



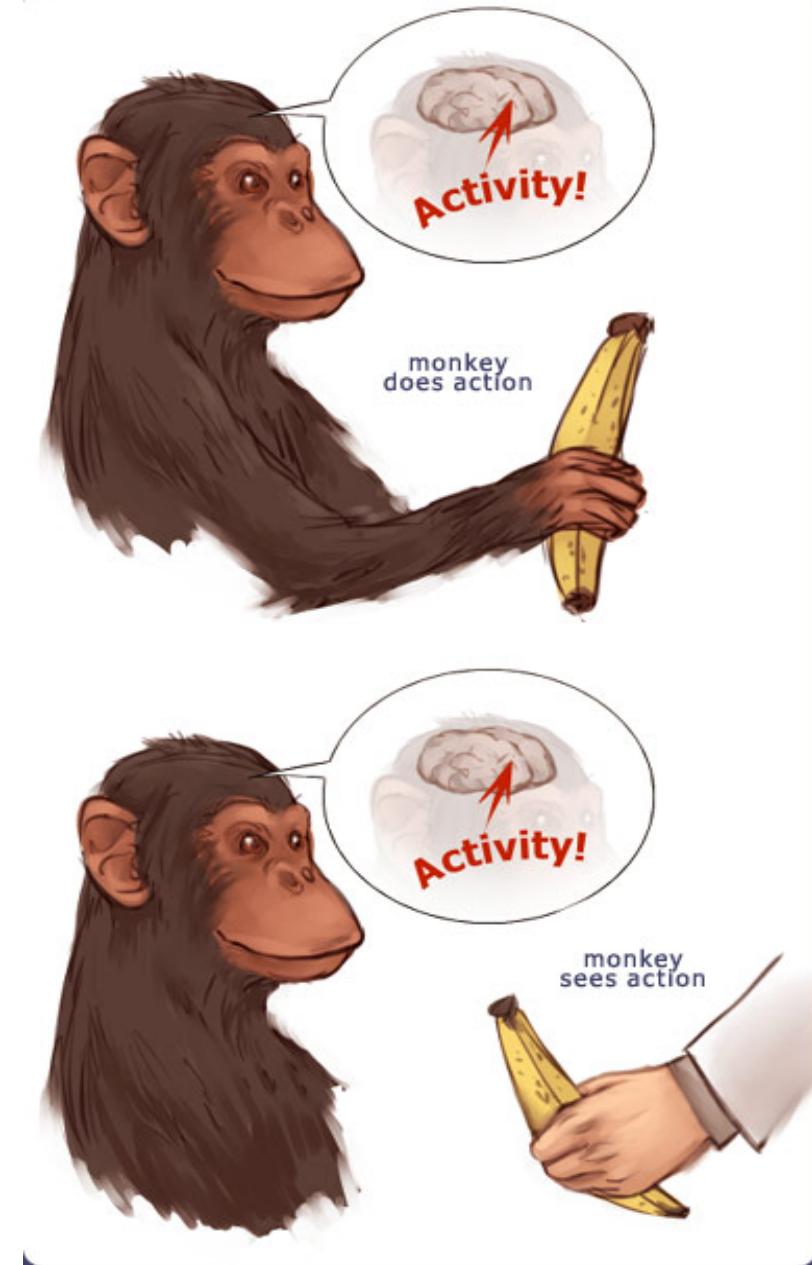
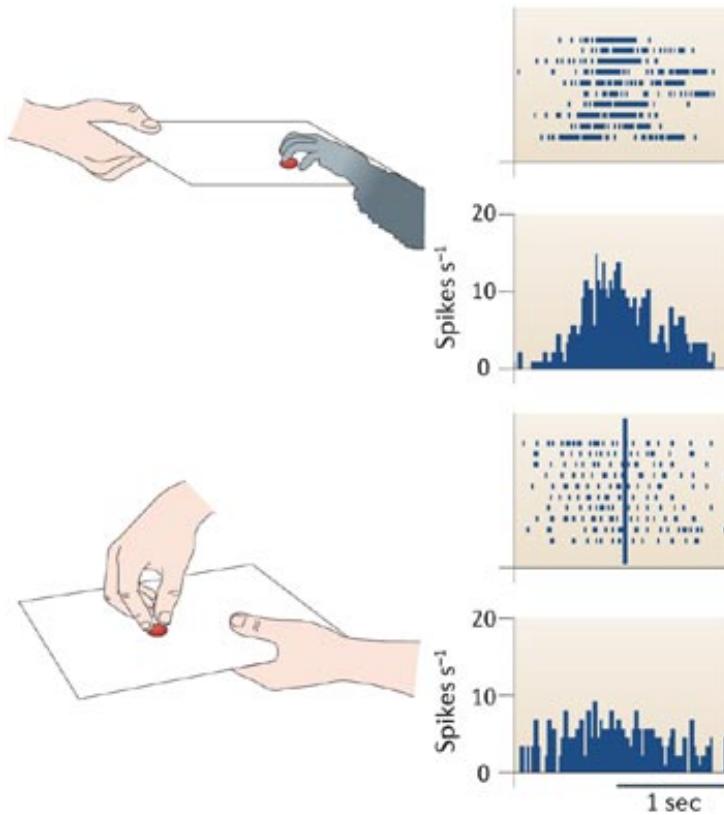
*Action observation and action  
imagination: from pathology to  
the excellent sport performance*

# Imitation



Meltzoff & Moore, Science 1977

# Rizzolatti and the Parma's group: The mirror system



# Open problems for Mirror neurons

- Normally is not possible to study single neurons in the human brain, so most evidence for mirror neurons in humans is indirect.
- The function of the mirror system is a subject of much speculation:
  - Are the neurons active when the observed action is goal-directed? Or is a pantomime of a goal-directed action?
  - How do they “know” that the definite action is goal-directed or is a pantomime of the goal-directed action?
  -



# The primary motor cortex (M1)

- M1 may have a role in action recognition and skill acquisition
- Imagery (a cognitive process that involves multiple areas) may lead to potentiation of output from M1 (which is involved directly in execution)
- We may expand the knowledge about the role for forward models

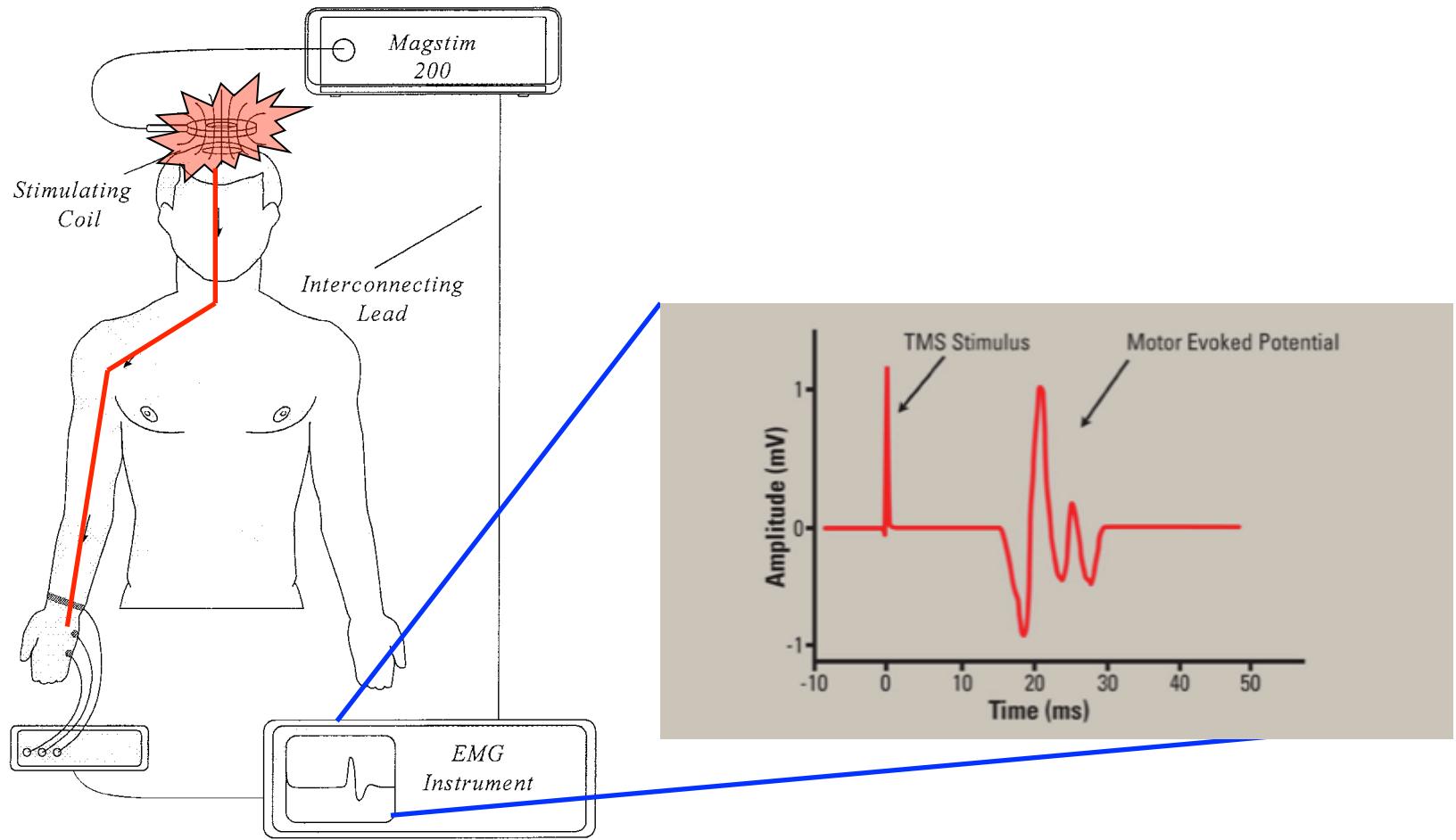
# Action observation and imagination

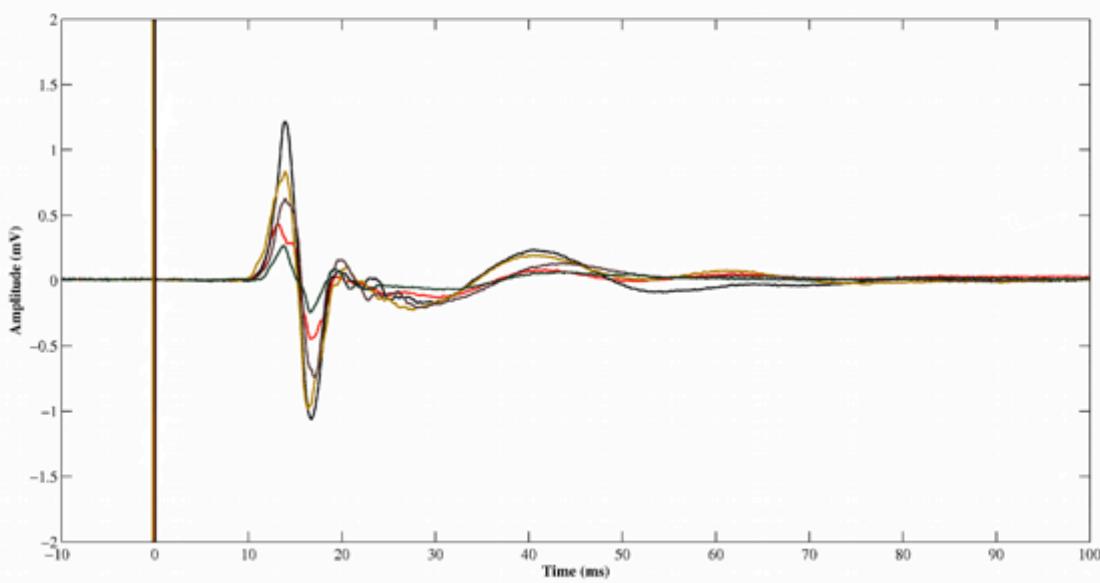
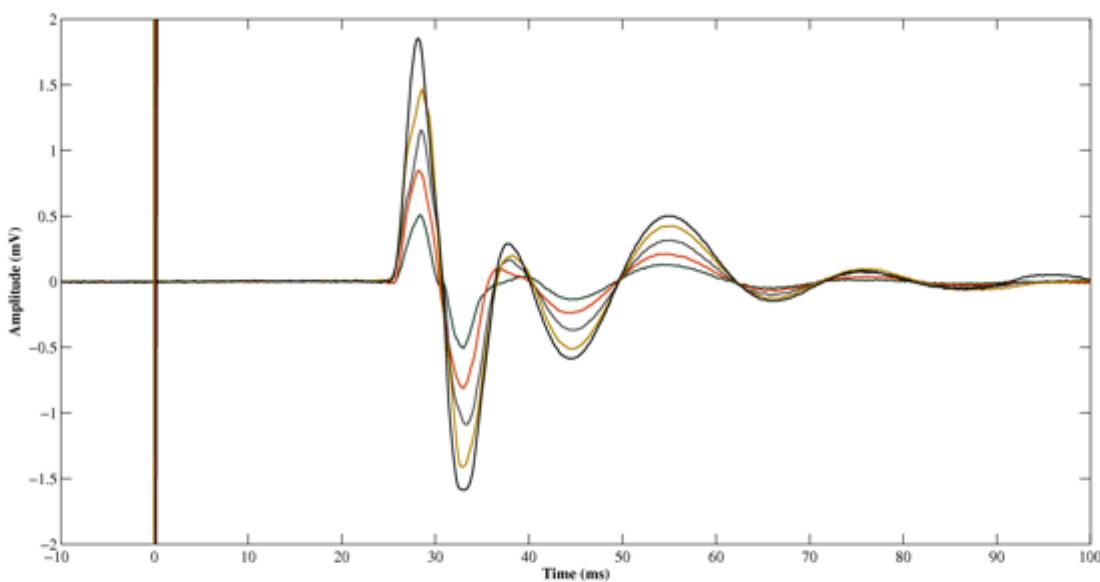
- The motor cortex “resonates” for
- Muscle specific activation
  - Body’s parts
  - Task parameters
    - direction-amplitude, object’s dimensions
- Internal action simulation
  - Action prediction
    - correct vs erroneous
    - fake movements

# Motor Cortex

To obtain evidence of motor cortex activity during observation and imagination of different movements

# TMS-EMG





# Muscle specificity

# Imagine ...Observe...

Control



FDI

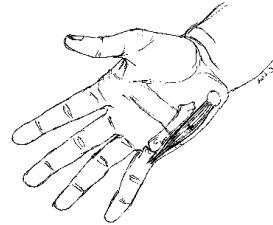
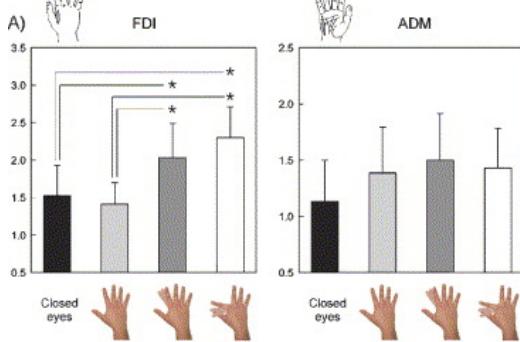


ADM

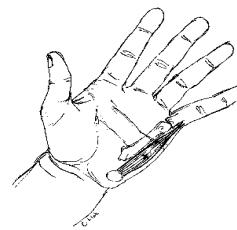
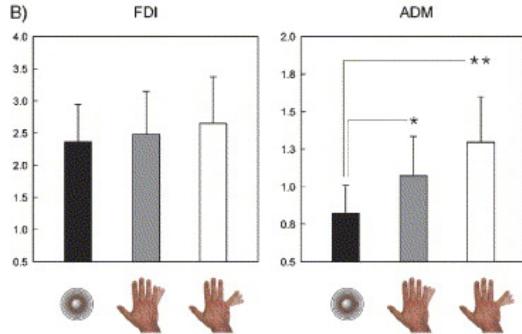


EIP

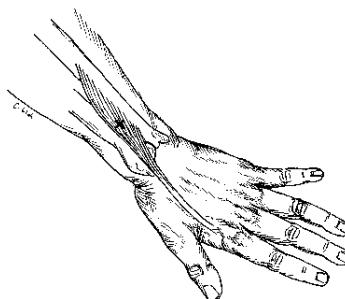
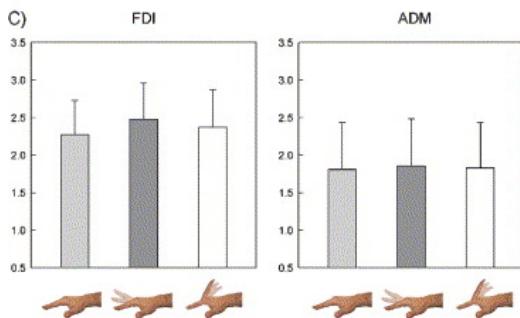




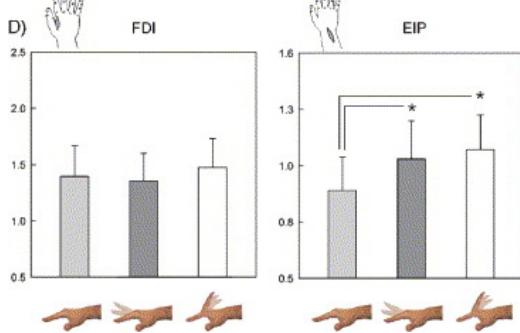
FirstDorsalInterosseus



AbducturDigitMinimi



ExtensorIndicisProprius

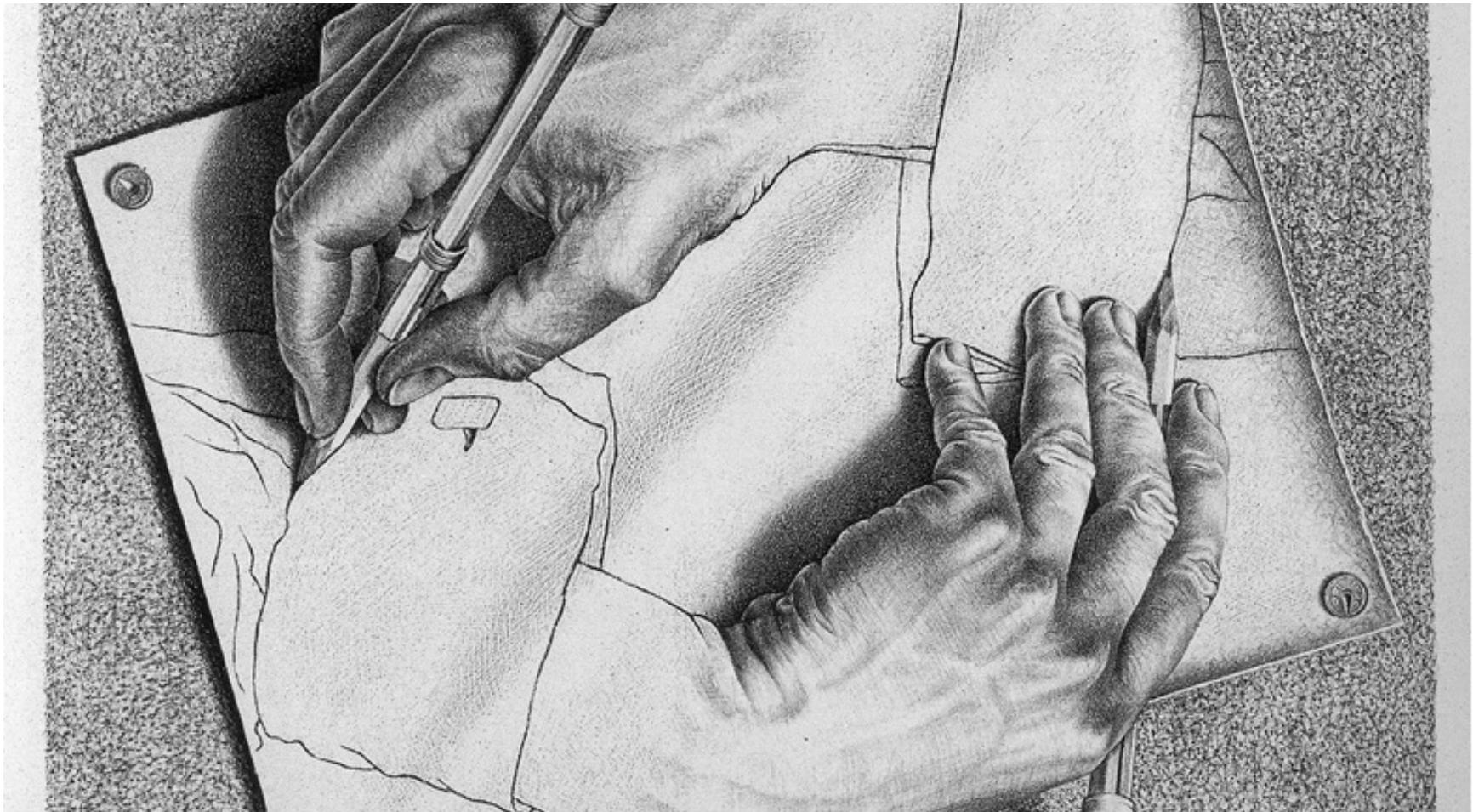


Muscle-specific for  
action observation  
and imagination

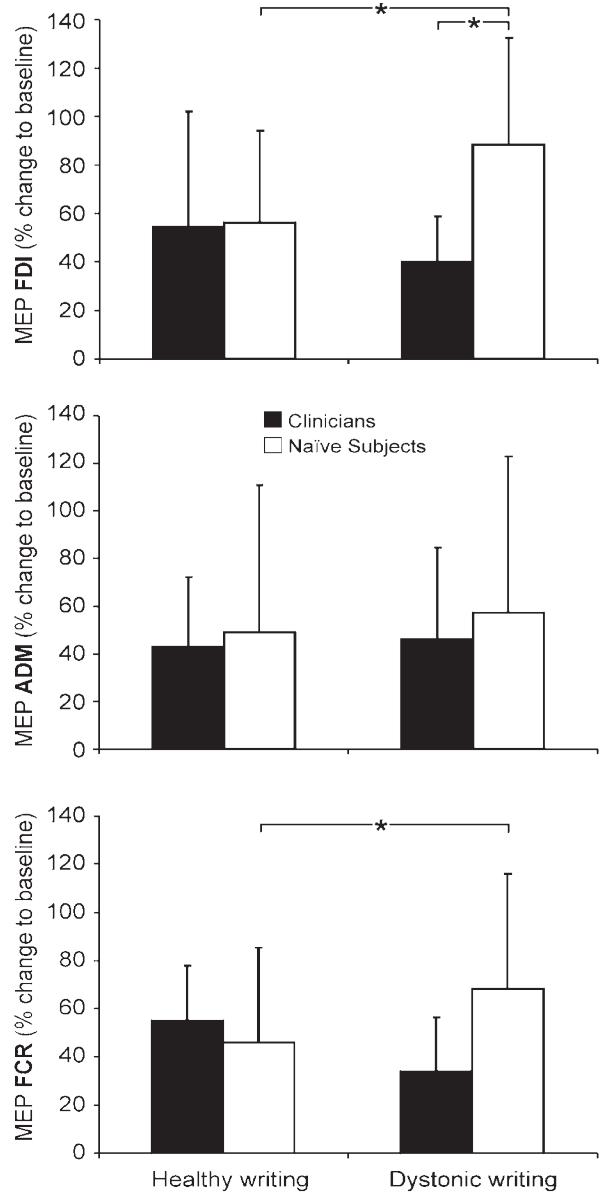
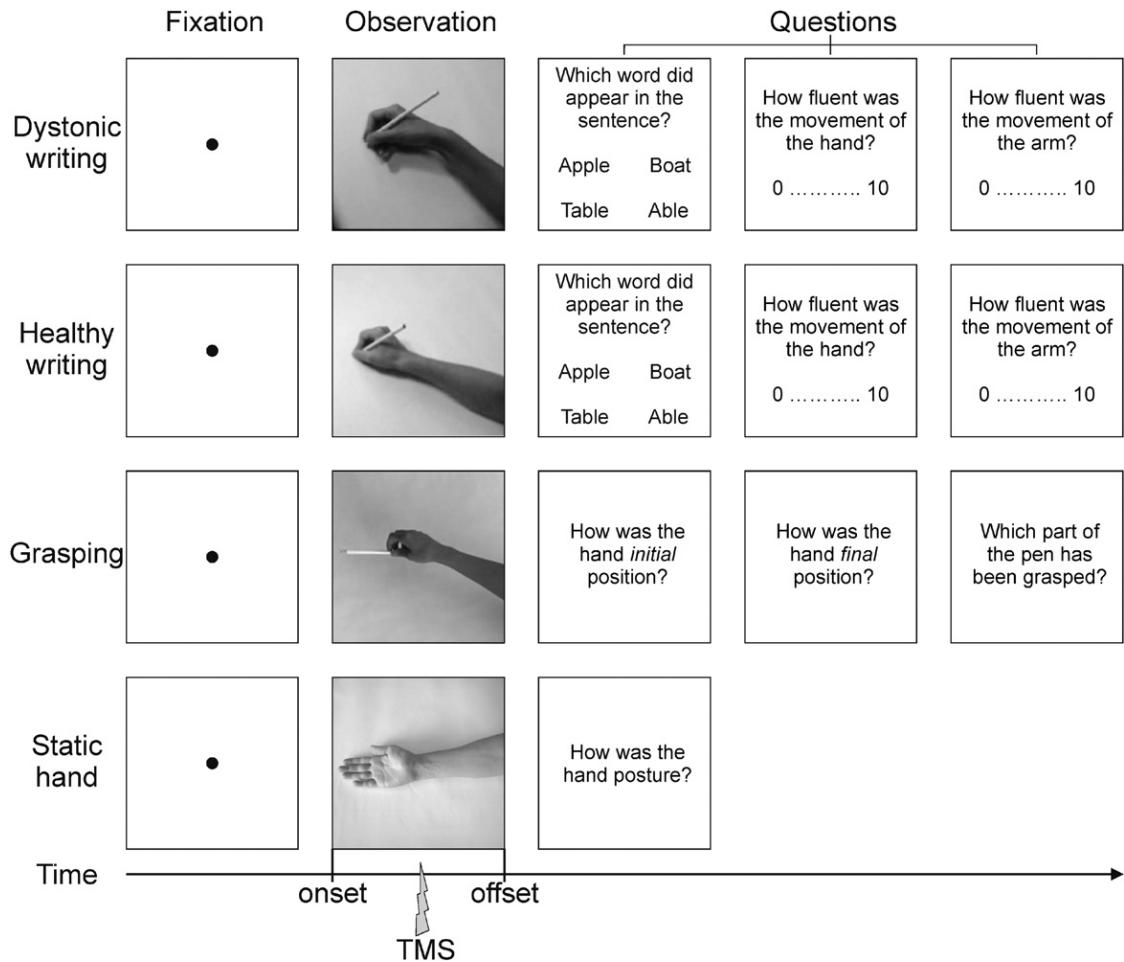
*Bufalari et al. Biol. Psych. 2010*

*Romani et al., Neuroimage, 2005*

# Distonic hand

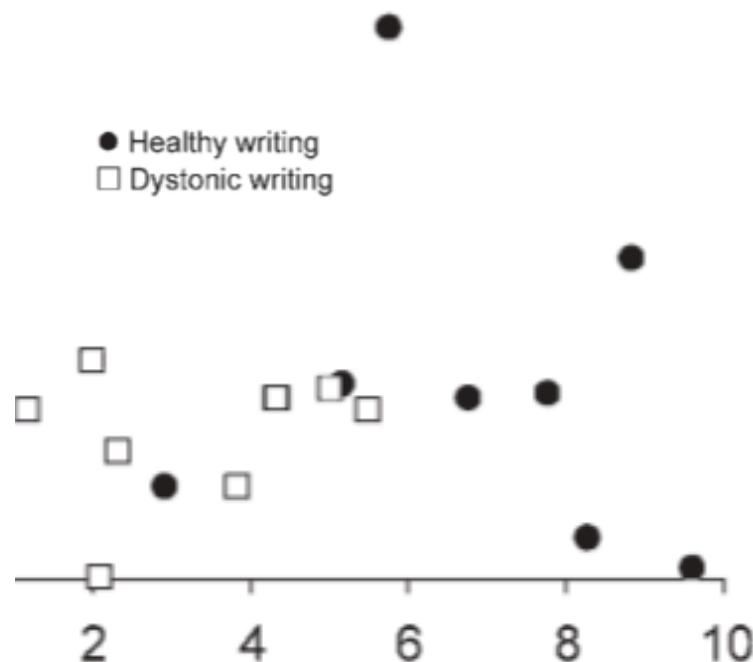


# Observing pathological actions

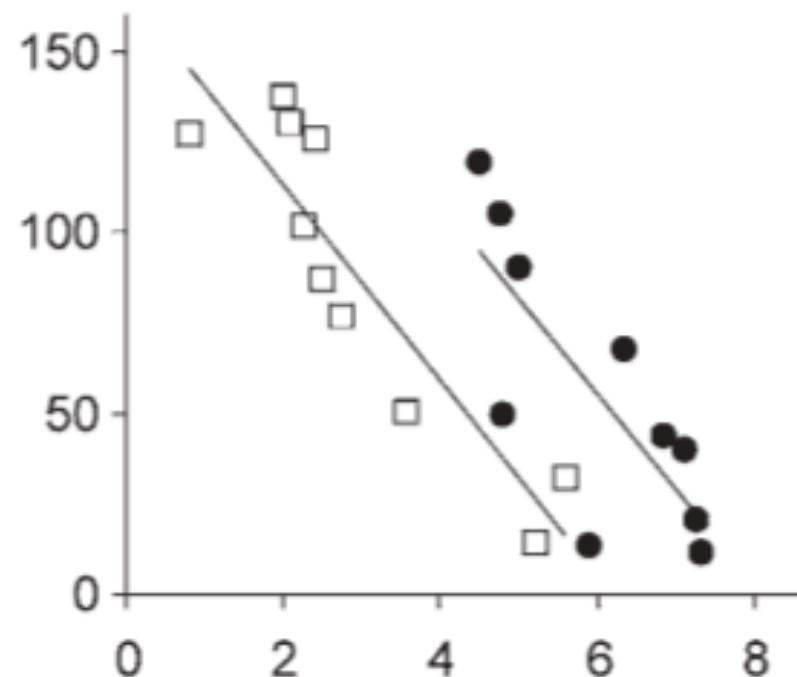


# FDI Muscle

Clinicians



Naïve Subjects

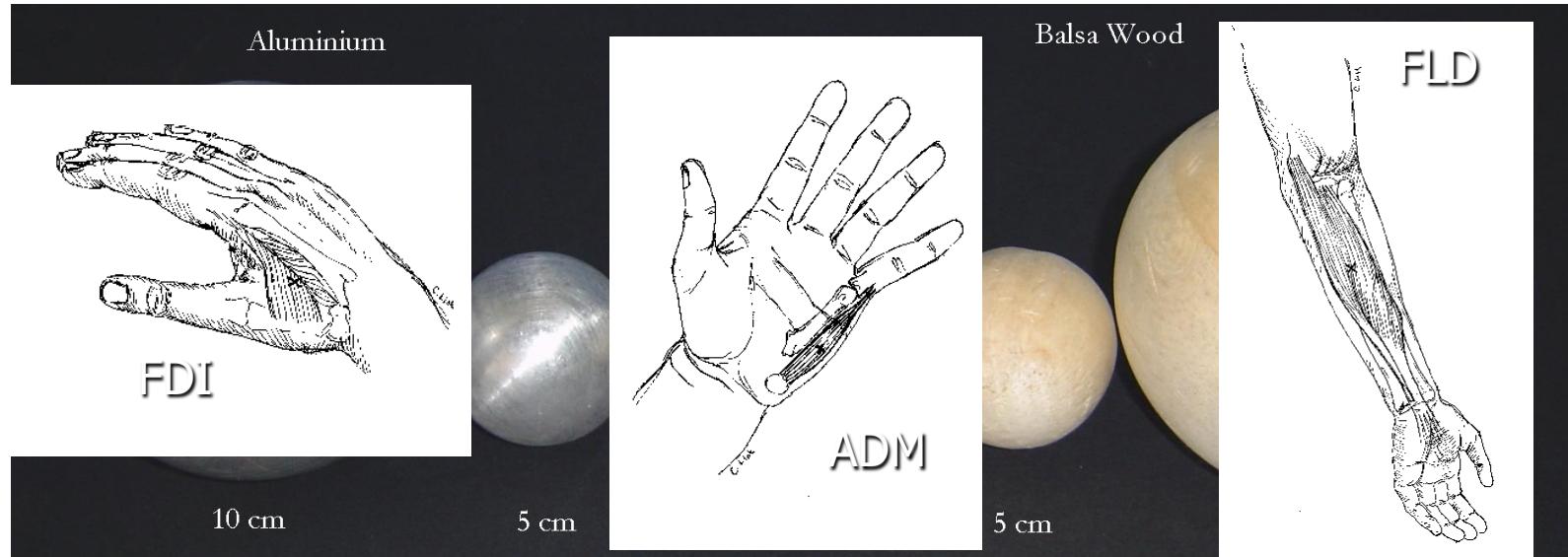


Hand Fluidity score

Hand Fluidity score

Fiorio et al. *Neuroscience*, 2010

# Task Parameters

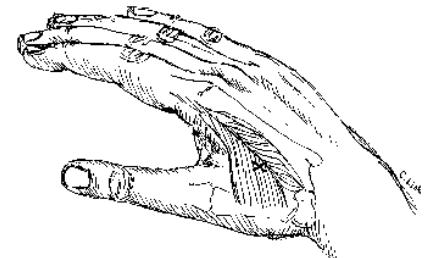


Imagine to hold a sphere

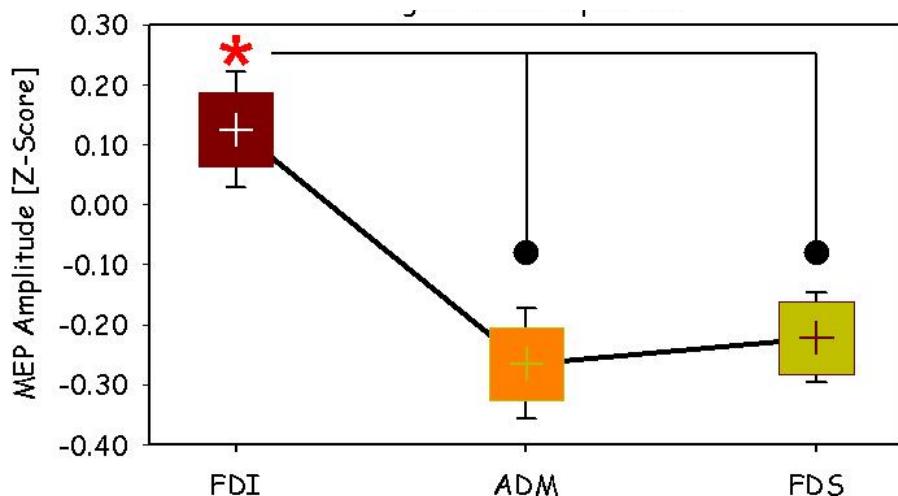
Hold a sphere



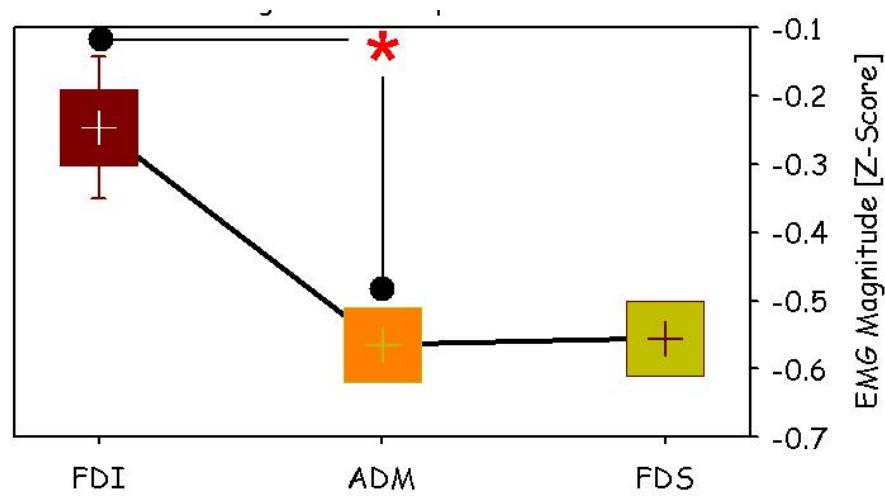
# Small Spheres

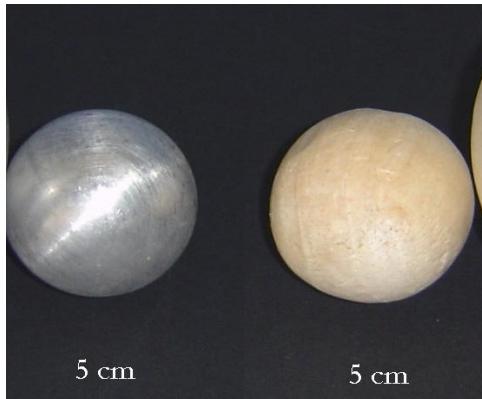


Imagination



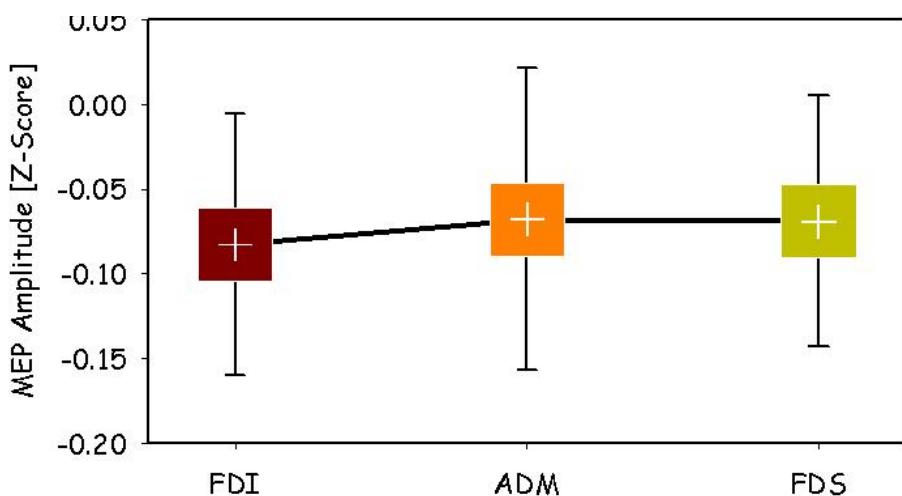
Actual Action



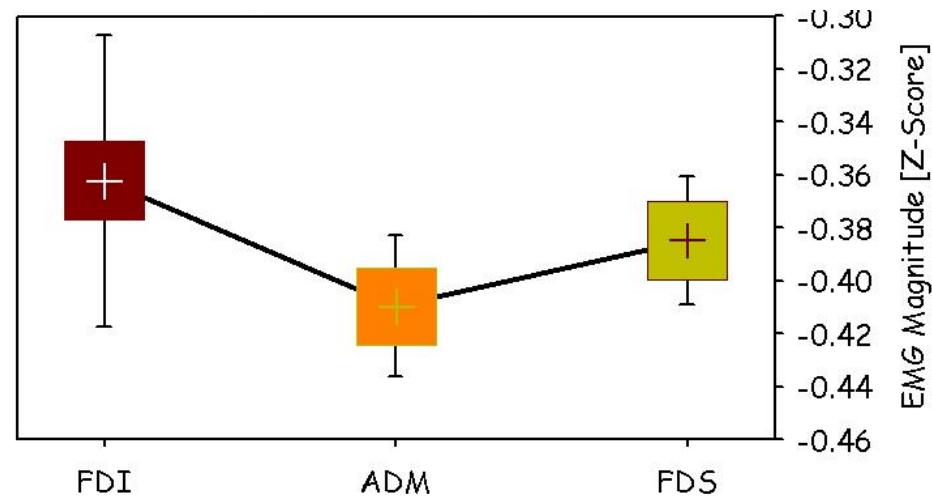


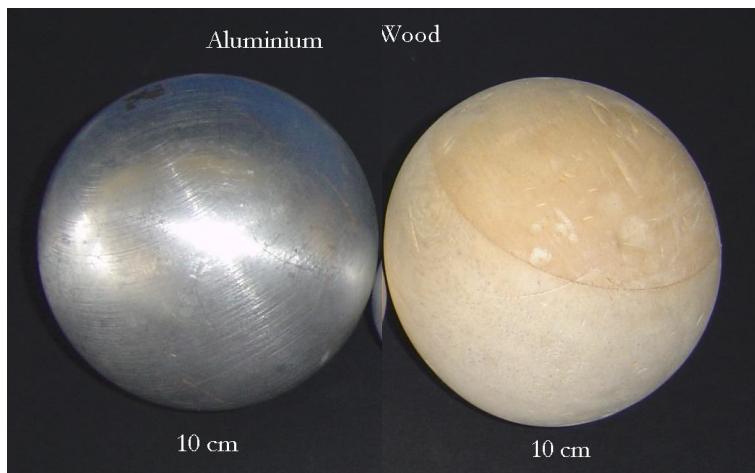
# Medium spheres

Imagination



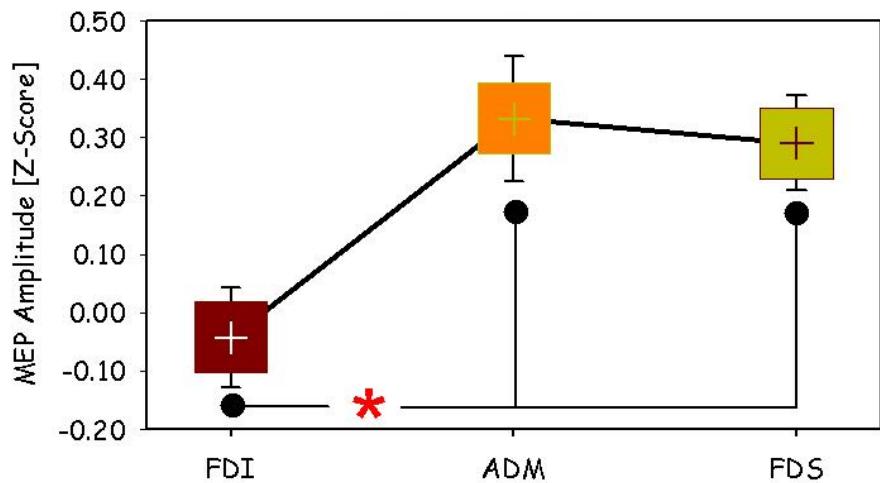
Actual Action



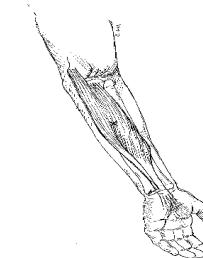
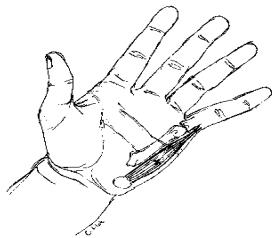
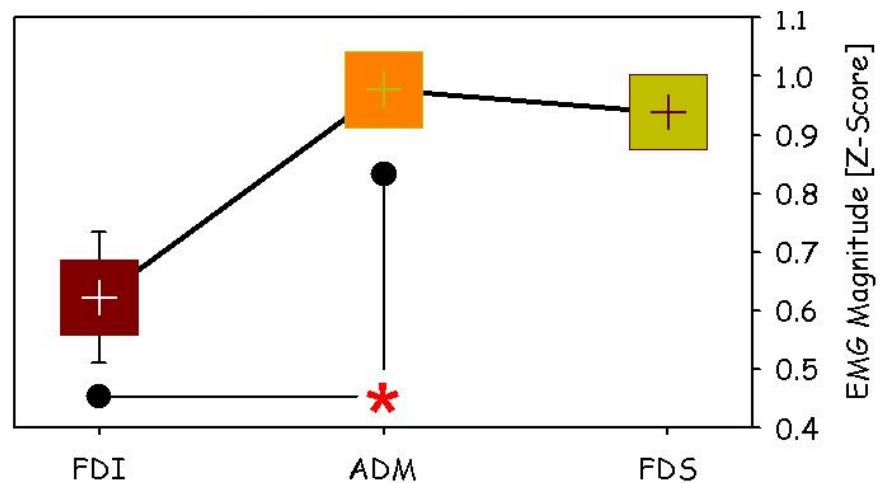


# Large Spheres

**Imagination**

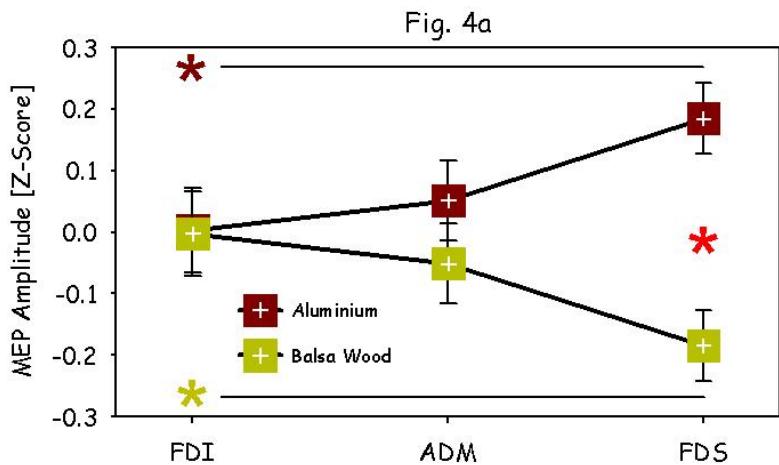


**Actual Action**

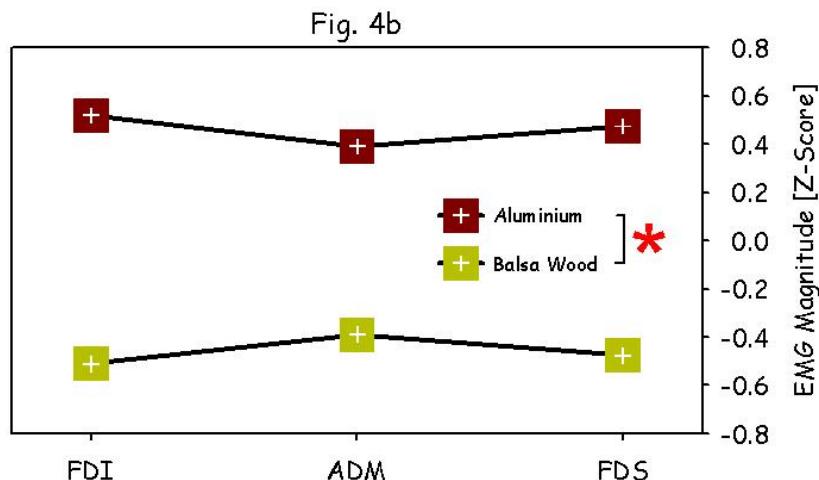


# the density

Imagination

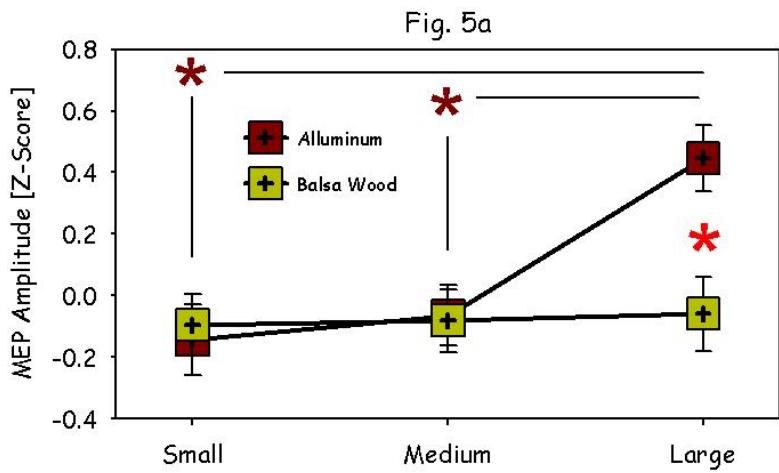


Actual Action

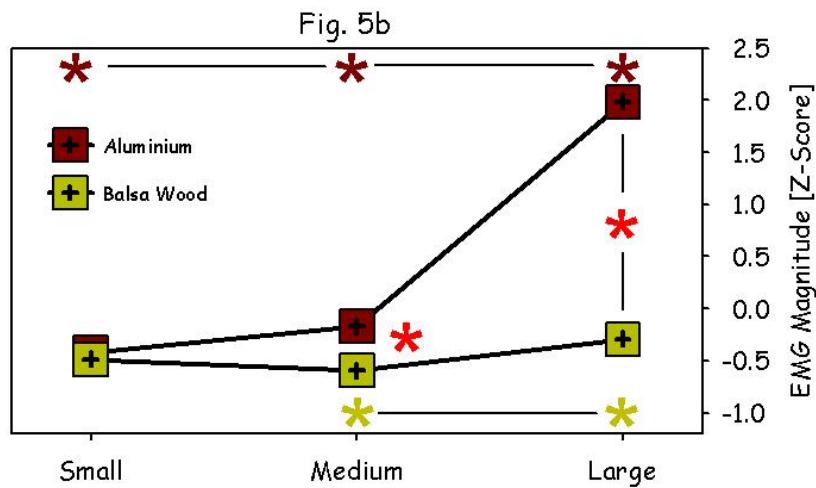


# density

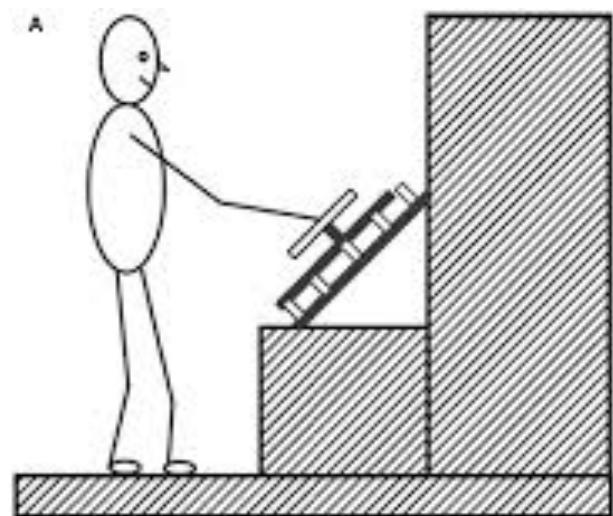
## Imagination



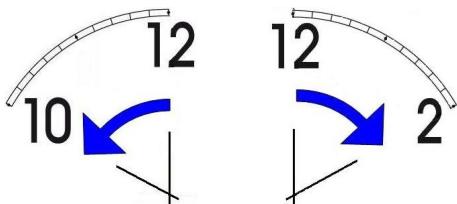
## Actual Action



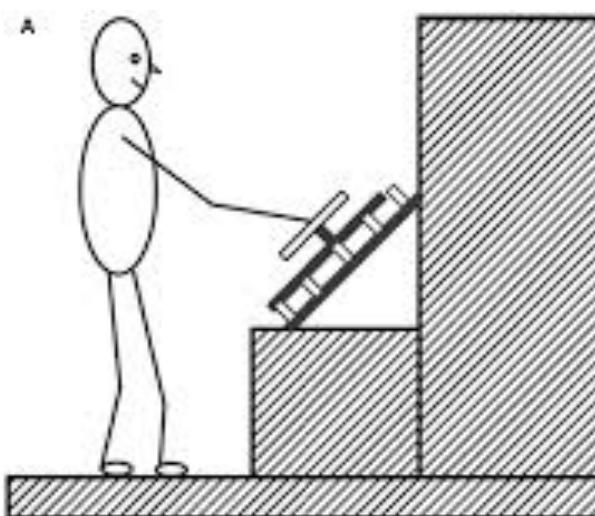
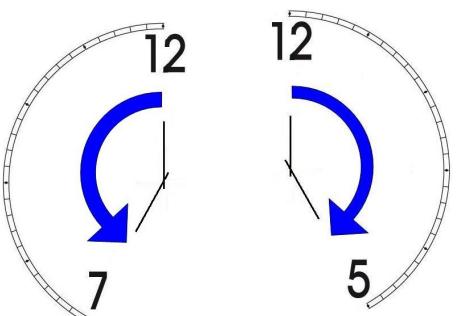
# Movement direction and amplitude



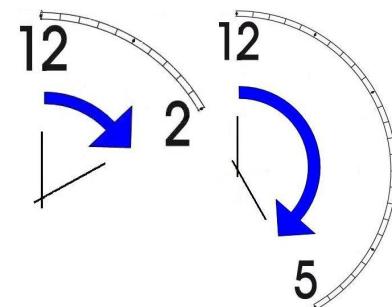
### Small Amplitude



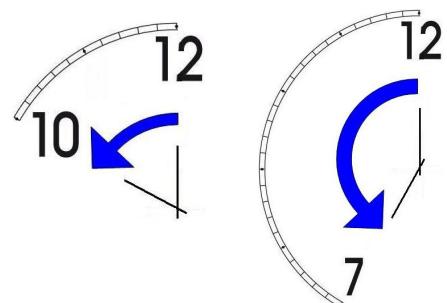
### Large Amplitude



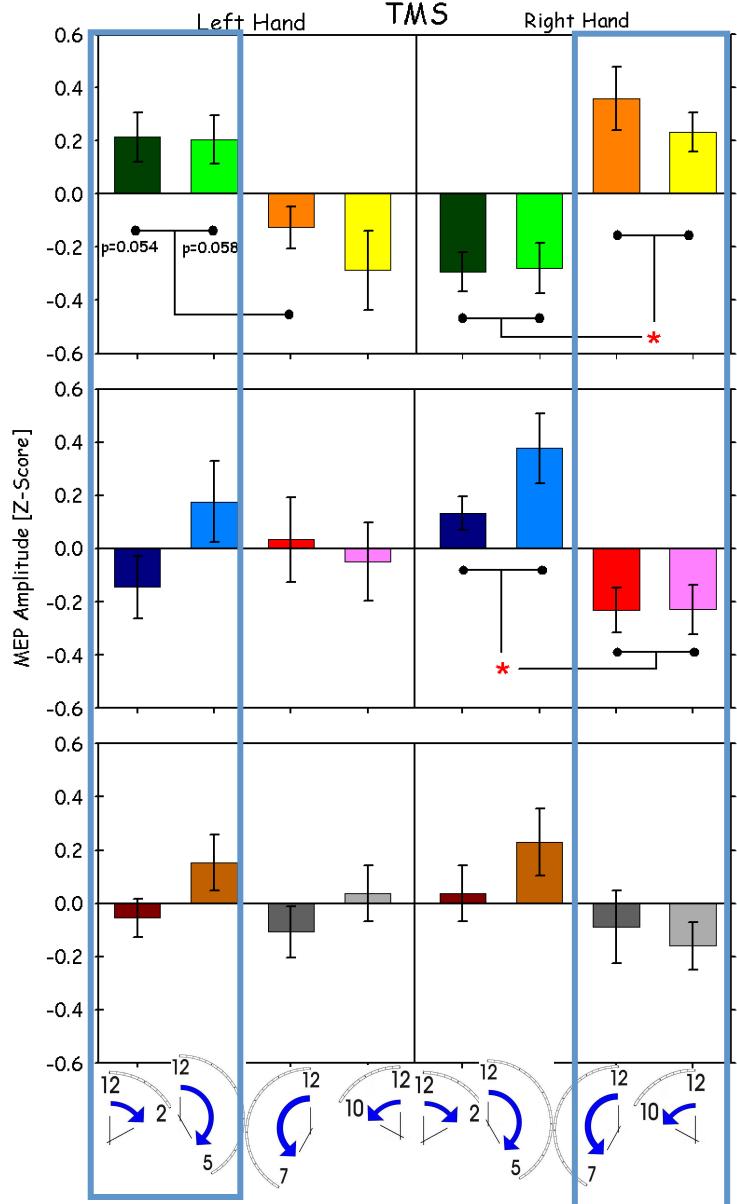
### Clockwise Direction



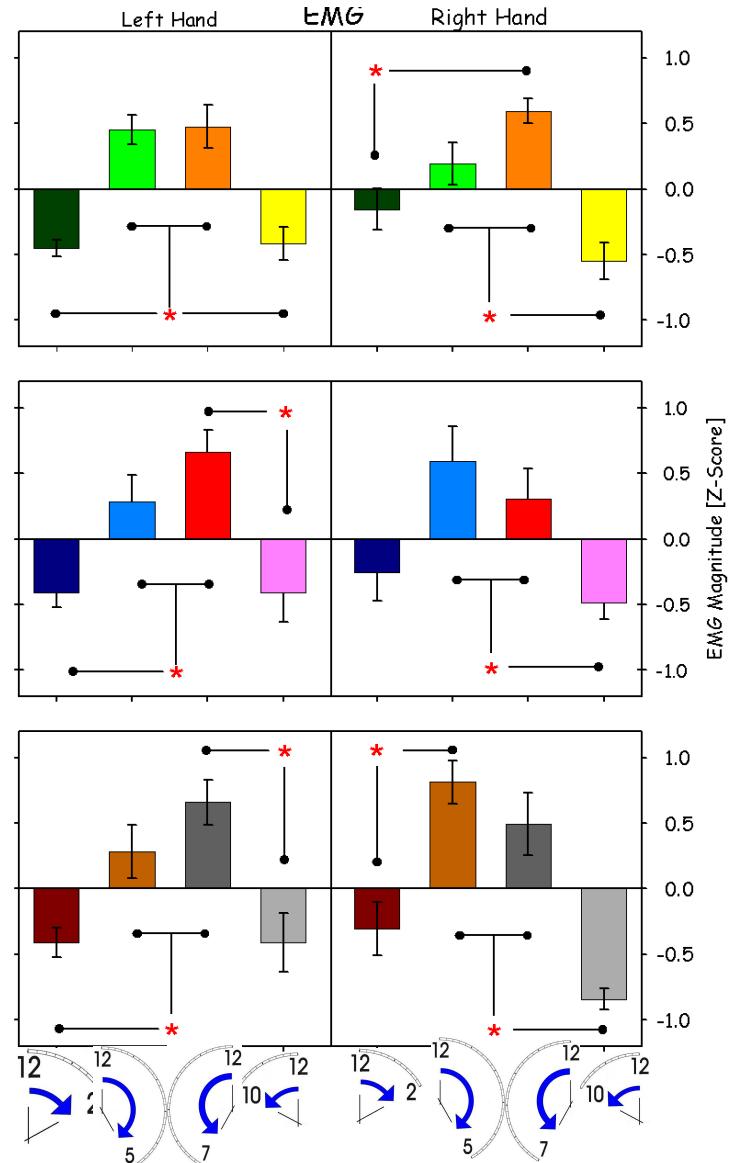
### Counter Clockwise Direction



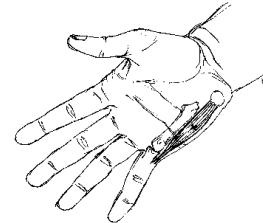
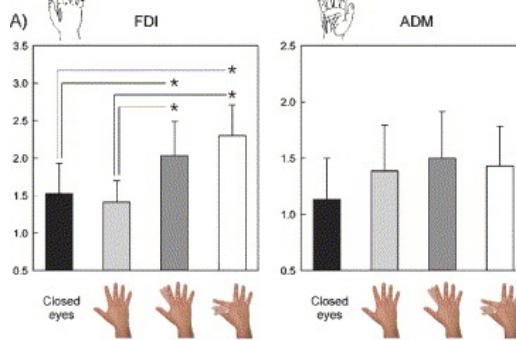
## Imagination



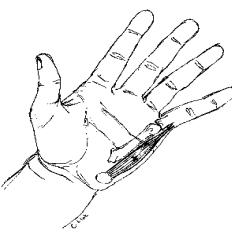
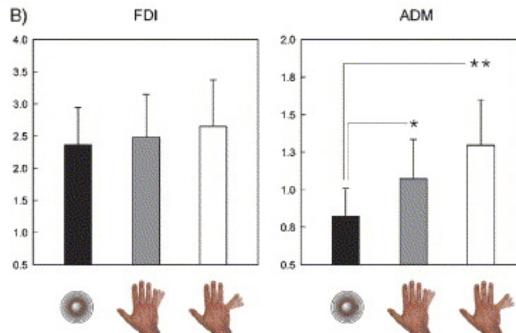
## Actual Action



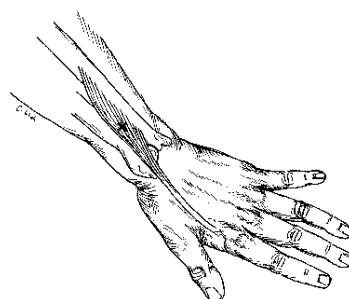
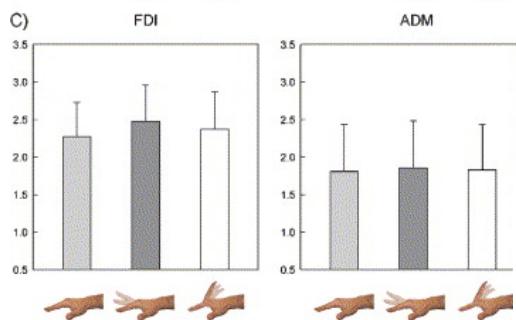
# Muscle specificity



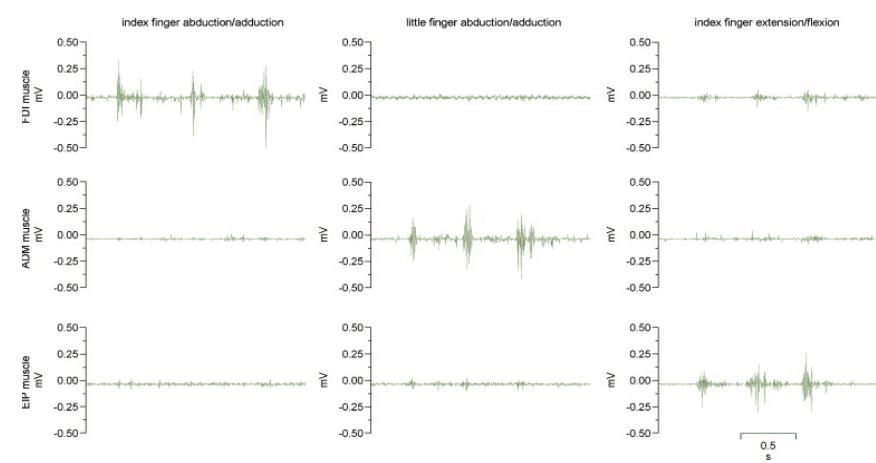
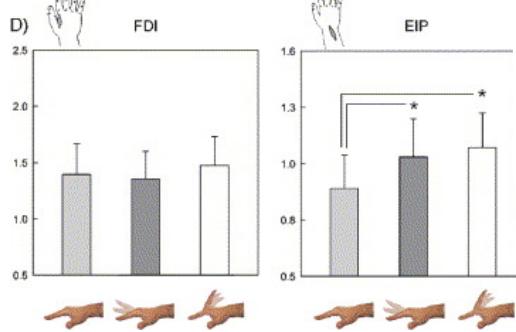
FirstDorsalInterosseus



AbducturDigitMinimi

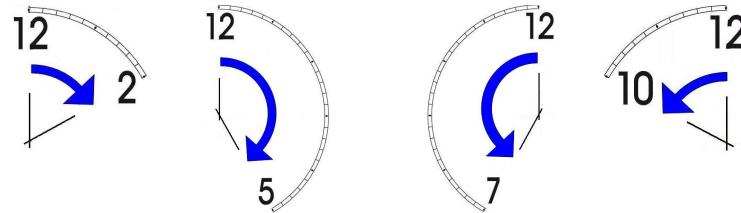
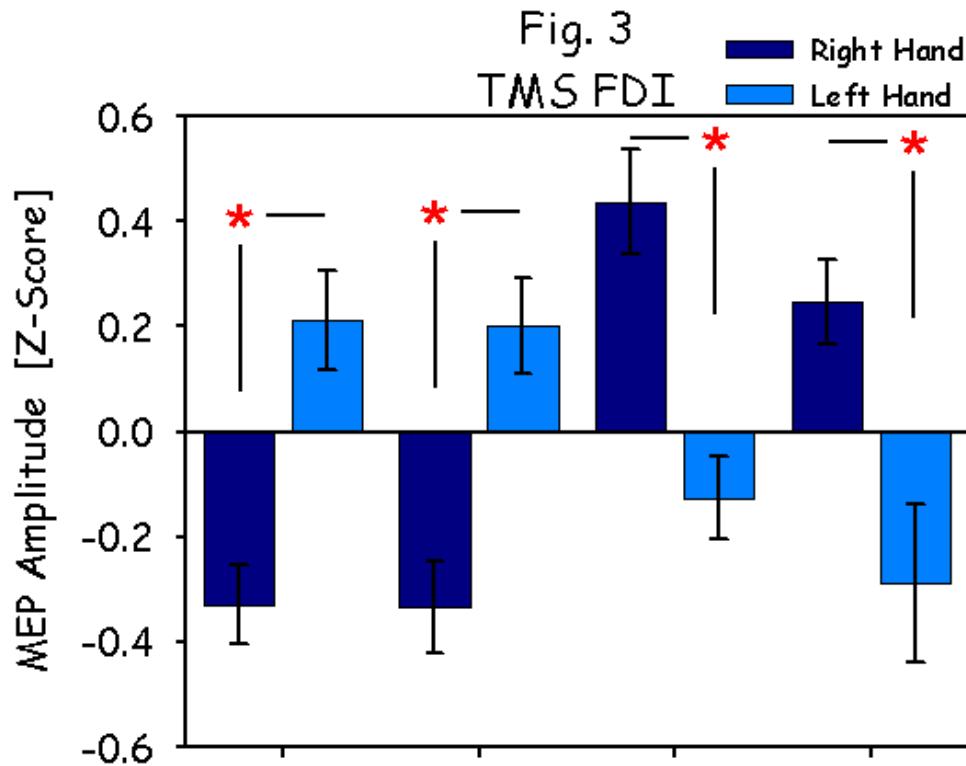


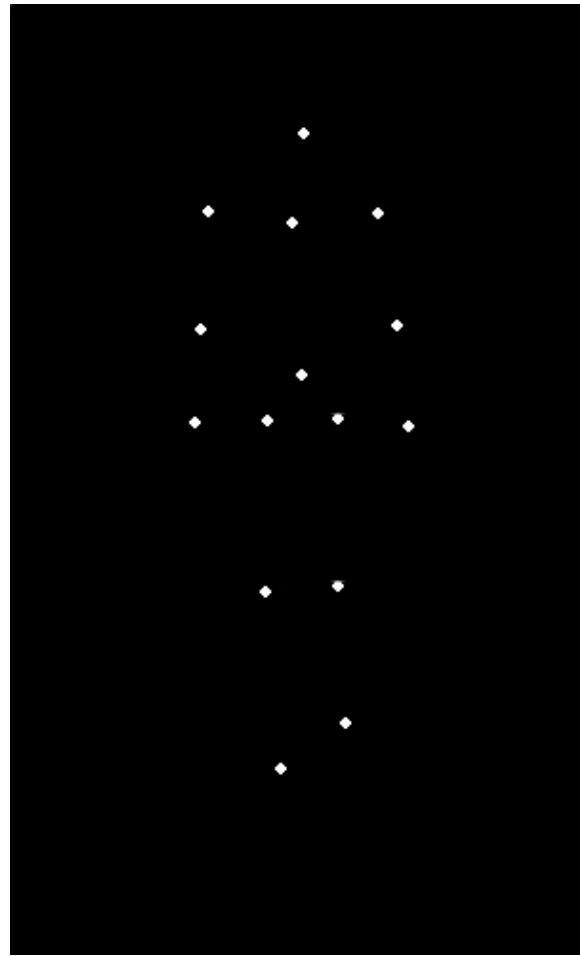
ExtensorIndicisProprius



Bufalari et al. Biol. Psych. 2010  
Romani et al., Neuroimage, 2005

# Results: the two hemispheres





# Inherent capacity to recognize other people's actions



Observing



Performing



Perfectioning

These motor ideas may provide the neurobiological basis for space representation and understanding of actions made by others

It may be hypothesized that motor knowledge can be used to anticipate a sequence of actions when perceiving human motion. We may use predictive mechanisms which require pre-selection of relevant sensory information -- like athletes do!

## Combining the two areas of research:

Bridging the gap between psychological research on experties and neuroscintific models of the basic mechanism that support sporting success

Observer → Athletes vs sport-journalist/non-athlets

Action Observed → Specific vs non-specific Sport action

Measures → Psychophysics/TMS

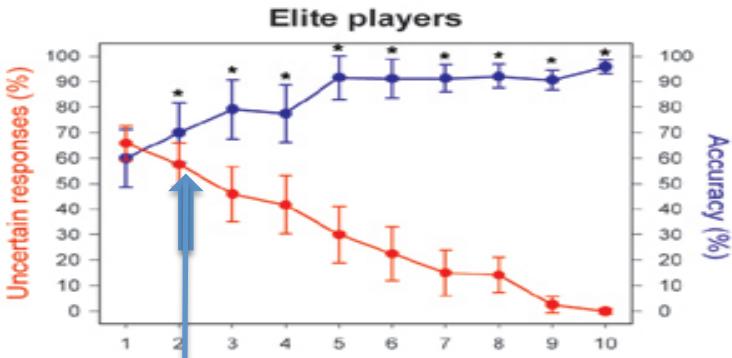
**We asked whether there is a correlation between the ability to perform and to recognize an action**

Start IN

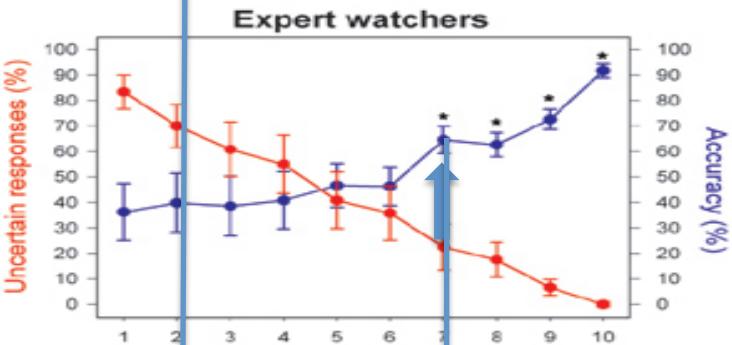


Start  
OUT

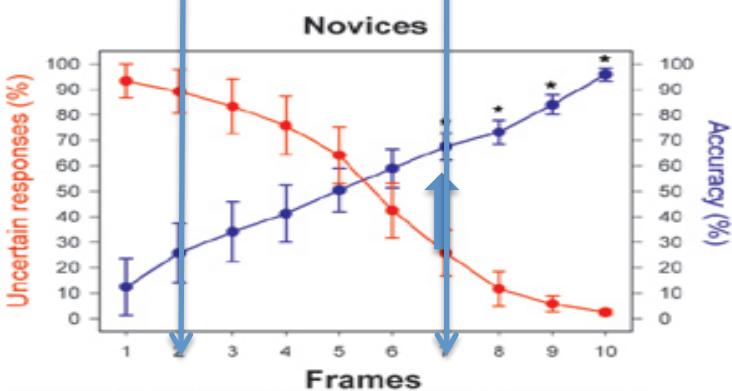




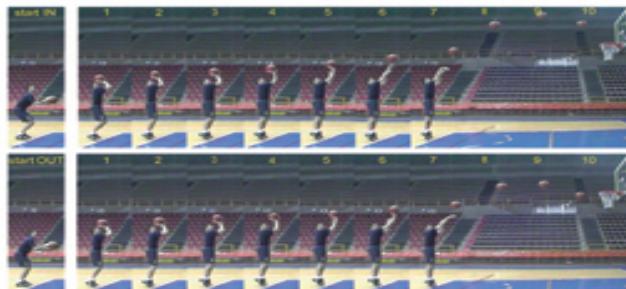
Players



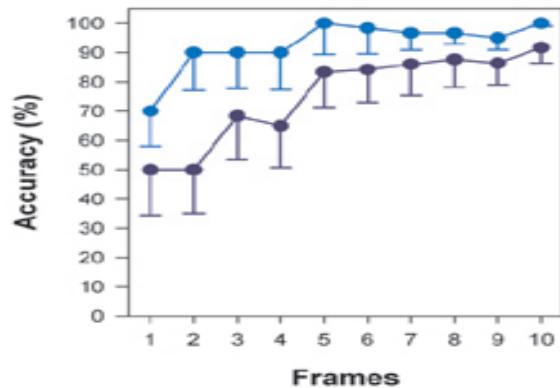
Journalists



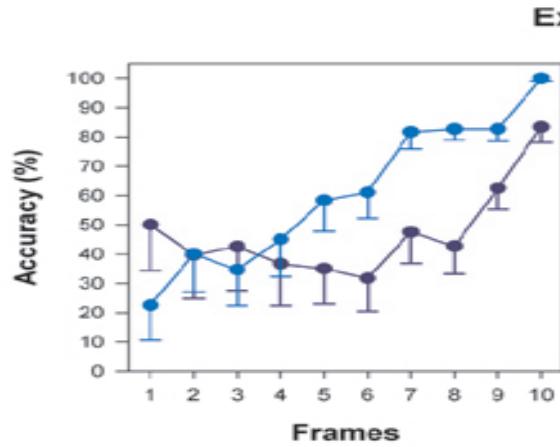
Non-Players



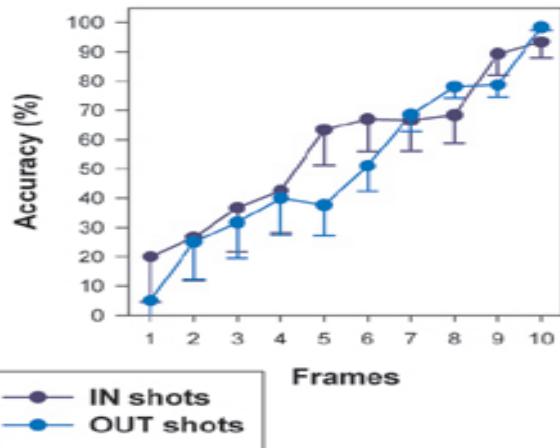
Aglioti et al. Nature Neuroscience 2008



Players

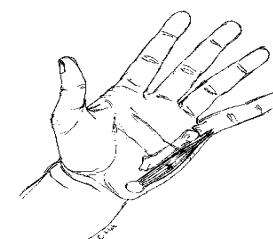
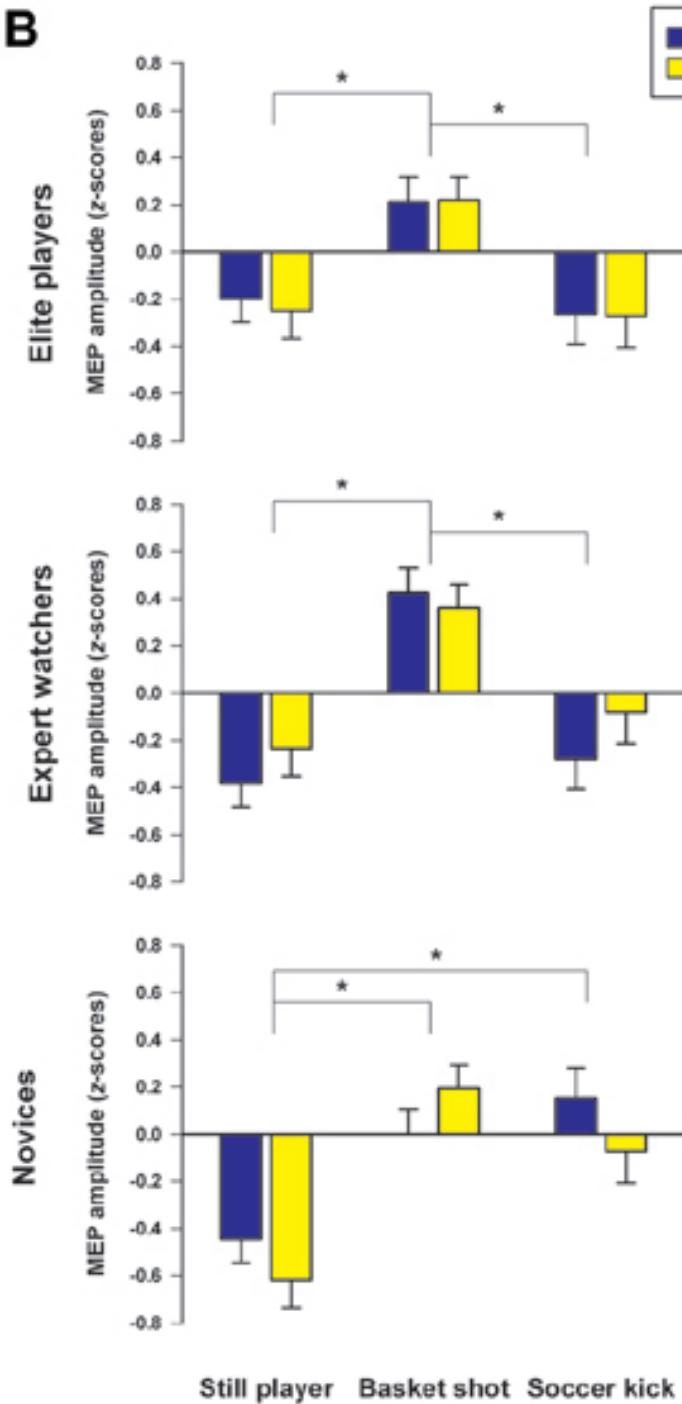


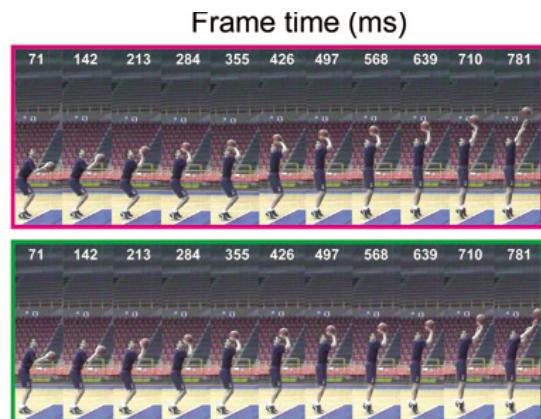
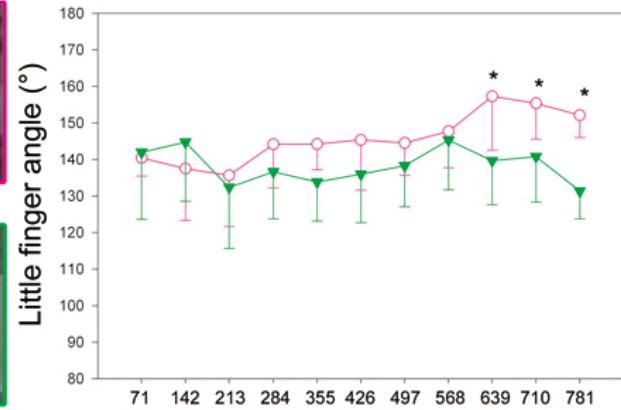
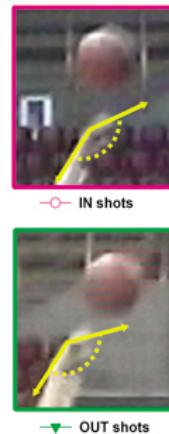
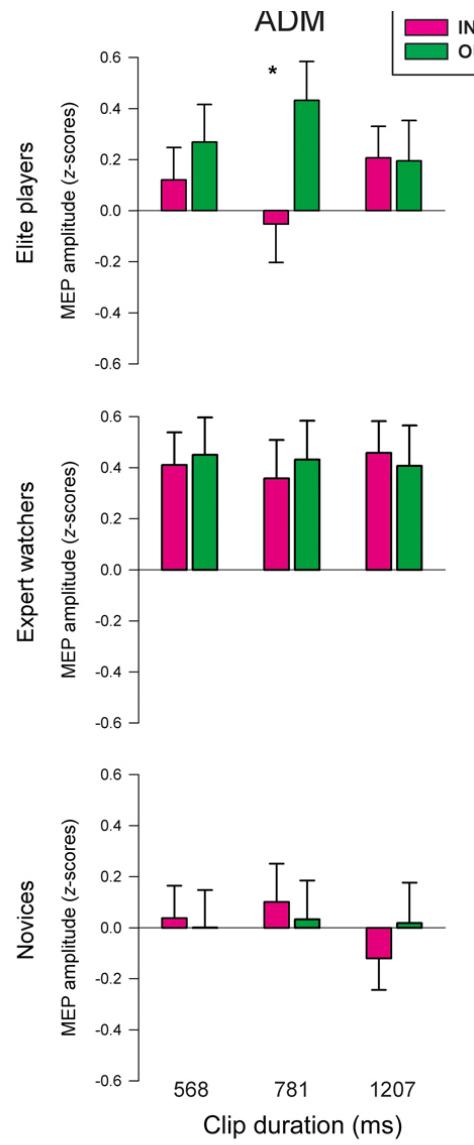
Ex-journalists

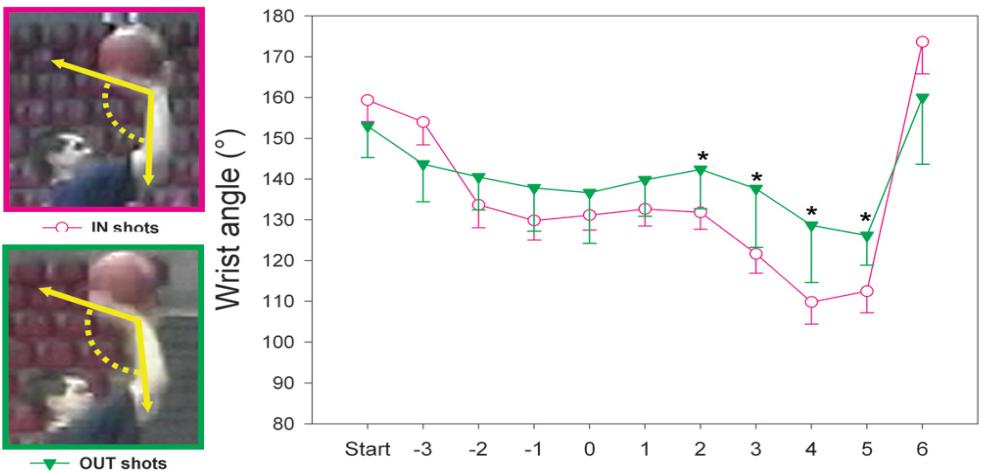


Non-Players

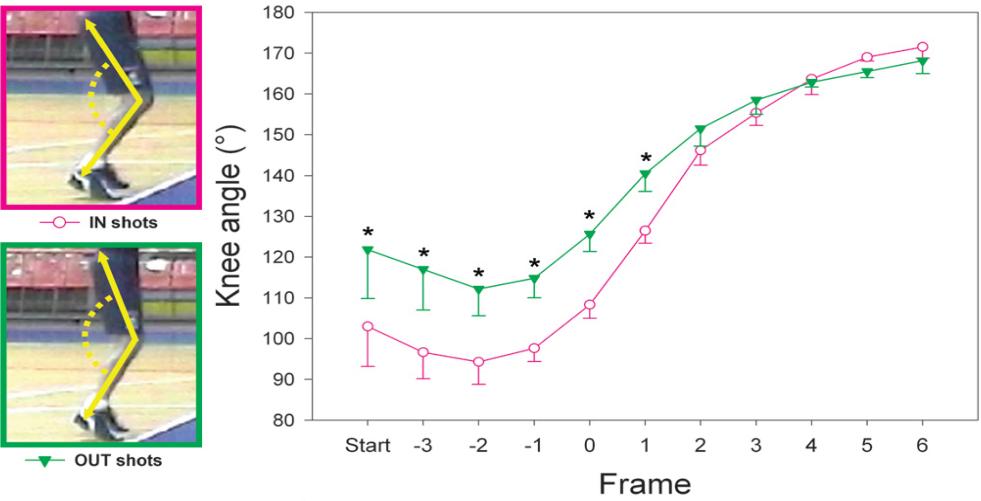
Aglioti et al. *Nature Neuroscience* 2008

**A****B**

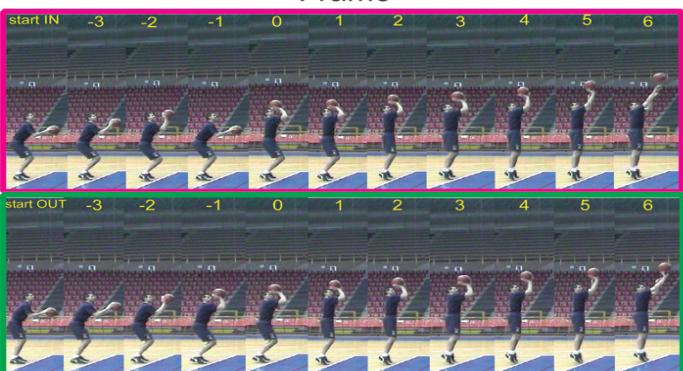


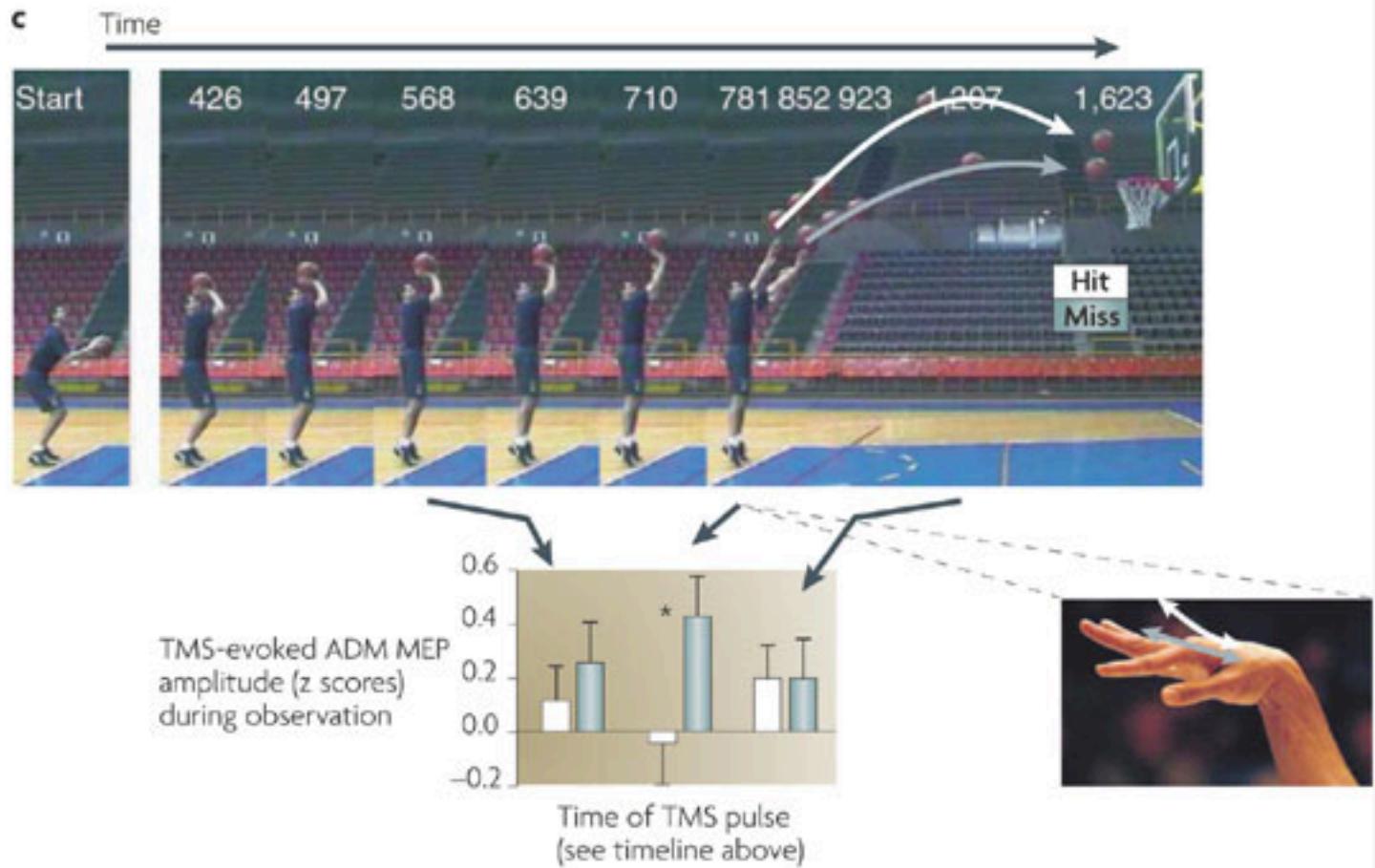


The wrist angle different between IN and OUT at the instant of the ball throw

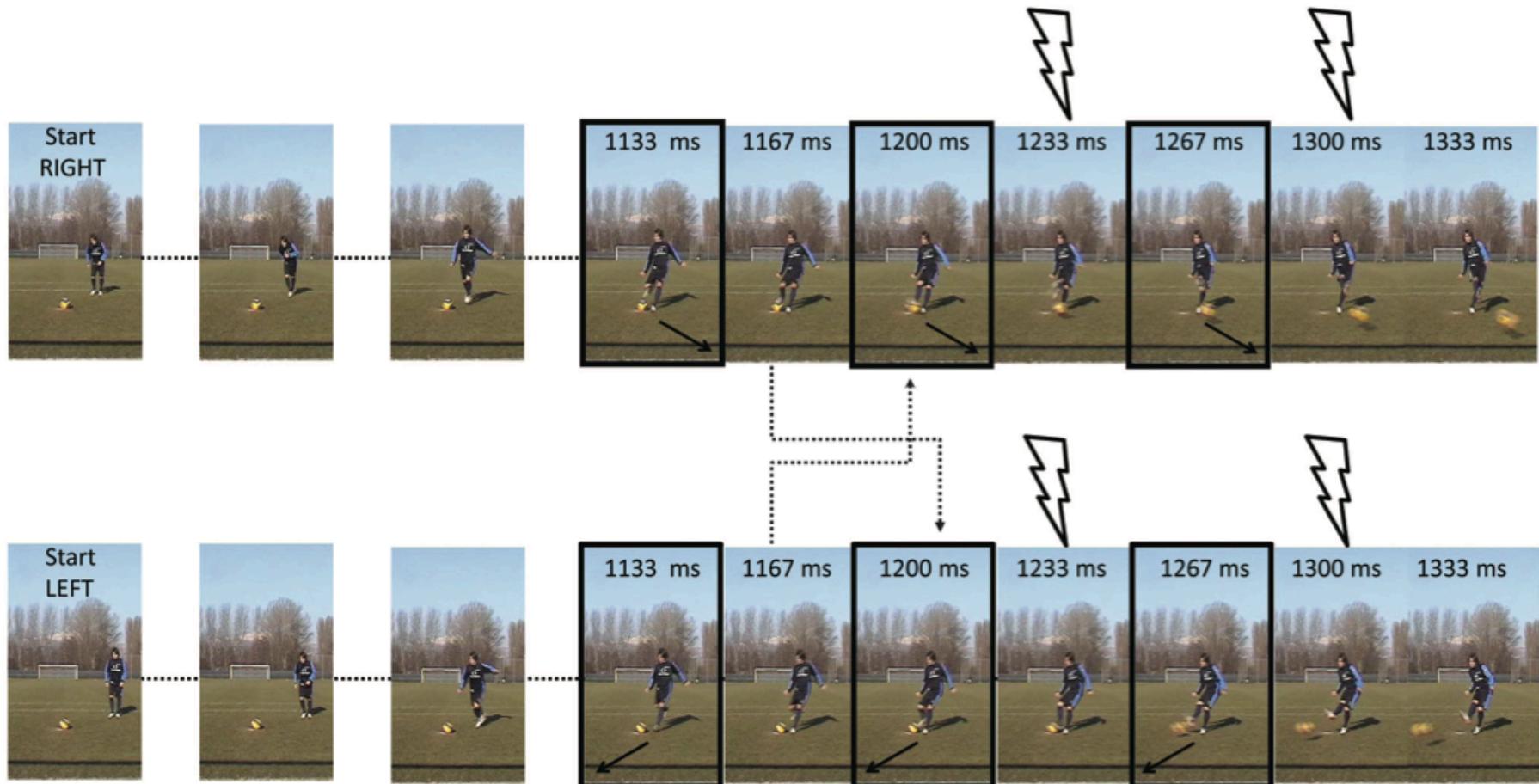


The knee angle different between IN and OUT at the very beginning of the action

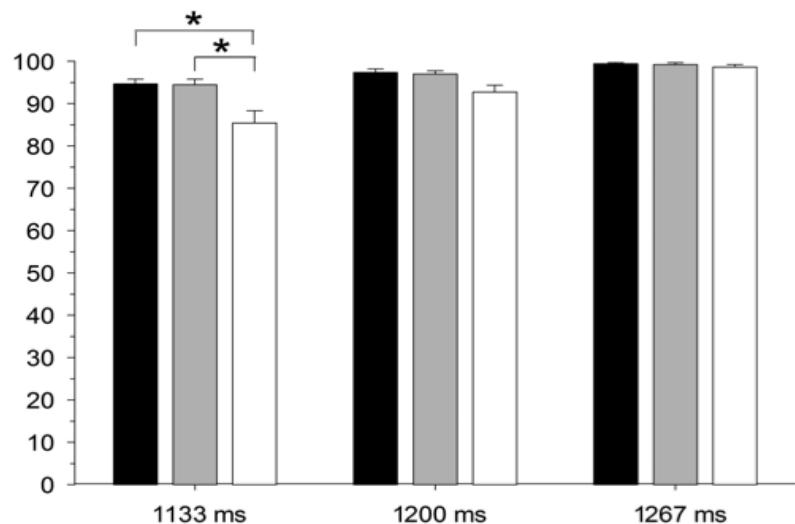




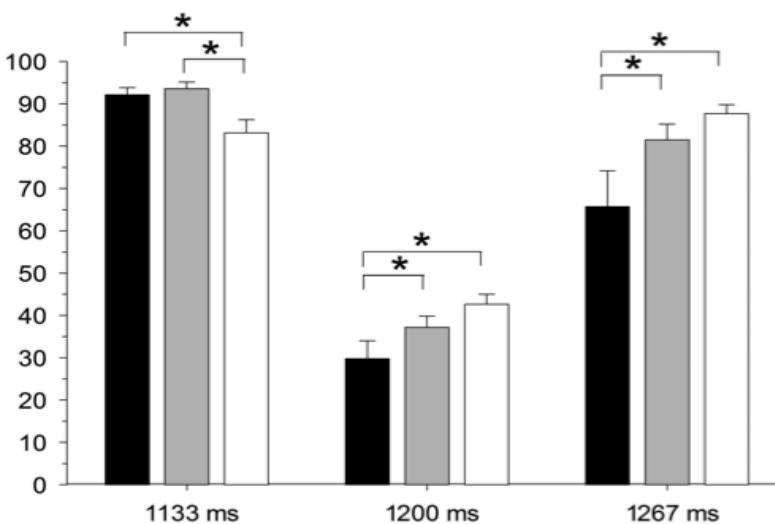
Aglioti et al. *Nature Neuroscience* 2008



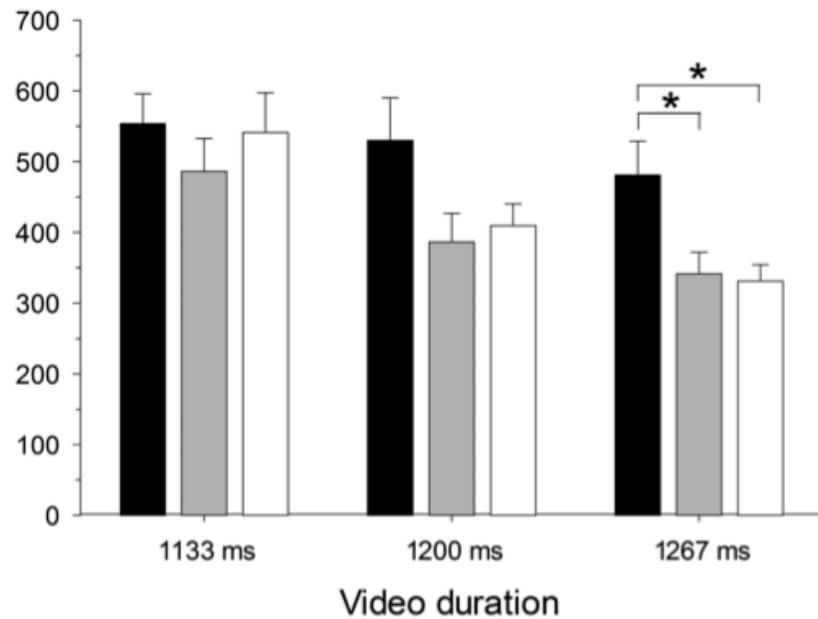
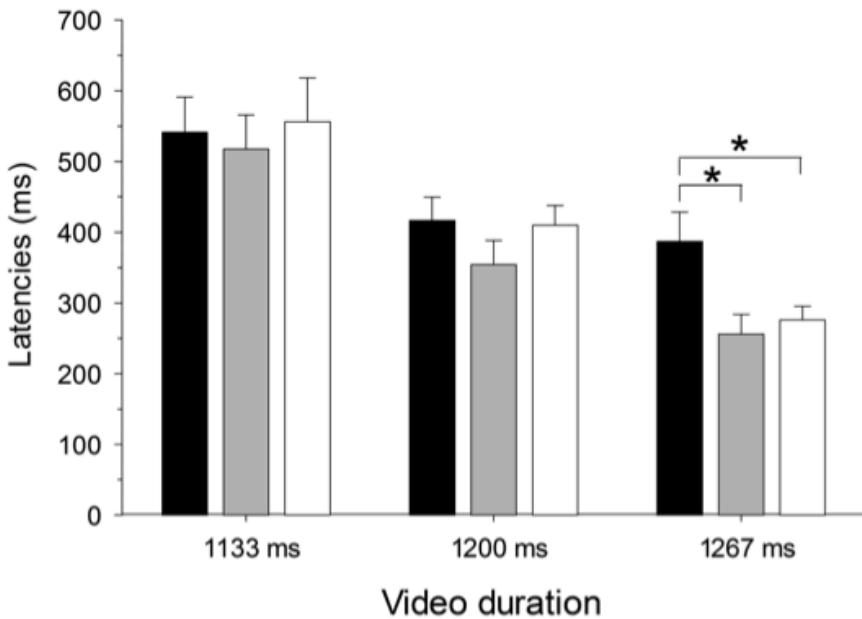
Accuracy (%)



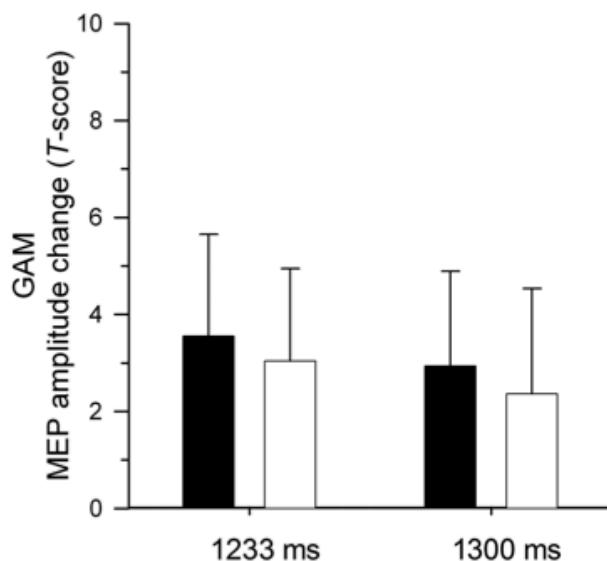
■ Kickers  
■ Goalkeepers  
■ Novices



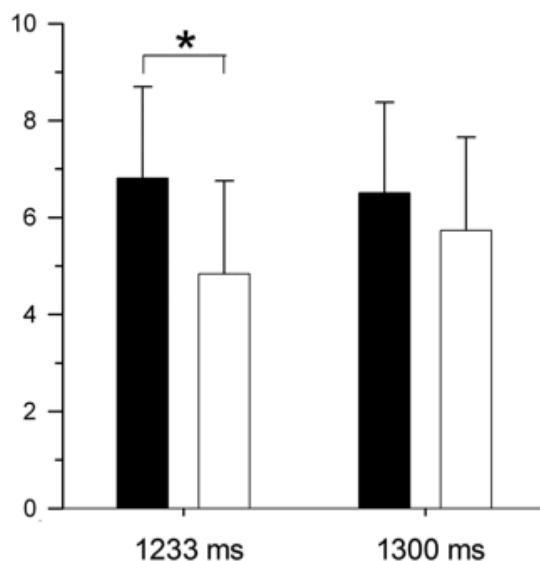
Latencies (ms)



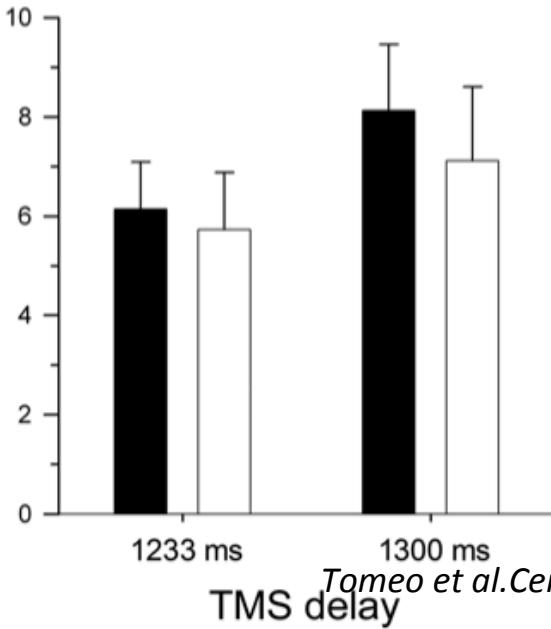
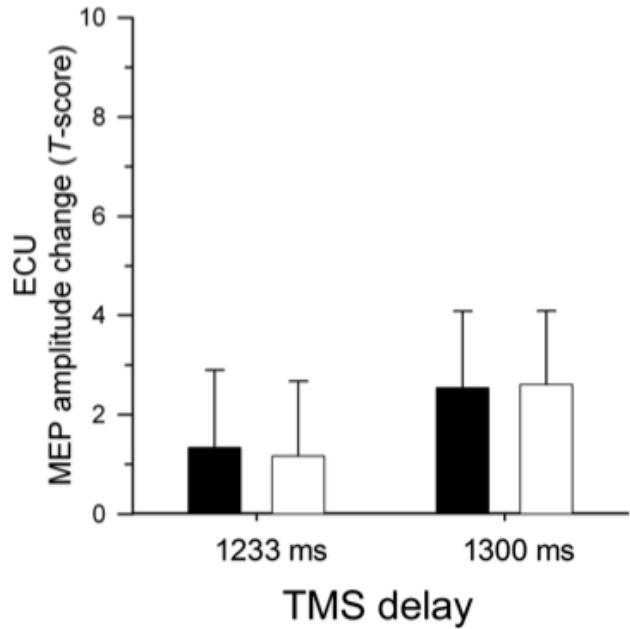
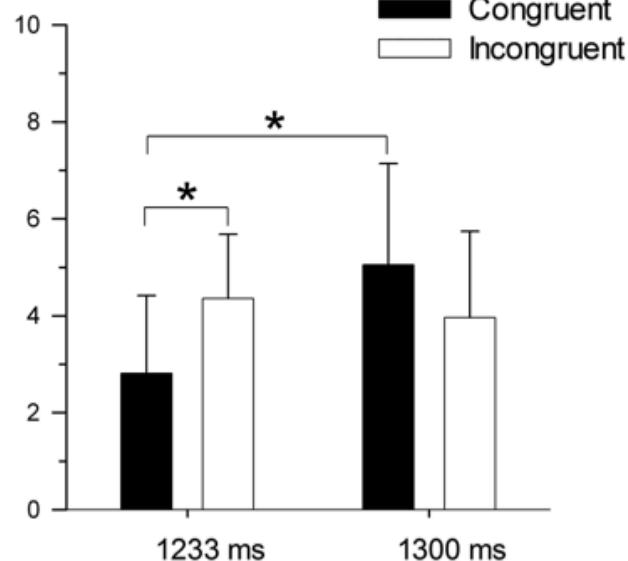
### Kickers



### Goalkeepers

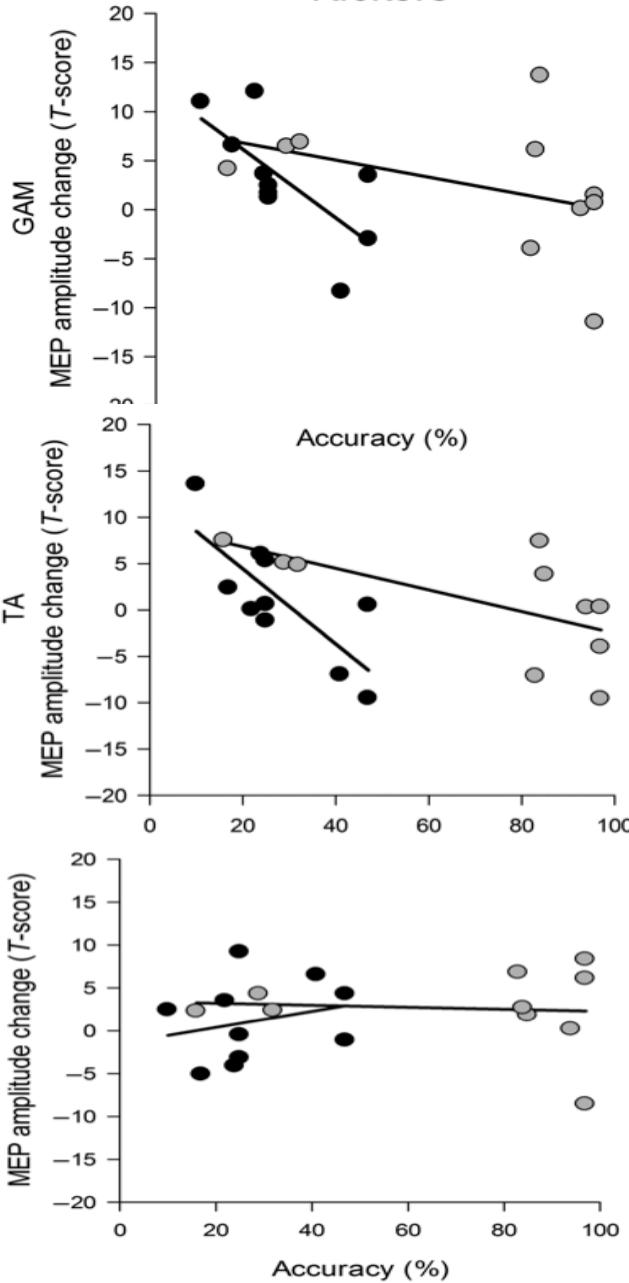
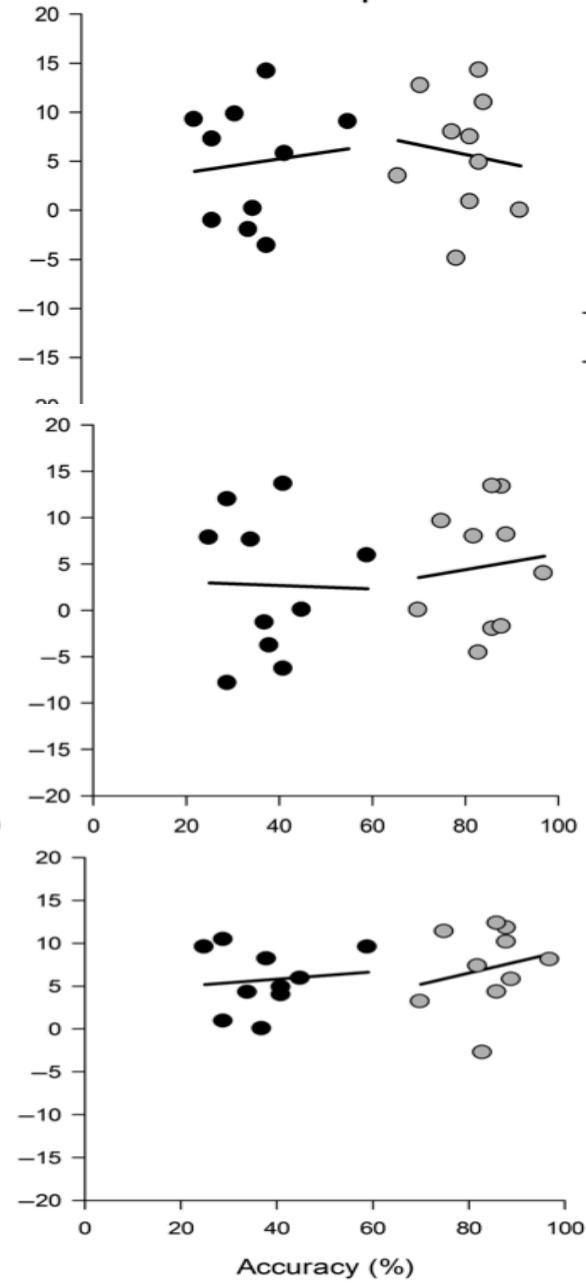
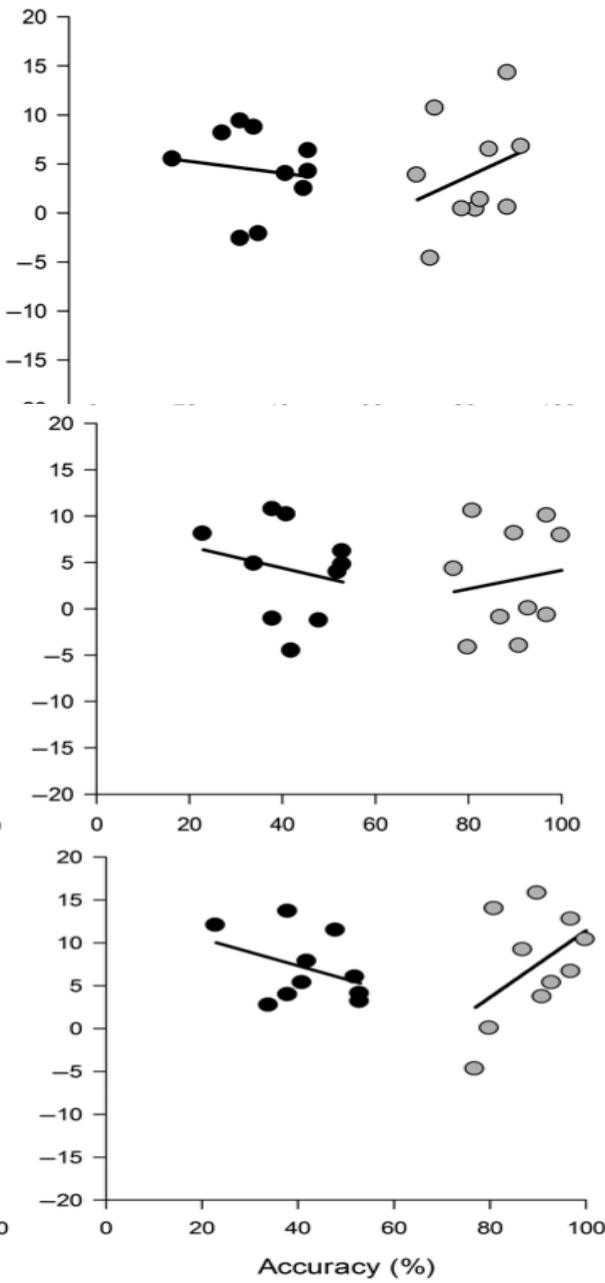


### Novices



Tomeo et al. Cerebral Cortex 2012

TMS delay

**Kickers****Goalkeepers****Novices**

● 1200 ms video duration versus 1233 ms TMS delay

● 1267 ms video duration versus 1300 ms TMS delay





Participant



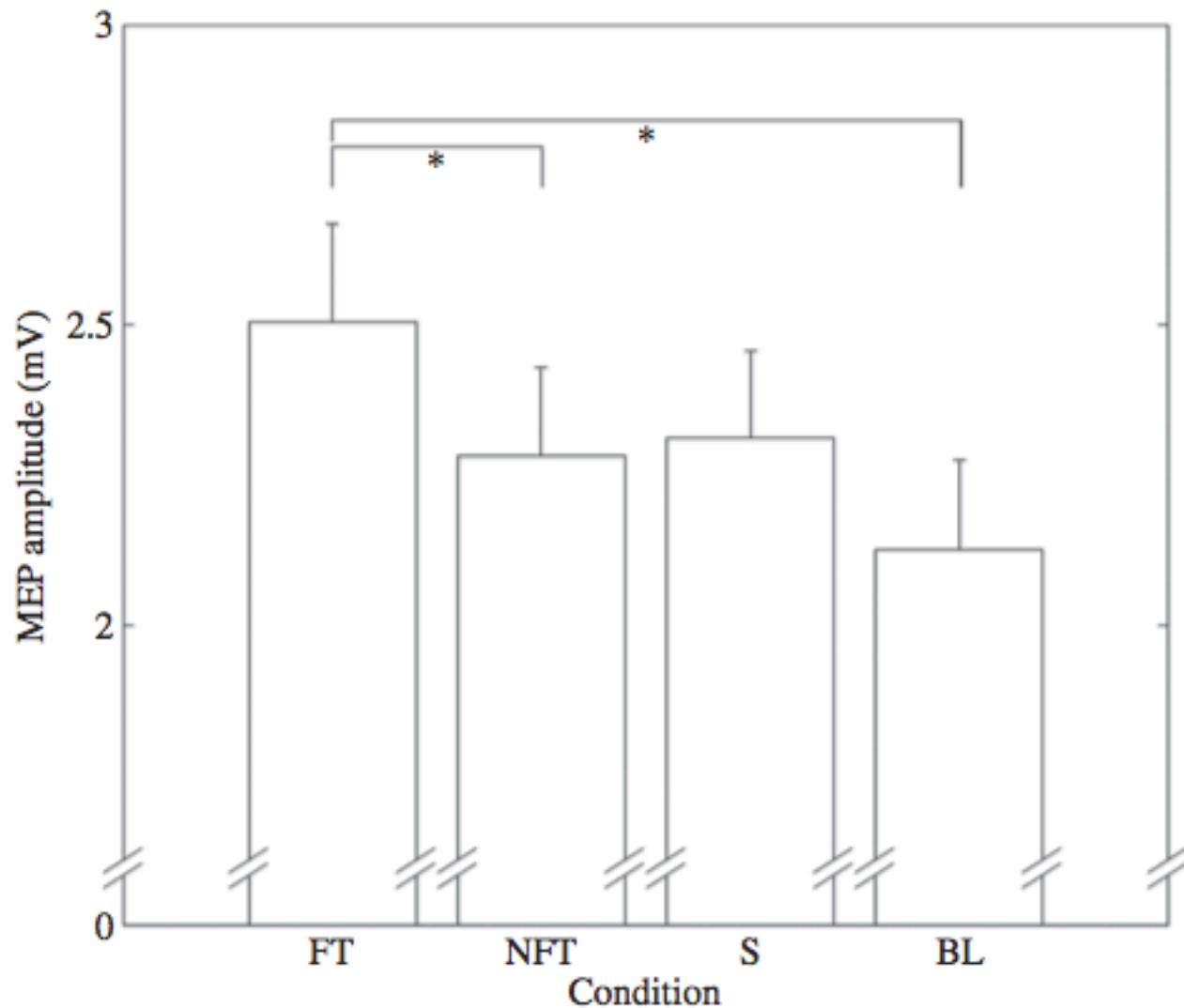
Mimic  
(Interviewee)

Model  
(Interviewer)



(a)





**Figure 2.** Mean raw MEP amplitudes (+SE) for the face-touching (FT), no face-touching (NFT), static image (S), and baseline (BL) conditions. \* $p < .05$ .

