

# **Do user motivation and attention influence performance of a postural reaching task in a virtual environment?**

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## **ABSTRACT**

Practice in a virtual environment (VE) can enhance motivation and attention, but the relationship between these constructs and motor skill acquisition requires exploration. This study evaluated the impact of motivation (as measured by the Intrinsic Motivation Inventory) and attention to a task-irrelevant visual distraction (as measured by proxy via recall) on performance of a postural reaching task in a 2D VE in 27 young adults. Higher motivation was associated with higher scores, while poorer attention to task was associated with lower scores. Findings suggest that motivation and attention can impact VE practice; subsequent research will include retention and transfer tests.

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**Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.**