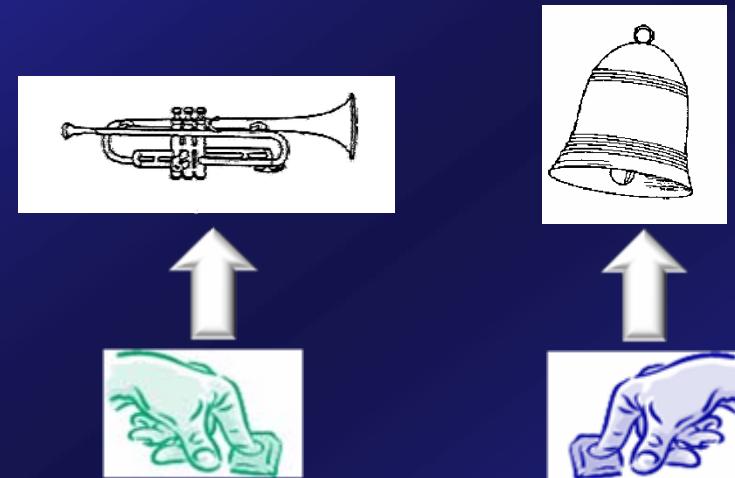
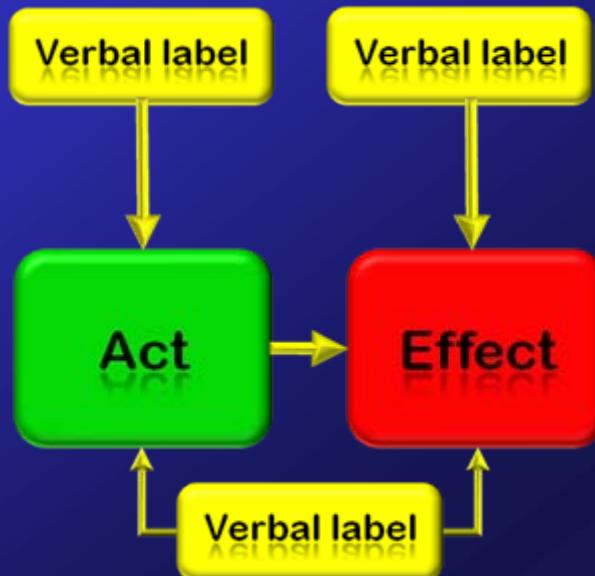
# Dual integration model





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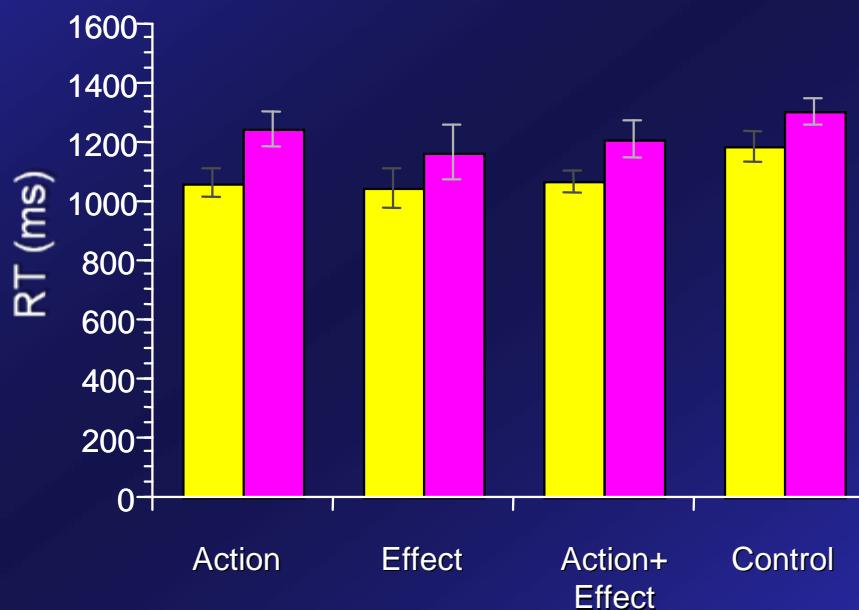
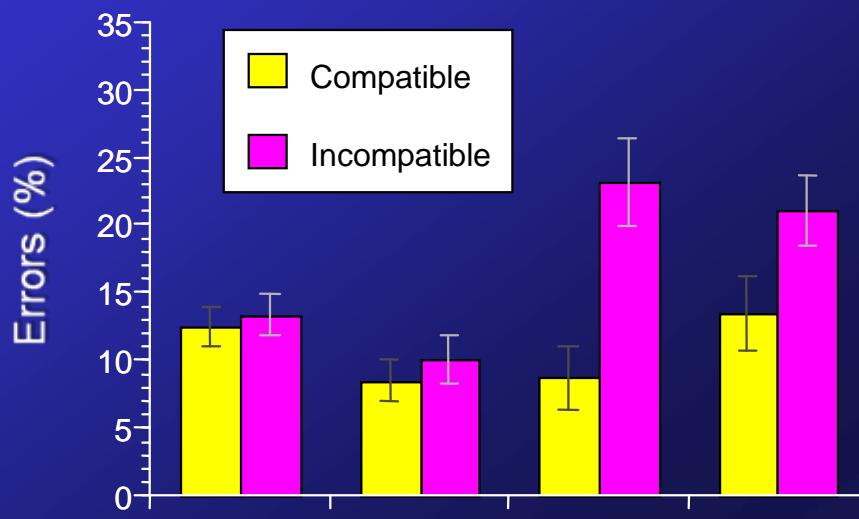
### 4-year-olds in 4 groups

- Action: “green key”
- Effect: “trumpet sound”
- Action+Effect: “green key to produce trumpet sound”
- Irrelevant word



Jutta Kray

# Language as glue vs. pointer (4yrs)



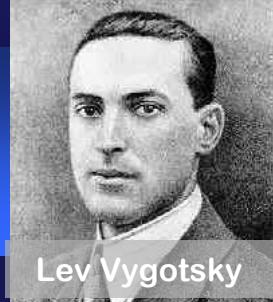
- No benefit from relational labels
- But interference from “single element” labels
- Labels as attentional pointers



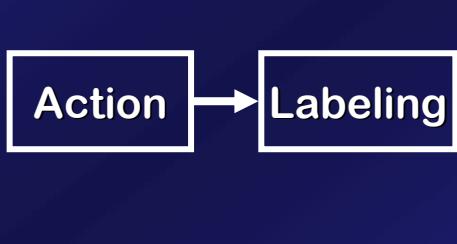
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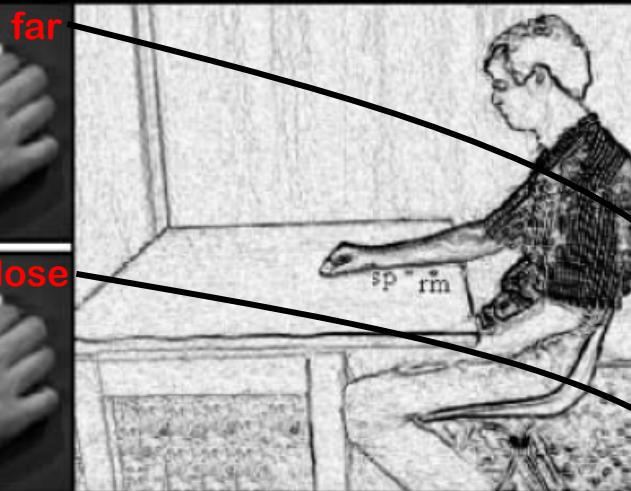
# Vygotsky: Language and action control



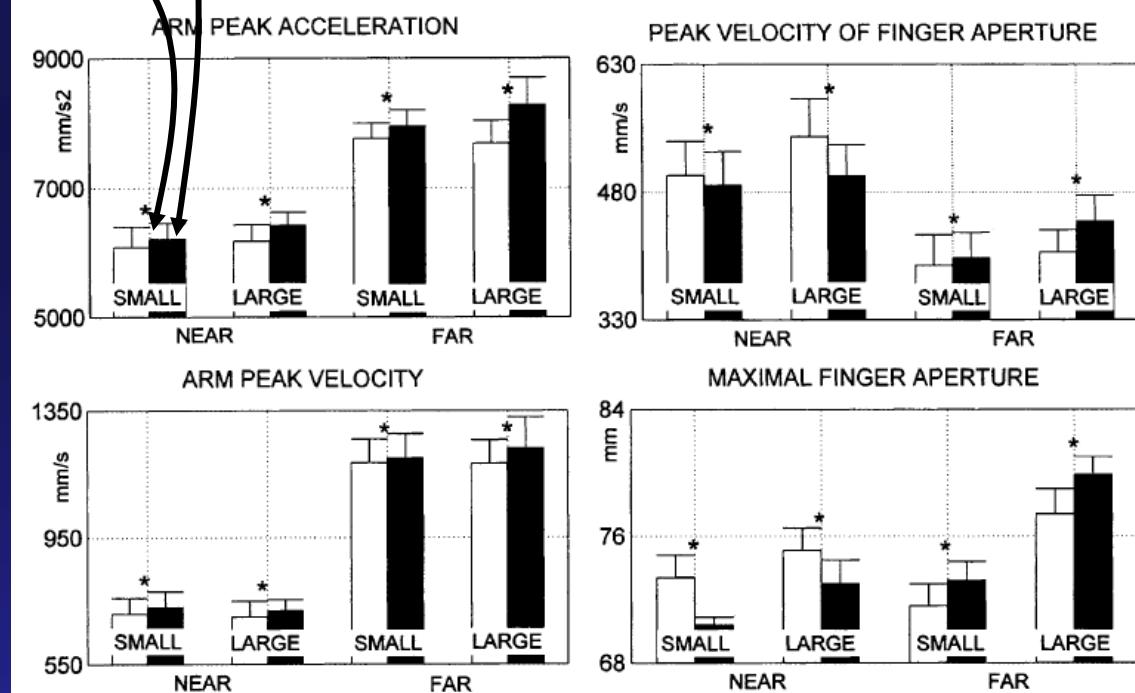
Lev Vygotsky



# Verbal labels as action retrieval cues



Gentilucci et al. (2000): Grasping objects with irrelevant labels



# AEs in selection and prediction/evaluation

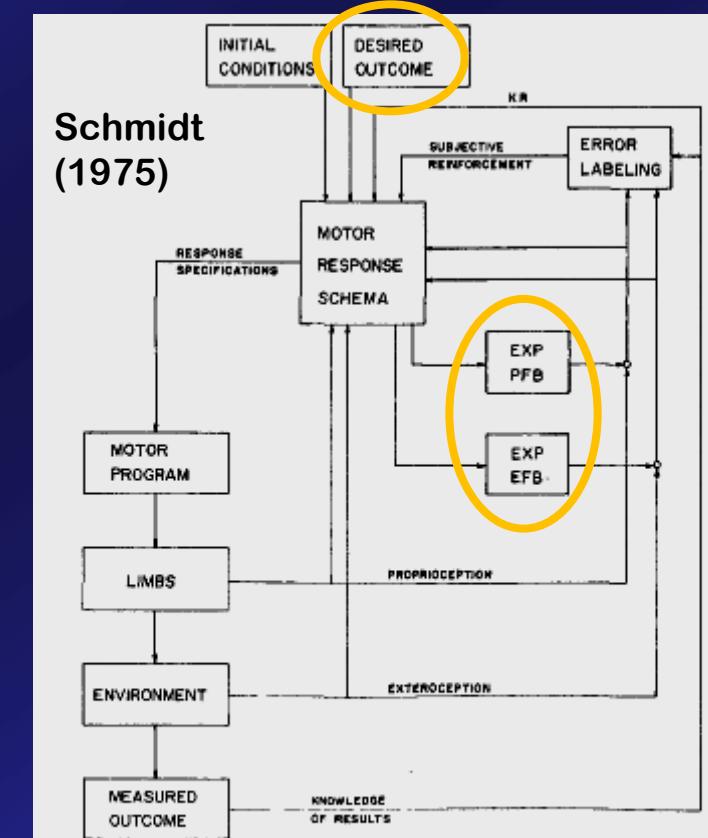
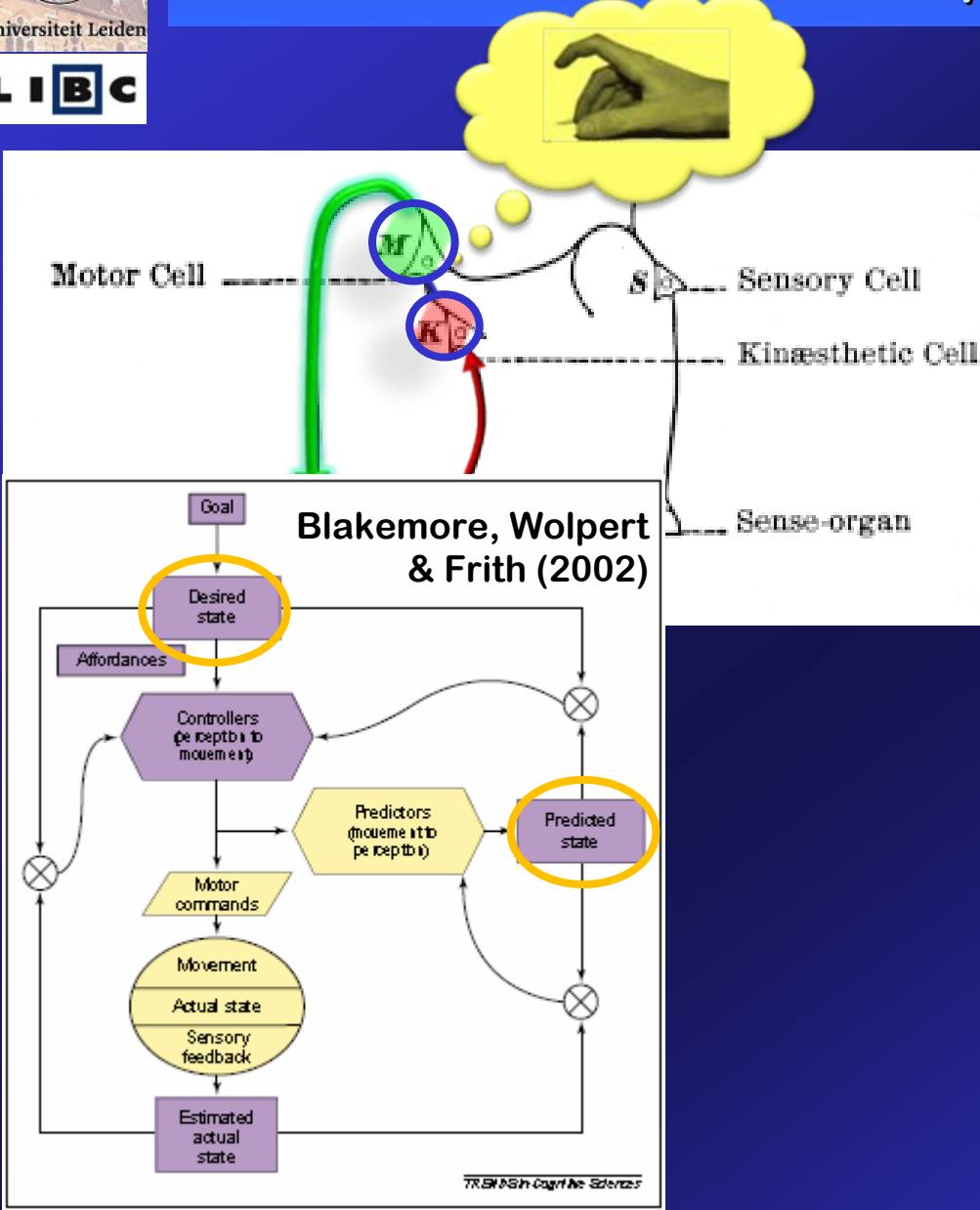


FIGURE 3. The motor response schema in relation to events occurring within a trial (recall and recognition schemata are combined for clarity). Abbreviations: KR = knowledge of results; EXP PFB = expected proprioceptive feedback; EXP EFB = expected exteroceptive feedback.



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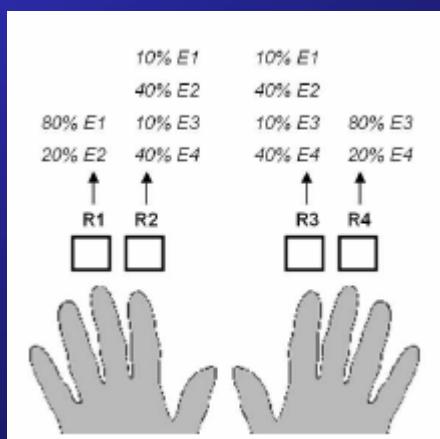
Imperative  
Stimulus



Response



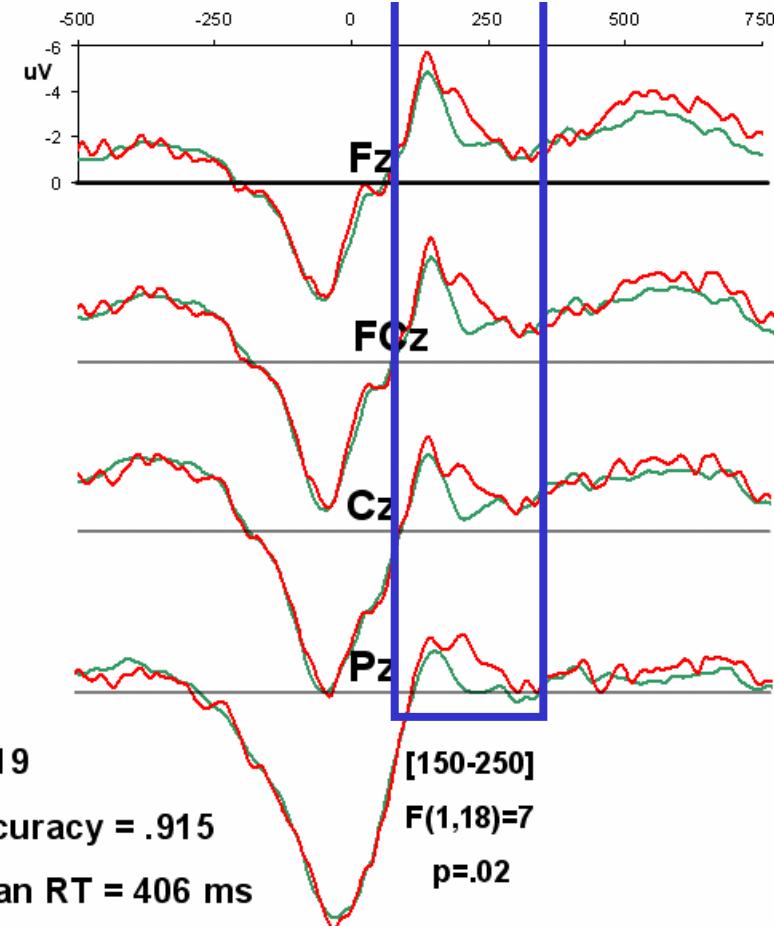
Action Effect:  
80%: /e/  
20%: /æ/



Deviant action effects evoke feedback-ERN-type negativity, but smaller and shorter in duration

# Automatic monitoring of action effects

## Deviant vs. regular action effect





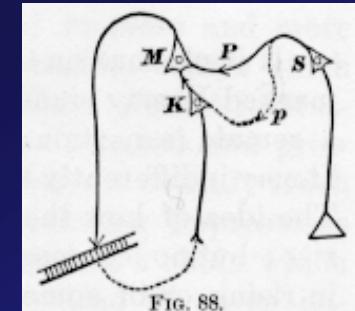
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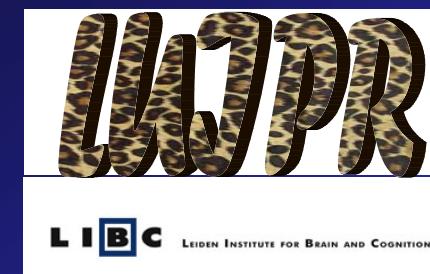
# Summing Up



- Novel, action-contingent events are registered and automatically associated with the accompanying action (hippocampus)
  - From early on (>1 yr)
- Action-effect codes mediate selection of intended action (SMA)
  - Depending on developing frontal cortex
- Language acts as pointer/action-retrieval cue
- Strong support for the idea underlying ideomotor theory: we select and evaluate our actions by anticipating their perceivable consequences!



Thanks to:



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Forschungsgemeinschaft  
**DFG**