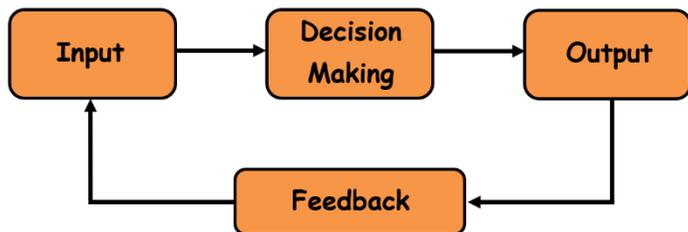


# Paper 2: Basic information processing

## Information processing

Information processing is where you make decisions based on gathering information (stimuli) from your senses, such as what you see and hear. You prioritise the important stimuli to make a suitable decision



<b>Input</b>	<p>The information received from your senses (display) via selective attention:</p> <p><b>Selective attention:</b> Is when you focus on the important information (stimuli). When performing a skill there can be a lot of information around you. You have little time to select the relevant information such as the speed and direction of the ball and ignore the irrelevant such as the noise from the crowd</p>
<b>Decision making</b>	<p>The selection of an appropriate response using the information (input) and what is stored in the long-term memory</p> <p><b>Long-term memory:</b> This is information that has been rehearsed and stored for future reference. The more you practice, the more information about a skill or technique is stored in the memory and can be recalled in the future</p> <p><b>Short-term memory:</b> This only lasts for a few seconds. It is a working memory you use while completing a skill. E.g. attention to your opponent's position when passing a ball in rugby</p>
<b>Output</b>	<p>The information you send to your muscles to carry out the response</p>
<b>Feedback</b>	<p>A review of your response this can be intrinsic or extrinsic</p> <p><b>Intrinsic feedback:</b> Is within the performer, they understand how the movement feels from feedback from the muscles. A footballer may understand why a skill was performed badly.</p> <p><b>Extrinsic feedback:</b> Is feedback from <b>outside</b> the performer, it is important as someone watching the skill can observe and explain what needs to be done to correct it. A coach could give you feedback about a skill</p>

## Sporting Examples

### A miss-kick in football



**Input:**

The player uses selective attention sees the ball coming towards him, he looks at the ball and the players around him

**Decision making:**

From past experience in the long-term memory he decides what position to get into and when to move the body

**Output:**

He moves into position and swings his foot at the ball

**Feedback:**

He misses the ball. He received intrinsic feedback as his non kicking foot was too close leaving him unbalanced so missed the ball

### KO punch in boxing



**Input:**

A boxer sees that his opponent has his guard down the boxer throws a right hand at his opponent

**Decision making:**

From past experience in the long-term memory he decides what position to get into and when and how to throw the punch

**Output:**

He moves into position ready to throw a right-hand punch

**Feedback:**

He successfully knocked out his opponent. He received intrinsic feedback on how the movement felt and the position of himself and his opponent

### Conversion kick (rugby)



**Input:**

A rugby player uses selective attention to block out the crowd he focuses on the angle of the kick and the wind speed

**Decision making:**

From past experience he decides to kick the ball slightly left of the near post. The action has been rehearsed many times

**Output:**

He positions himself to kick the ball

**Feedback:**

He kicked the ball straight through the posts he received intrinsic feedback on how the movement felt and the flight of the ball