Training, Retention, and Transfer of Data Entry Perceptual and Motor Processes Over Short and Long Retention Intervals

Alice F. Healy, James A. Kole, Vivian I. Schneider, and Immanuel Barshi





SPECIFICITY

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Demonstrations of Specificity
  Healy, Wohldmann, Parker, & Bourne (2005)
  Healy, Wohldmann, Sutton, & Bourne (2006)
Theories of Specificity
  Thorndike (1906)
     Identical Elements
  Tulving & Thomson (1973)
     Encoding Specificity
  Morris, Bransford, & Franks (1977)
     Transfer Appropriate Processing
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Standard Data Entry Task





Standard Data Entry Task





Left-Hand Variant

Different Motoric Processes, Same Perceptual Processes





Code Variant

Different Perceptual Processes, Same Motoric Processes





METHOD

Test Stimuli
Old, New
Repetition Priming
Old faster than New

Repetition Priming for Standard Task
Reflects Specificity of Training
Repetition Priming for Left-Hand Task
Implies Perceptual Transfer
Repetition Priming for Code Task
Implies Motoric Transfer

MATERIALS

Training Standard task 2 days 3 blocks of 100 trials both days **Test** 100 trials of standard variant 100 trials of novel variant (left hand or code) 50 old, 50 new Change-hand test standard variant followed by left-hand variant Change-stimuli test standard variant followed by code variant

MATERIALS

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DESIGN

```
Within-subject variables (Training)
   Day
      (Day 1, Day 2)
  Block
      (Block 1, Block 2, Block 3)
Within-subject variables (Test)
   Task
      (standard, left-hand) or (standard, code)
  Trial type
      (new, old)
Dependent variables
   Execution time (average time to type the second,
      third, and fourth digits) for correct trials
   Initiation time (time to type the first digit)
      for correct trials
```

EXPERIMENT 1 (n = 24)

Training

2 days (with 48 hours in between) standard task (right hand, numerals) 3 blocks, 100 trials per block, each day

Testing

Change-hand test (20 min after training)
100 trials standard task (right hand, numerals)
100 trials left-hand task (left hand, numerals)

Change-stimuli test (2 days after training)
100 trials standard task (right hand, numerals)
100 trials code task (right hand, letters)

EXPERIMENT 1 (n = 24)

Training

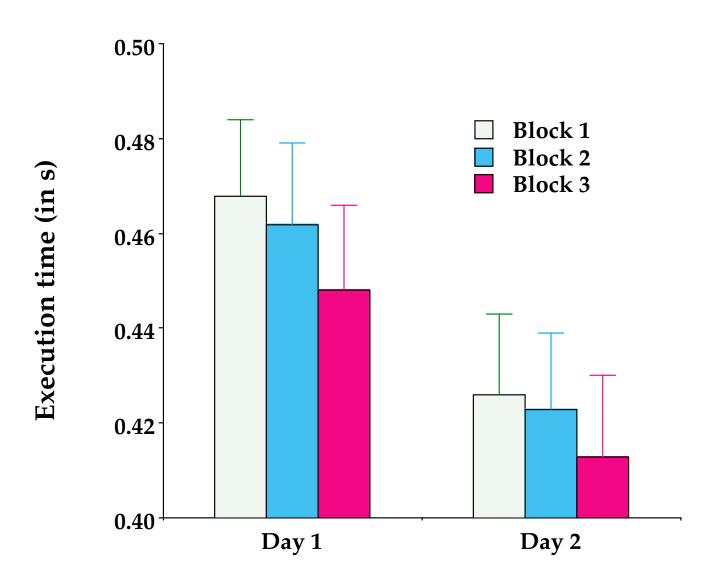
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Testing

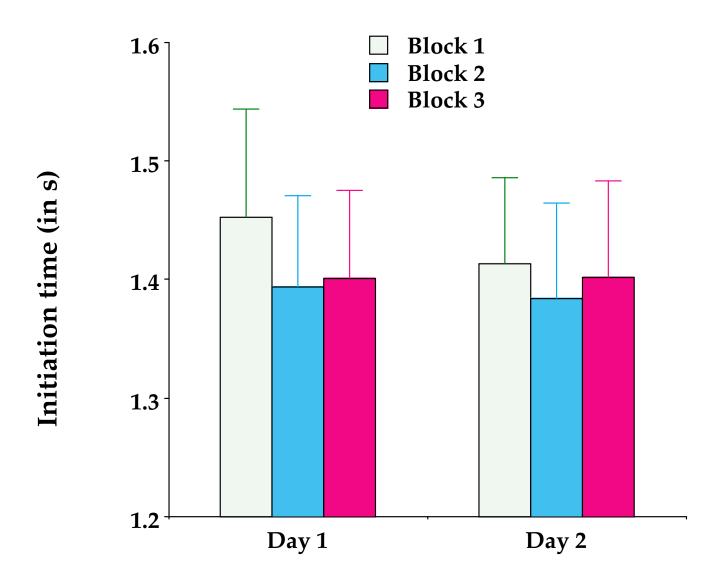
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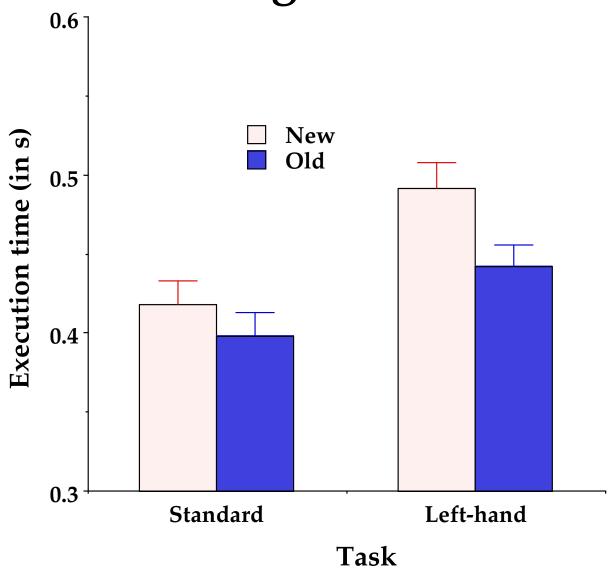
Training



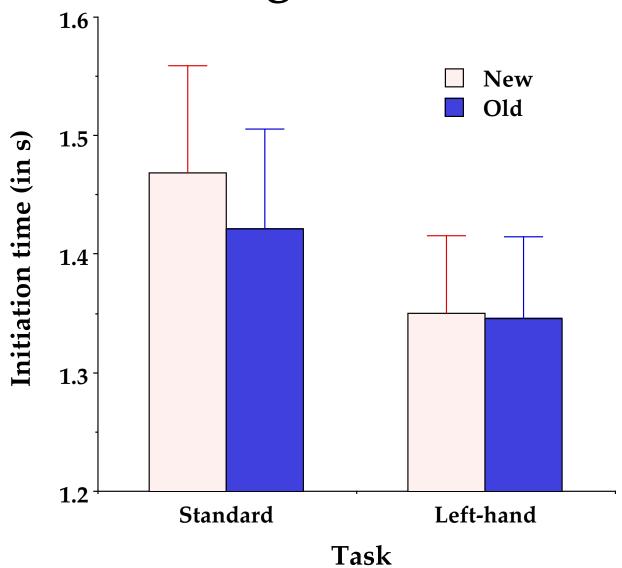
Training



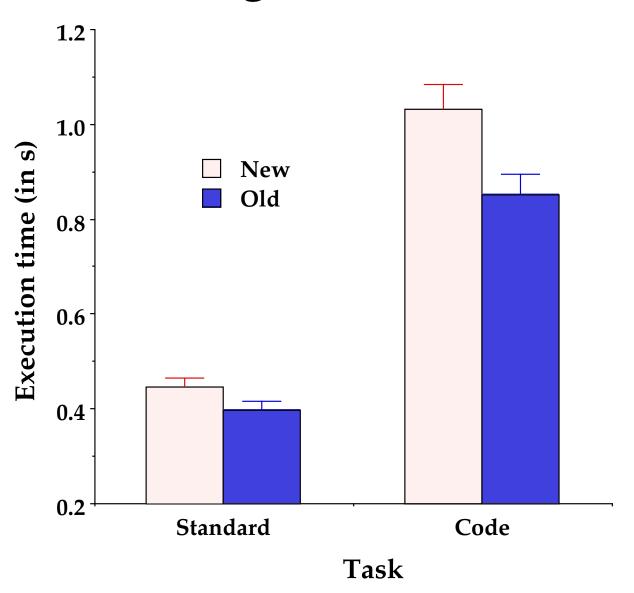
Change-Hand Test



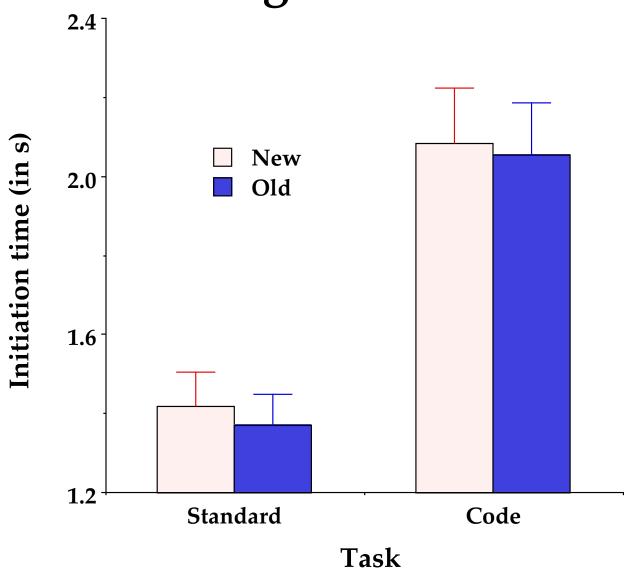
Change-Hand Test



Change-Stimuli Test



Change-Stimuli Test



EXPERIMENT 2 (n = 26)

Training

2 days (with 3 months in between) standard task (right hand, numerals) 3 blocks, 100 trials per block, each day

Testing

Change-hand test (6 months after training)
100 trials standard task
100 trials left-hand task (left hand, numerals)

Change-stimuli test (8 months after training)
100 trials standard task
100 trials code task (right hand, letters)

EXPERIMENT 2 (n = 26)

Training

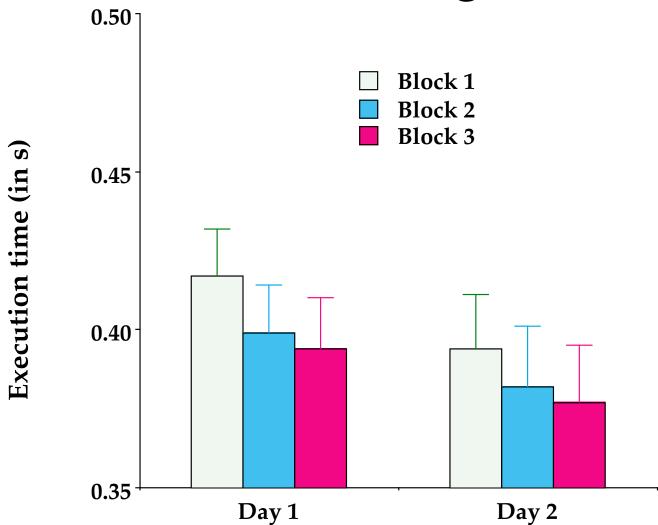
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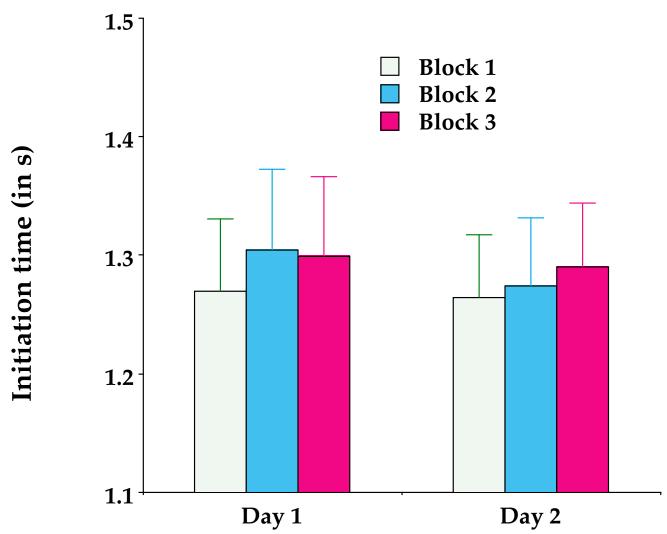
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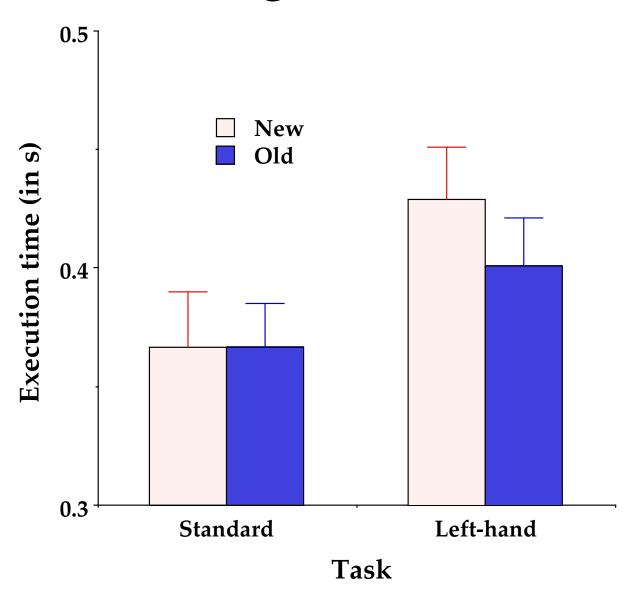
Training



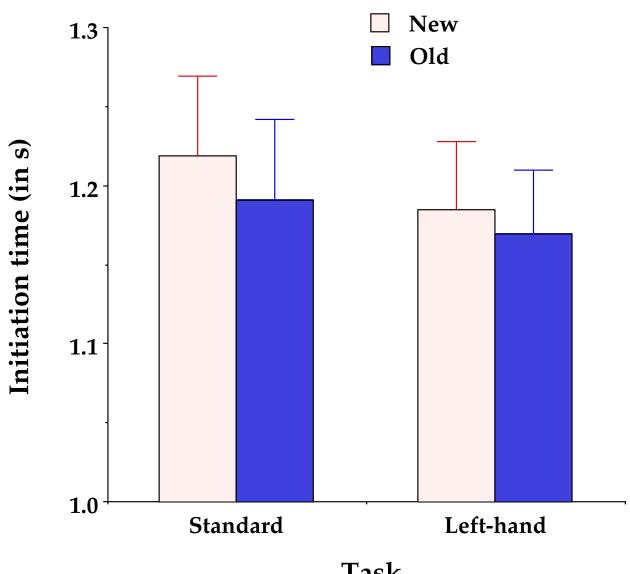
Training



Change-Hand Test

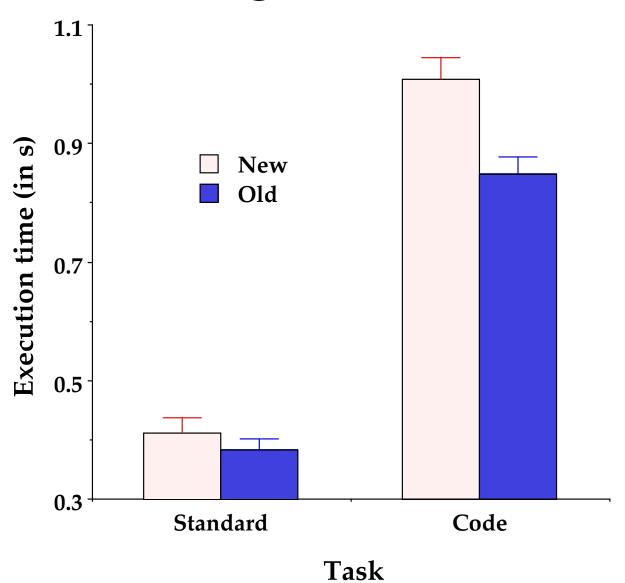


Change-Hand Test

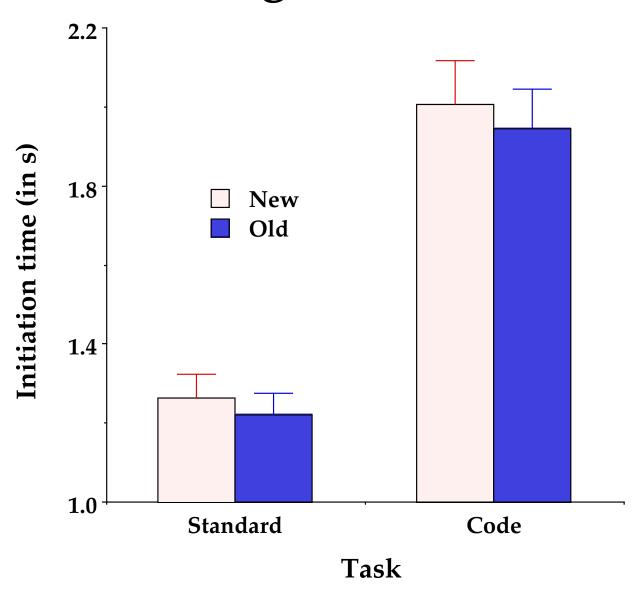


Task

Change-Stimuli Test



Change-Stimuli Test



SUMMARY

Specificity of training

Repetition priming for standard task

Generalizability of training

Repetition priming for left-hand and code tasks

Transfer of perceptual processes in left-hand task

Transfer of motoric processes in code task

CONCLUSIONS

Retention Intervals

6 & 8 months in Experiment 2

Practical Implications

Benefit from training
despite long retention intervals and
changes in perceptual or motoric aspects
Simulators and other training devices
highly effective without perfect fidelity

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Retention Intervals

6 & 8 months in Experiment 2

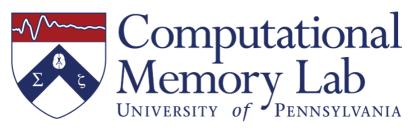
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ACKNOWLEDGMENTS







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