



**Expertise and Skill
Acquisition Network**

Preconference Workshop

Developing perceptual cognitive expertise: considerations for the role for Virtual Immersive technology

Tuesday 11 May, 2021

13:45-14:00: Web platform opens

14:00-14:15: Introduction (Sam Vine, University of Exeter, UK and Matt Dicks, University of Portsmouth, UK)

14:15-14:30: Stroboscopic training in VR (Dave Mann, VU Amsterdam, The Netherlands)

14:30-14:45: Training perceptual-cognitive skills in VR (David Harris, University of Exeter, UK)

14:45-15:00: Break

15:00-15:15: Implementing a Constraints Led Approach (CLA) to Coaching in VR (Rob Gray, Arizona State University, USA)

15:15-15:30: Exploring the Quiet eye using VR (Sam Vine, University of Exeter, UK)

15:30-15:45: Applications of VR to study anticipation and decision making in sport: Part 1 (Cathy Craig, Ulster University, UK)

Virtual Break

15:45-16:00: Applications of VR to study anticipation and decision making in sport: Part 2 (James Stafford (Queens University Belfast, UK)

16:00-16:15: Athlete abilities impact upon the accuracy timing of actions during visual anticipation (Matt, Dicks, University of Portsmouth, UK)

16:15-16:30: Using qualitative methods to understand decision making in professional football players (Harry Ramsey, University of Portsmouth, UK)

16:30-17:00: Group discussion