

Strategies in Giving Feedback

Name: _____

Date: _____

Introduction: Several reduced feedback techniques such as; faded, self-selected and summary feedback has been found to be more effective than giving feedback after every practice attempt (absolute feedback). These reduced feedback techniques are of interest in this lab. Faded feedback is a systematic reduction of knowledge of results frequency where the first stages of feedback are absolute in nature and as practice continues the feedback provider reduces the frequency of until no feedback is given at the end of practice. Self-select feedback is when the person performing the task asks for feedback from the experimenter when they want it. The benefits of self-selected feedback in the practice of motor and sport skills have recently indicated that when one has more control over when feedback is given it motivates the learner (Bandura, 1993; Boekaets, 1996). The learner perceives they are in control of their learning process (Janelle, Kim, and Singer, 1995) and enhances self-exploration of alternative movement strategies (Wulf & Toole, 1999). Summary feedback is another way to reduce the frequency of feedback where feedback presentation is given after a certain number of practice trials. The feedback provider provides the learner with a summary of performance information about a number of the most recent practice attempts.

Purpose: In this lab you will become involved in determine what type of feedback schedule is the most effective in guiding the learner in the accuracy of tossing a ball to a designated target area. All the groups will initially begin practicing with absolute feedback then switch to one of three feedback strategies: faded, self-selected, and summary. When giving feedback to the learner provides prescriptive and error information throughout the 40 practice tosses. By standardizing the type of feedback given, it will provide more reliability and control in the experiment to determine if the strategy of giving feedback truly will affect one's toss accuracy.

Procedure: The subject will stand at the end of a long table and attempt to throw a ping-pong ball with the non-dominant hand to a designated target area. For all tosses, the subject's vision of the target will be occluded. Occluding the results of each toss will make the subject more dependent upon the type and strategy of feedback given. Each subject will complete 40 practice tosses. All practice attempts will not be scored but all retention tosses will be scored.

Faded feedback strategy. The subjects in the faded feedback condition will be given absolute feedback the first 10 tosses then feedback will be reduced using the following schedule: tosses 11-20 feedback will be given after every other toss, tosses 21-30 feedback will be given after every three tosses, and tosses 31-40 no feedback will be given.

Self-select feedback strategy. In the first 10 slides absolute feedback will given about the knowledge of results then across the next 30 tosses the subject will be given control of when they want to receive feedback. **Keep track of the frequency of feedback requested during the 40 tosses.** If you are member of the self select group you will need to record the number of each subject asks for feedback during practice after good and bad toss. After the subjects have completed the practice phase report to the class the overall average. Don't forget!! Everyone in the class will need this information to answer the laboratory question 2.

Summary feedback strategy. In the first 10 tosses, absolute feedback will given then across the next 40 tosses the subjects will be given summary feedback over the 5 most recent trials. The feedback provider(s) must summarize the tosses outcomes over 5 trials.

Retention test. After the subjects have completed the training phase of this experiment, a retention test will

be given. The retention test will be where the subjects will perform 10 tosses to the target area when receiving NO FEEDBACK. All tosses will be performed with the non-dominant hand.

Analysis of data: The dependent measure will be the subject's absolute error of their performance on the retention test. Absolute error is always positive and represents the magnitude of the subject's errors.

Data Collection: All the retention tosses are scored from the distance from the center of the target area. I have provided the following individual data form to record your scores during the retention test.

	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	Trial 6	Trial 7	Trial 8	Trial 9	Trial 10
Score										
Calculate your absolute error score and report it in the box										

* When calculating the error scores: $C = 0$ and $K = 10$.

After calculating your retention error score, record them in the table drawn on the board or in excel spreadsheet developed by the professor. Once everyone's score have been entered, overall mean retention error scores by strategy of feedback will be calculated. The overall retention mean AE error score by the feedback strategy will be used to determine the results of the experiment. Record the overall class retention mean AE error scores for the each strategy in the table below.

Error Score\Strategy	Summary	Faded	Self-select
Absolute Error			