

## Liverpool John Moores University

Title: APPLIED MOTOR BEHAVIOUR  
Status: Definitive  
Code: **6103SPOSCI** (123211)  
Version Start Date: 01-08-2021

Owning School/Faculty: Sport and Exercise Sciences  
Teaching School/Faculty: Sport and Exercise Sciences

Team	Leader
Simon Bennett	Y
Mark Hollands	
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**Academic Level:** FHEQ6  
**Credit Value:** 20  
**Total Delivered Hours:** 48

**Total Learning Hours:** 200  
**Private Study:** 152

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	24
Practical	12
Workshop	12

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	Data rpt	In-class data interpretation	50	
Report	Lab rpt	Lab report	50	

### Aims

*The module builds on the Psychological Foundations (level 4) and Psychological Principles (level 5) modules. The module is designed to develop a critical understanding within a selected number of topics in motor behaviour. You will be involved in discussion on theoretical issues associated with a number of topics in*

*visual-motor control and learning. Importantly, you will be required to synthesise data sets and suggest how the findings can be applied to different sport and health settings*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Demonstrate an ability to differentiate and integrate information from multiple sources of academic literature on various current topics in motor behaviour.
- 2 Demonstrate an ability to differentiate and integrate data from empirical work in motor behaviour.
- 3 Critically evaluate and synthesise experimental evidence with regard to current topics in motor behaviour.

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

Data interpretation	1	2	3
Lab Report	1	2	3

## **Outline Syllabus**

*Imitation*

*Visual motor control in locomotion*

*Visual motor control in locomotion: the elderly*

*Visual motor control in locomotion: clinical application*

*Visual processing of information sources*

*Visual training in elite sport*

*Perceptual Training in Sport*

*Quite eye mechanisms*

*Quite eye training in elite sport*

## **Learning Activities**

Online lab activities

Self-directed

## **Notes**

This module is designed to provide an in-depth understanding of current research informed topics associated with sensorimotor control and learning. The topics are linked to staff interests and current research areas. The module will train students to evaluate data, and synthesize the findings to empirical and theoretical questions.