





Centre for Event & Sport Research

Combined EEG and Eye-tracking in Sports Skills Training and Performance Analysis An Archery Case Study

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Aim: To enhance mental performance in sport

- Success in sport requires a winning mind-state and visual skill, as well as high level of talent, physical performance, tactics, etc.
- New mobile sensor devices are now available
 - Compact EEGs to measure neurocognitive activity ^[1]
 - Eye-tracking systems to measure visual focus
 - Recordings can be made during 'real-world' training to compare performance to mental and visual focus, different coaching interventions, etc.
 - Live feedback of data (e.g. sound) to athlete and/or coach
- We present an evaluation of an EEG study in archery
 - Measured and compared mental states versus scores & skill
 - Results vary as a function of level of athlete performance

Compact EEG Set-up





- 5 leads: 2 bipolar channels plus reference lead (active ground)
- 128Hz sampling rate, 24-bit ADC
- Standard passive ECG electrodes used (locations as above)
- Location of electrodes chosen for convenience (no hair) and
- To measure general frontal cortex neurocognitive activity from 4Hz to 45Hz (theta, alpha, and beta frequency bands)

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Study Protocol

- Experimental details :
 - 8 recurve archers in practice sessions
 - County level, near elite and elite archers
 - 3 separate sessions
 - 176 shots analysed and compared with scores
- EEG Spectral analyses were produced for each shot
 - To obtain frequency of brain activity at recording sites
 - Standard Fast Fourier Transform (FFT) and Alpha-Active proprietary^[2] autocorrelation algorithms applied to the raw (time-domain) EEG
 - Frequencies are related to particular mental states
 - Progression of frequency vs time visualised with heat plots
 - Frequency data was split into three bands for study
 - Frequency correlation studies: shot to shot, archer to archer

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Combined EEG and Eye-tracking in sports training & analysis



Beta, 13 to 30 Hz: externally focussed, alert, thinking

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Data Capture Protocol



- EEG with simultaneous sound recording for arrow release time ([†])
- Each arrow identified and location on target mapped (as well as score)
- Conventional video & sound recording
- Upper GUI shows left spectrum epoch at 6th arrow release and lower GUI shows alpha trend (alpha/whole spectrum) versus time, in minutes

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Results



Archer 2, Left Hemisphere Heat Plot

EEG heat plot results for left and right side of brain.

X scale is seconds, showing arrow release times, Y scale is frequency, colour scale is intensity of EEG spectrum, red is most intense, blue is least intense.

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Data Analysis

Results similar for same archer, different shots

Mid-aim



Results different between archers



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Wireless Mobile Eye-Tracker

Scene camera

Eye camera lens points downwards





- Accuracy of better than +/- 0.5 degrees
- High Resolution 2 megapixel scene camera
- Wireless range of 80 meters
- Calibration through scene image, no IR markers necessary
- 60Hz eye camera

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Synchronous EEG and Eye-Tracker

Circle indicates users point of focus



Bow being raised

- EEG and Eye-tracker output shown for the same time
- Archer is visually engaging with target ahead of taking aim
- EEG GUI shows a period of minimisation of eye movement and increased level of alpha waves

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Conclusions

- Compact EEG can be used in 'real-world' practical sports studies
- There are distinct measurable changes in EEG patterns during each archery shot
- Average EEG shot profile can be established for an individual archer
- EEG profile varies from one archer to another, even for those of similar ability, but better archers have more consistent profile from shot to shot
- Initial comparisons of EEG profiles prior to arrow release do not show direct correlation to archery score metrology
- Eye-tracking & EEG indicate a period of 'quiet eye' before arrow is released

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Further work

- Further evaluation needed to confirm and quantify conclusions
 - Across more sessions for a single archer
 - Across a wider range of experience
 - To explore individual shot performance more quantitatively by use of scatter diagrams ^[3]
 - To study in more detail the effects of eye & muscle movement on EEG spectrum
 - To explore further methods of data analysis
 - To determine if real-time feedback can be given and the best method for doing this (e.g. sound, physical stimulus, etc.)
- Work in progress in golf, motorsport, football, etc.
- Further comparison of EEG with simultaneous eye-tracking

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Thank you



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