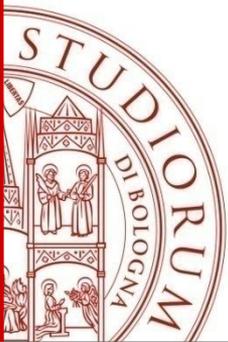


- COGNIZIONE NUMERICA -



COGNIZIONE NUMERICA E EMBODIED COGNITION

Il numero	986
è un numero primo	<input type="checkbox"/>
è numero composto	<input checked="" type="checkbox"/>
è divisibile per 2	<input checked="" type="checkbox"/>
è divisibile per 3	<input type="checkbox"/>
è divisibile per 5	<input type="checkbox"/>
è divisibile per 7	<input type="checkbox"/>
è divisibile per 11	<input type="checkbox"/>



$$(5+5):5+5\times 5 = 27$$

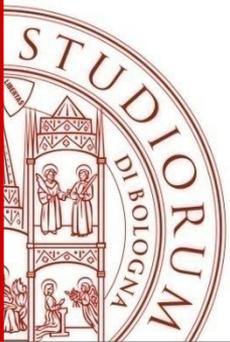
Let n be 11

$n=11$, divide n by numbers from 3 to $n-1$.

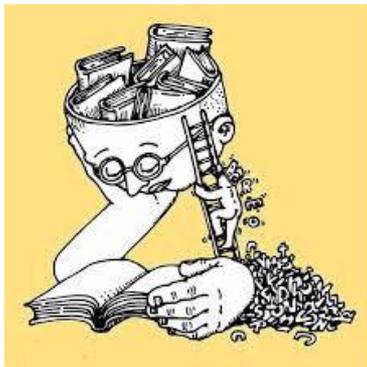
$\frac{n}{3} = 3.7$	$\frac{n}{6} = 1.8$	$\frac{n}{9} = 1.2$
$\frac{n}{4} = 2.8$	$\frac{n}{7} = 1.6$	$\frac{n}{10} = 1.1$
$\frac{n}{5} = 2.2$	$\frac{n}{8} = 1.4$	

wikiHow

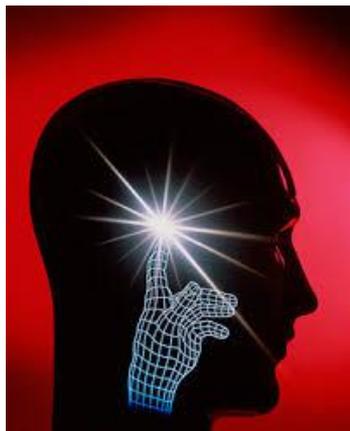
- *Saper leggere e scrivere i numeri*
- *Contare oggetti in un insieme*
- *Calcolare attraverso le quattro operazioni*
- *Applicare queste abilità sul denaro*
- *Dire orari e date*
- *Trovare una certa pagina in un libro*
- *Selezionare il canale televisivo*



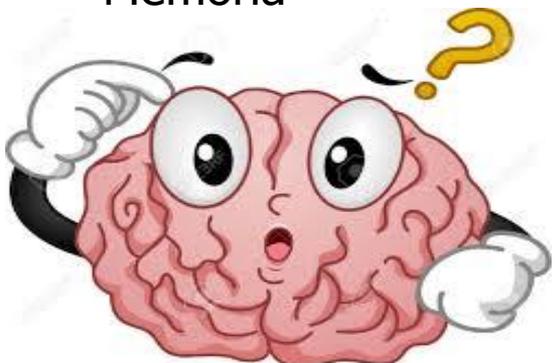
COGNIZIONE NUMERICA E EMBODIED COGNITION



Memoria



Attenzione

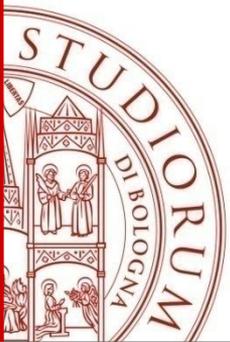


Pensiero e ragionamento

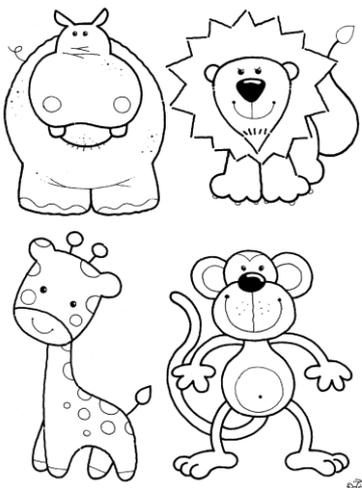


Apprendimento

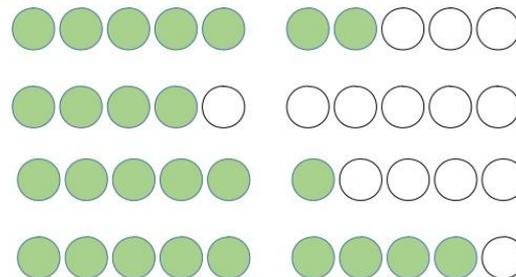




COGNIZIONE NUMERICA E EMBODIED COGNITION



Indovinare la quantità senza contare



HOW MANY THINGS - - - - - ?

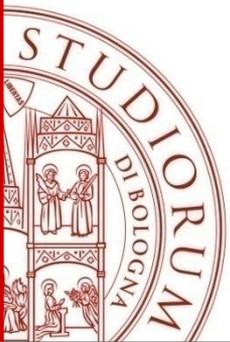
 ONE RED APPLE

 TWO GREEN PEARS

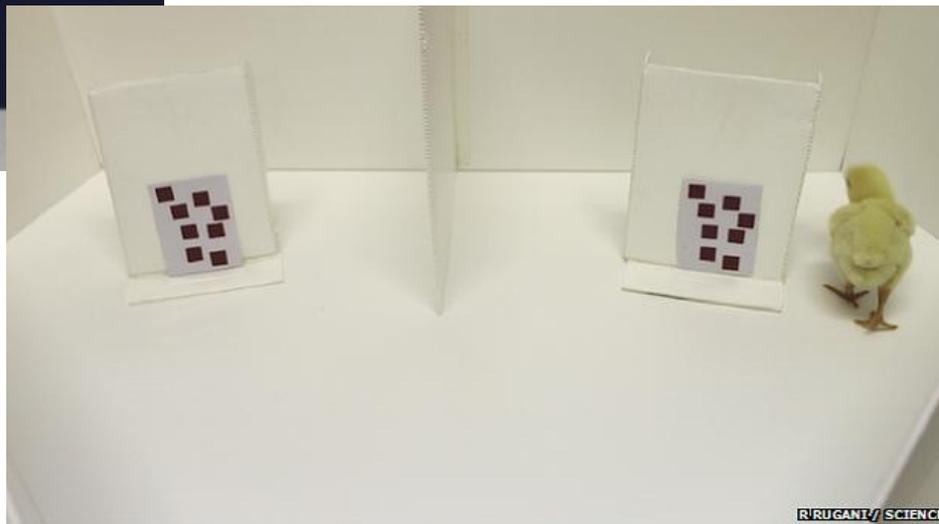
 THREE PURPLE PLUMS

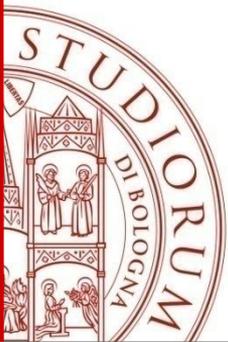
 FOUR RED STRAWBERRIES

 FIVE ORANGES



COGNIZIONE NUMERICA E EMBODIED COGNITION





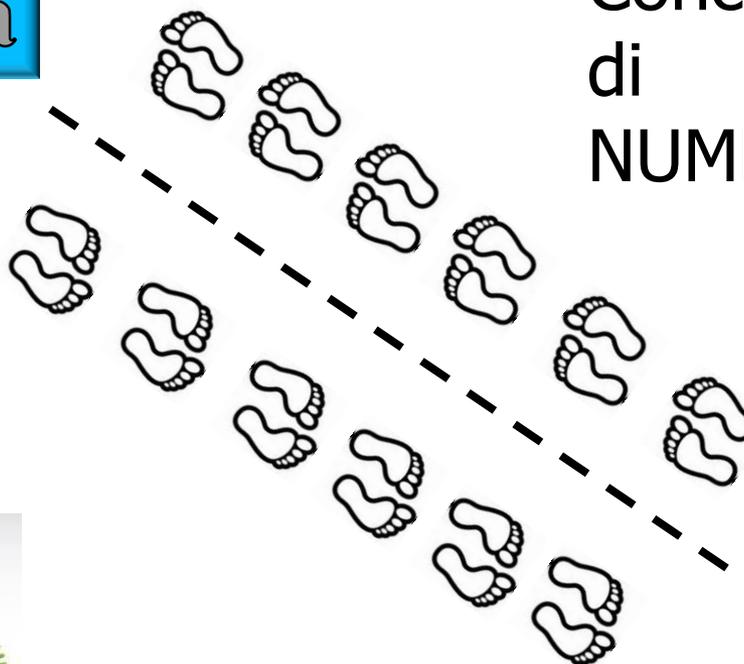
COGNIZIONE NUMERICA E EMBODIED COGNITION

Concretezza

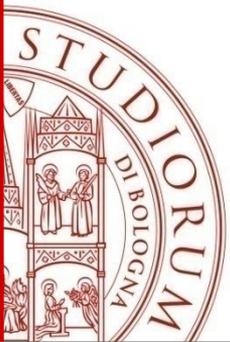
Concetto di TEMPO



Concetto di NUMERO



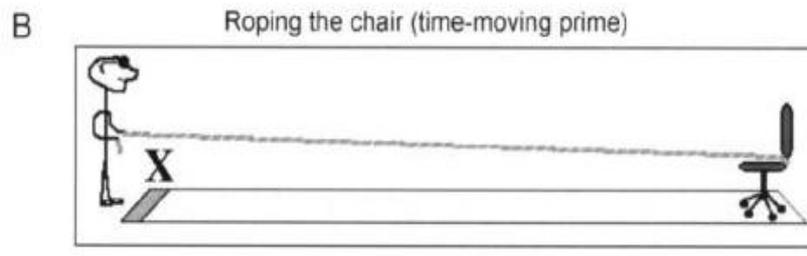
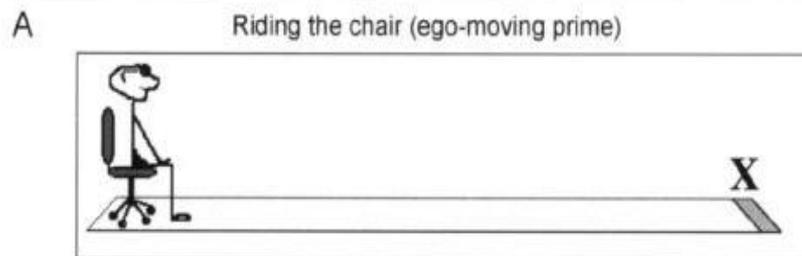
Astrattezza



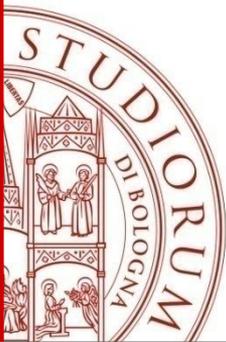
COGNIZIONE NUMERICA E EMBODIED COGNITION

CONCETTO di TEMPO: Boroditsky & Ramscar (2002)

Compito: rispondere a domande ambigue, es. "Il prossimo incontro di mercoledì è stato spostato di due giorni. In che giorno si svolge?"



- con un priming di auto-locomozione (effettivo o indotto, fig. A) i partecipanti interpretano lo spostamento come POSTICIPO, rispondendo VENERDÌ (Ego-moving perspective);
- con un priming di immobilità (effettivo o indotto, fig. B) i partecipanti interpretano lo spostamento come ANTICIPO, rispondendo LUNEDÌ (Time-moving perspective)



COGNIZIONE NUMERICA E EMBODIED COGNITION

COGNIZIONE NUMERICA: lavoro in corso → esperimento stima frasi e movimenti

OPEN ACCESS Freely available online



Counting Is Easier while Experiencing a Congruent Motion

Luisa Lugli^{1,2*}, Giulia Baroni¹, Filomena Anelli^{1,3}, Anna M. Borghi^{4,5}, Roberto Nicoletti¹

1 Department of Philosophy and Communication Studies, University of Bologna, Bologna, Italy, **2** Department of Communication and Economics, University of Modena and Reggio Emilia, Reggio Emilia, Italy, **3** Department of Education Sciences, University of Bologna, Bologna, Italy, **4** Department of Psychology, University of Bologna, Bologna, Italy, **5** Institute of Cognitive Sciences and Technologies, National Research Council, Roma, Italy

Abstract

Several studies suggest that numerical and spatial representations are intrinsically linked. Recent findings demonstrate that also motor actions interact with number magnitude processing, showing a motor-to-semantic effect. The current study assesses whether calculation processes can be modulated by motions performed with the whole body. Participants were required to make additions or subtractions while performing (on-line condition) or after having experienced (off-line condition) an ascending or descending motion through a passive (i.e., taking the elevator) or an active (i.e., taking the stairs) mode. Results show a congruency effect between the type of calculation and the direction of the motion depending on: a) the off-line or on-line condition, b) the passive or active mode and c) the real or imagined task. Implications of the results for an embodied and grounded perspective view will be discussed.

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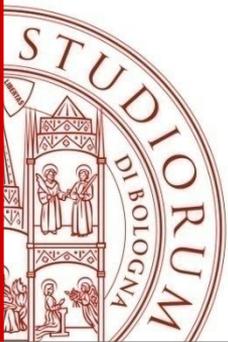
Copyright: © 2013 Lugli et al. This is an open-access article distributed under the terms of the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original author and source are credited.

Funding: This work was supported by MIUR (PRIN 2008) and by the European Community, FP7 project ROSSI (www.rossiproject.eu), Emergence of Communication in Robots through Sensorimotor and Social Interaction. The funders had no role in study design, data collection and analysis, decision to publish, or preparation of the manuscript.

Competing Interests: The authors have declared that no competing interests exist.

* E-mail: llugli@unibo.it

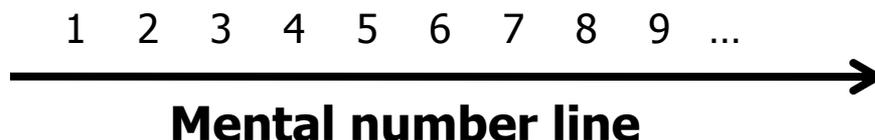
Uno degli articoli da studiare a scelta



COGNIZIONE NUMERICA E EMBODIED COGNITION

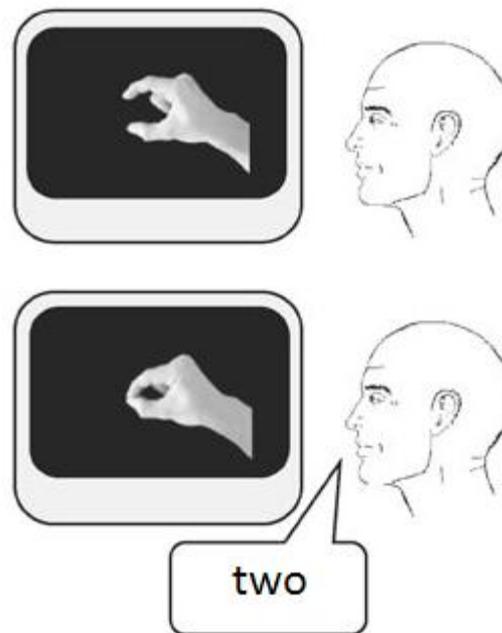
EFFETTO SNARC

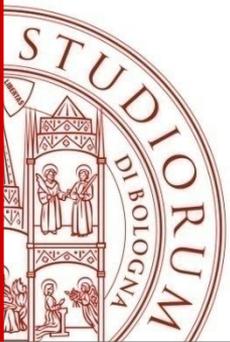
(Spatial Numerical Association of Response Codes, vedi ad esempio: Bonato et al., 2012; Dehaene et al., 1993; Fischer & Brugger, 2011; Walsh, 2003; Hubbard et al., 2005; Zorzi et al., 2002)



MOTOR-to-SEMANTIC EFFECT

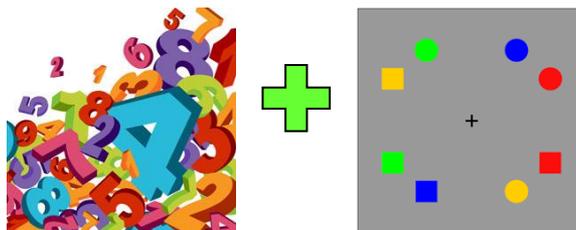
(Badets et al., 2012; Badets & Pesenti, 2010; 2011)



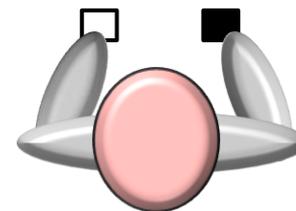
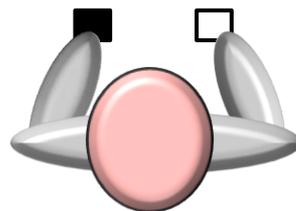
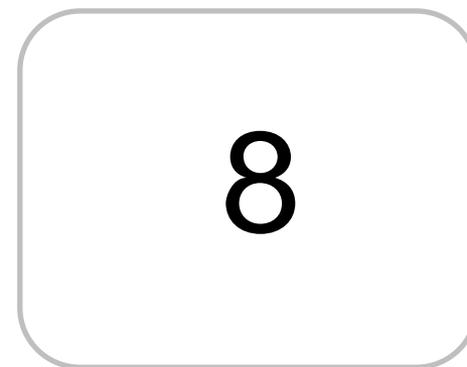


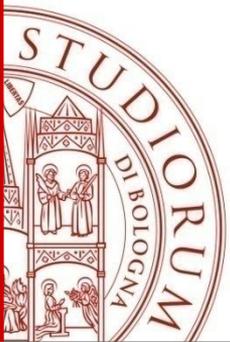
COGNIZIONE NUMERICA E EMBODIED COGNITION

EFFETTO SNARC



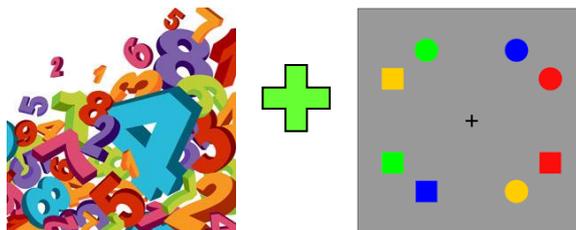
“Premi il tasto di sinistra se il numero è dispari, premi il tasto di destra se il numero è pari”





COGNIZIONE NUMERICA E EMBODIED COGNITION

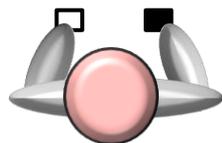
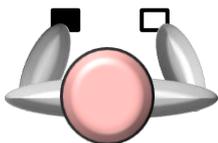
EFFETTO SNARC



Tempi di reazione più veloci e risposte più accurate

3

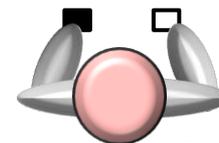
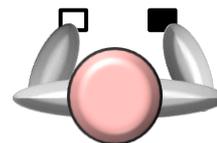
8

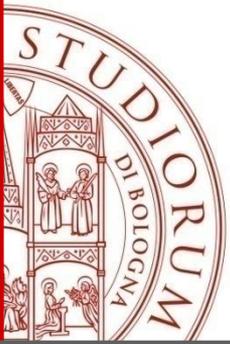


Tempi di reazione più lenti e risposte meno accurate

3

8



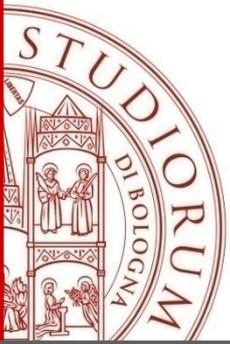


COGNIZIONE NUMERICA E EMBODIED COGNITION

EFFETTO SNARC



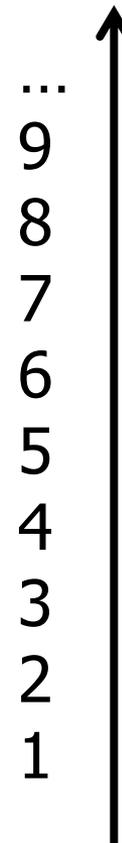
Horizontal Mental number line

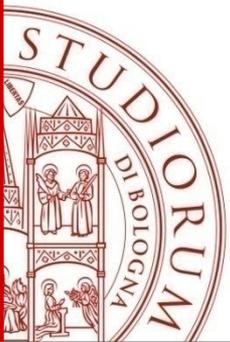


COGNIZIONE NUMERICA E EMBODIED COGNITION

EFFETTO SNARC

Vertical Mental number line???





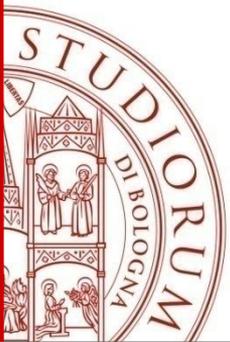
COGNIZIONE NUMERICA E EMBODIED COGNITION

MOTOR-to-SEMANTIC EFFECT

(Badets et al., 2012; Badets & Pesenti, 2010; 2011)



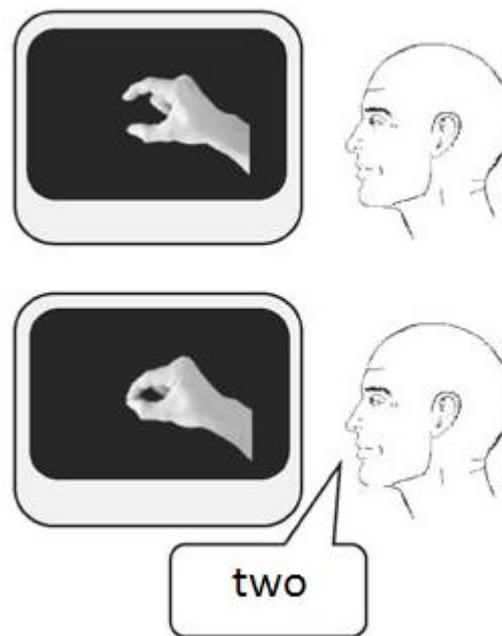
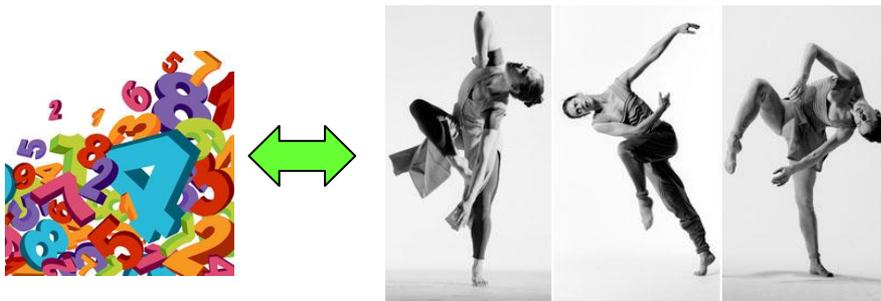
two

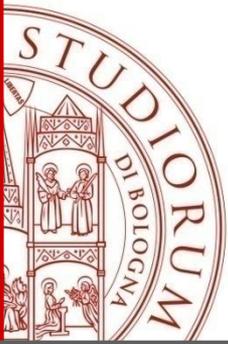


COGNIZIONE NUMERICA E EMBODIED COGNITION

MOTOR-to-SEMANTIC EFFECT

(Badets et al., 2012; Badets & Pesenti, 2010; 2011)





COGNIZIONE NUMERICA E EMBODIED COGNITION

HARTMANN et al. 2011

Journal of Experimental Psychology:
Human Perception and Performance

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0096-1523/11/\$12.00 DOI: 10.1037/a0026706

Moving Along the Mental Number Line: Interactions Between Whole-Body Motion and Numerical Cognition

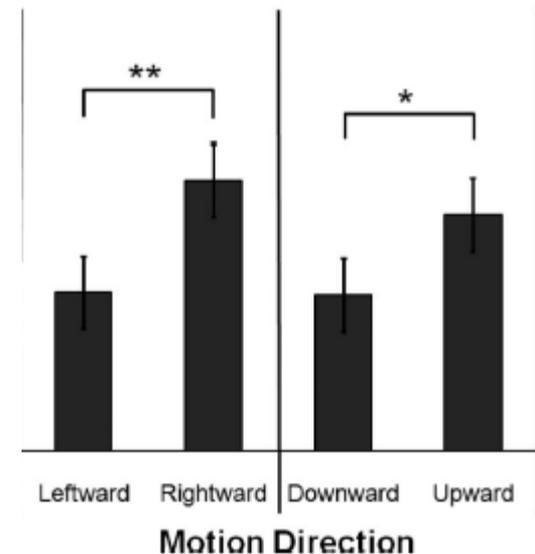
Matthias Hartmann, Luzia Grabherr, and Fred W. Mast
University of Bern

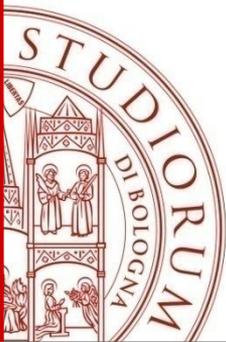
Active head turns to the left and right have recently been shown to influence numerical cognition by shifting attention along the mental number line. In the present study, we found that *passive* whole-body motion influences numerical cognition. In a random-number generation task (Experiment 1), leftward and downward displacement of participants facilitated small number generation, whereas rightward and upward displacement facilitated the generation of large numbers. Influences of leftward and rightward motion were also found for the processing of auditorily presented numbers in a magnitude-judgment task (Experiment 2). Additionally, we investigated the reverse effect of the number-space association (Experiment 3). Participants were displaced leftward or rightward and asked to detect motion direction as fast as possible while small or large numbers were auditorily presented. When motion detection was difficult, leftward motion was detected faster when hearing small number and rightward motion when hearing large number. We provide new evidence that bottom-up vestibular activation is sufficient to interact with the higher-order spatial representation underlying numerical cognition. The results show that action planning or motor activity is not necessary to influence spatial attention. Moreover, our results suggest that self-motion perception and numerical cognition can mutually influence each other.

Keywords: numerical cognition, mental number line, body motion, self-motion perception, vestibular stimulation



Small numbers





COGNIZIONE NUMERICA E EMBODIED COGNITION

OPEN ACCESS Freely available online



Counting Is Easier while Experiencing a Congruent Motion

Luisa Lugli^{1,2*}, Giulia Baroni¹, Filomena Anelli^{1,3}, Anna M. Borghi^{4,5}, Roberto Nicoletti¹

1 Department of Philosophy and Communication Studies, University of Bologna, Bologna, Italy, **2** Department of Communication and Economics, University of Modena and Reggio Emilia, Reggio Emilia, Italy, **3** Department of Education Sciences, University of Bologna, Bologna, Italy, **4** Department of Psychology, University of Bologna, Bologna, Italy, **5** Institute of Cognitive Sciences and Technologies, National Research Council, Roma, Italy

Abstract

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Citation: Lugli L, Baroni G, Anelli F, Borghi AM, Nicoletti R (2013) Counting Is Easier while Experiencing a Congruent Motion. PLoS ONE 8(5): e64500. doi:10.1371/journal.pone.0064500

Editor: Katsumi Watanabe, University of Tokyo, Japan

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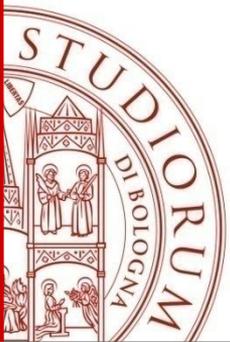
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Funding: This work was supported by MIUR (PRIN 2008) and by the European Community, FP7 project ROSSI (www.rossiproject.eu), Emergence of Communication in Robots through Sensorimotor and Social Interaction. The funders had no role in study design, data collection and analysis, decision to publish, or preparation of the manuscript.

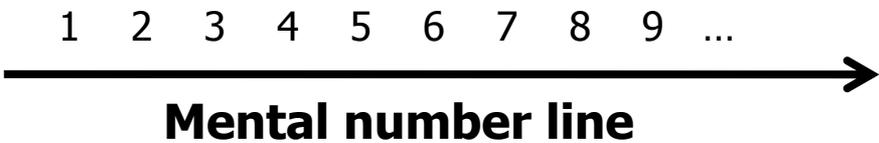
Competing Interests: The authors have declared that no competing interests exist.

* E-mail: llugli@unibo.it

Uno degli articoli da studiare a scelta



COGNIZIONE NUMERICA E EMBODIED COGNITION



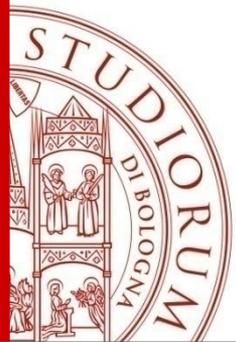
Vertical Mental number line???

- ...
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1



two

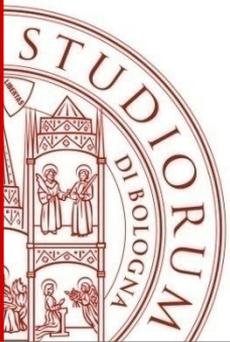




COGNIZIONE NUMERICA E EMBODIED COGNITION



Il **compito**: processo che genera la rappresentazione della grandezza numerica con un orientamento verso l'alto o verso il basso, e cioè il calcolo aritmetico di addizioni e sottrazioni.



COGNIZIONE NUMERICA E EMBODIED COGNITION

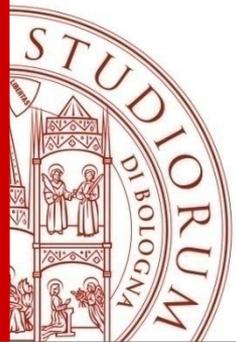
Il **tipo di movimento**: passivo (prendere l'ascensore) *vs.* attivo (fare le scale).

Differenza anche in termini di valenza del movimento:

ascensore = movimento veloce e chiaramente verticale

scale = movimento più progressivo e meno verticale.

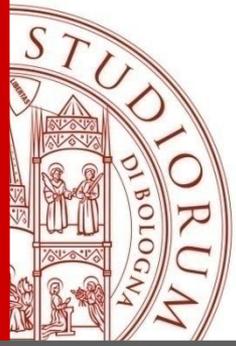




COGNIZIONE NUMERICA E EMBODIED COGNITION

L'esperienza del movimento:
condizione "movimento reale" in cui ai partecipanti viene chiesto di fare i calcoli durante l'esperienza del movimento (Esperimento 1) *vs.* condizione "movimento immaginato" in cui i partecipanti procedono con i calcoli mentre si immaginano il movimento (Esperimento 2).





COGNIZIONE NUMERICA E EMBODIED COGNITION

Variabili indipendenti:

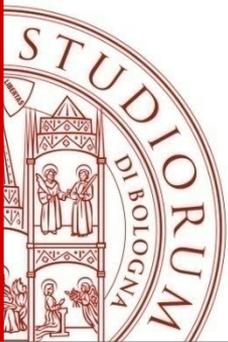
- Tipo di movimento: attivo vs. passivo
- Tipo di operazione: addizioni vs. sottrazioni
- Tipo di compito: reale vs. immaginato

Variabile dipendente:

Numero di operazioni eseguite correttamente

Ipotesi:

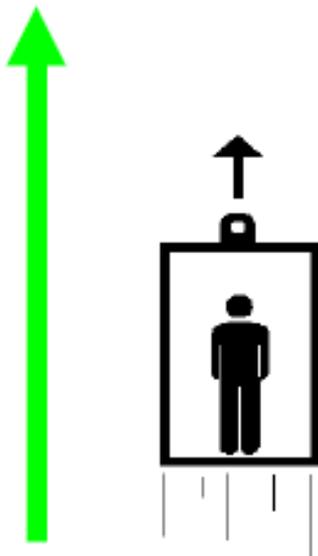
- Influenza del tipo di movimento sul numero di operazioni eseguite correttamente



COGNIZIONE NUMERICA E EMBODIED COGNITION

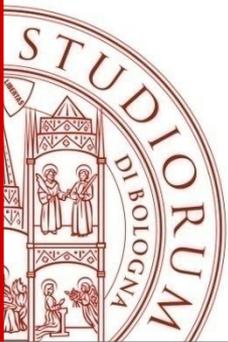
CONDIZIONI CONGRUENTI: MAGGIORE NUMERO DI OPERAZIONI

DIREZIONE DEL MOVIMENTO = SU



TIPO DI OPERAZIONE:
ADDIZIONI

$$\begin{array}{r} 523 \\ + 3 \\ \hline 526 \end{array}$$



COGNIZIONE NUMERICA E EMBODIED COGNITION

CONDIZIONI CONGRUENTI: MAGGIORE NUMERO DI OPERAZIONI

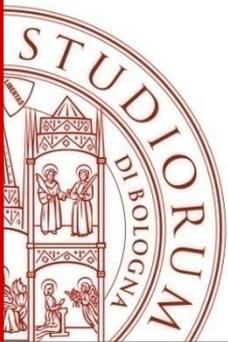
DIREZIONE DEL MOVIMENTO = GIU'



TIPO DI OPERAZIONE:
SOTTRAZIONI



$$\begin{array}{r} 523 \\ - 3 \\ \hline 520 \end{array}$$



COGNIZIONE NUMERICA E EMBODIED COGNITION

CONDIZIONI INCONGRUENTI MINOR NUMERO DI OPERAZIONI

DIREZIONE DEL MOVIMENTO = SU



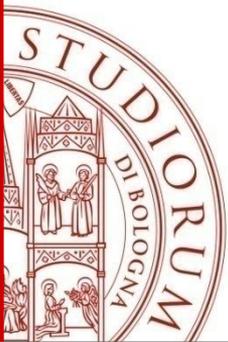
TIPO DI OPERAZIONE:
SOTTRAZIONI



523

- 3

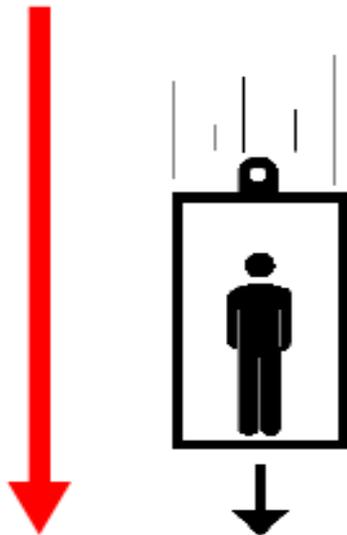
520



COGNIZIONE NUMERICA E EMBODIED COGNITION

CONDIZIONI INCONGRUENTI: MINOR NUMERO DI OPERAZIONI

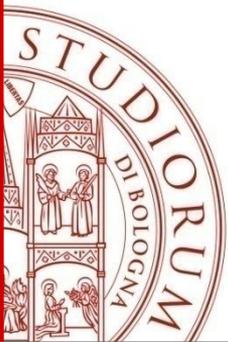
DIREZIONE DEL MOVIMENTO = GIU'



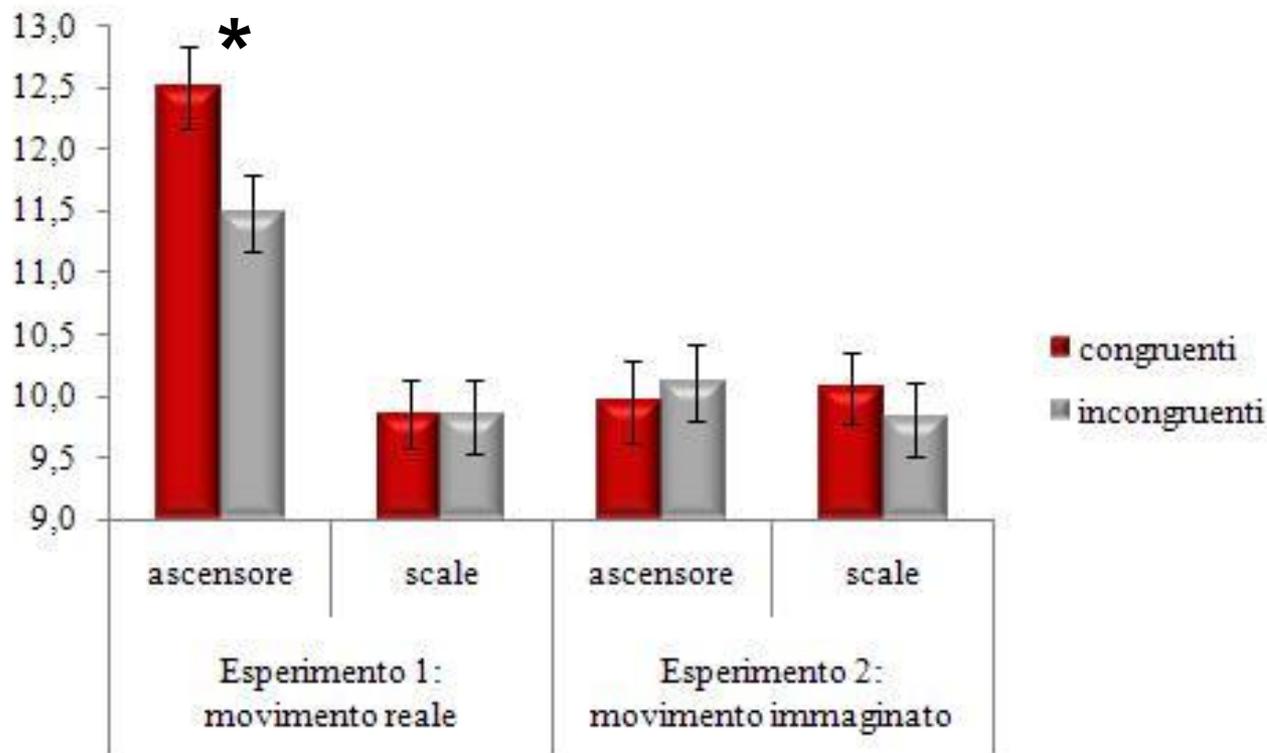
TIPO DI OPERAZIONE:
ADDIZIONI

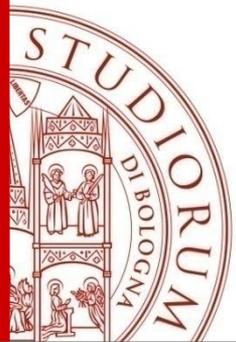


$$\begin{array}{r} 523 \\ + 3 \\ \hline 526 \end{array}$$



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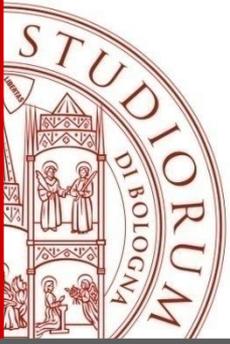




COGNIZIONE NUMERICA E EMBODIED COGNITION

1

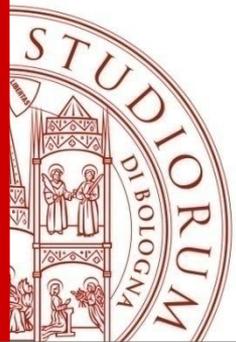
I movimenti di salita e discesa di tutto il corpo influenzano il calcolo aritmetico delle addizioni e delle sottrazioni.



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1

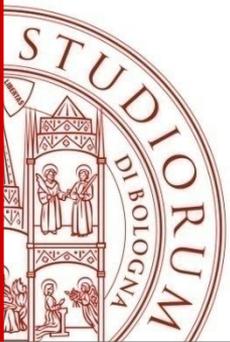
Questo suggerisce che non solo l'informazione numerica assoluta (cioè il numero 2 o il numero 9, per esempio), ma anche il processo alla base della grandezza numerica sono strettamente connessi con l'elaborazione dell'informazione spaziale.



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2

La rappresentazione spaziale dei numeri: meccanismo di orientamento dell'attenzione o processo di simulazione? I risultati di questo studio forniscono ulteriori evidenze a favore di una natura *grounded ed embodied* dell'elaborazione numerica (in linea con la recente proposta di Fischer e Brugger 2012 che spiega l'origine dell'*Spatial-Numerical Association* dal *finger counting*).



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