



Complexity of Rhythmic Tapping Task and Stuttering

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Hypothesis

Stuttering is a temporal processing deficiency



Are PWS having more difficulties in estimating periodicity or temporal dimensions?

Methods: tapping task

People who do not stutter (PNS)



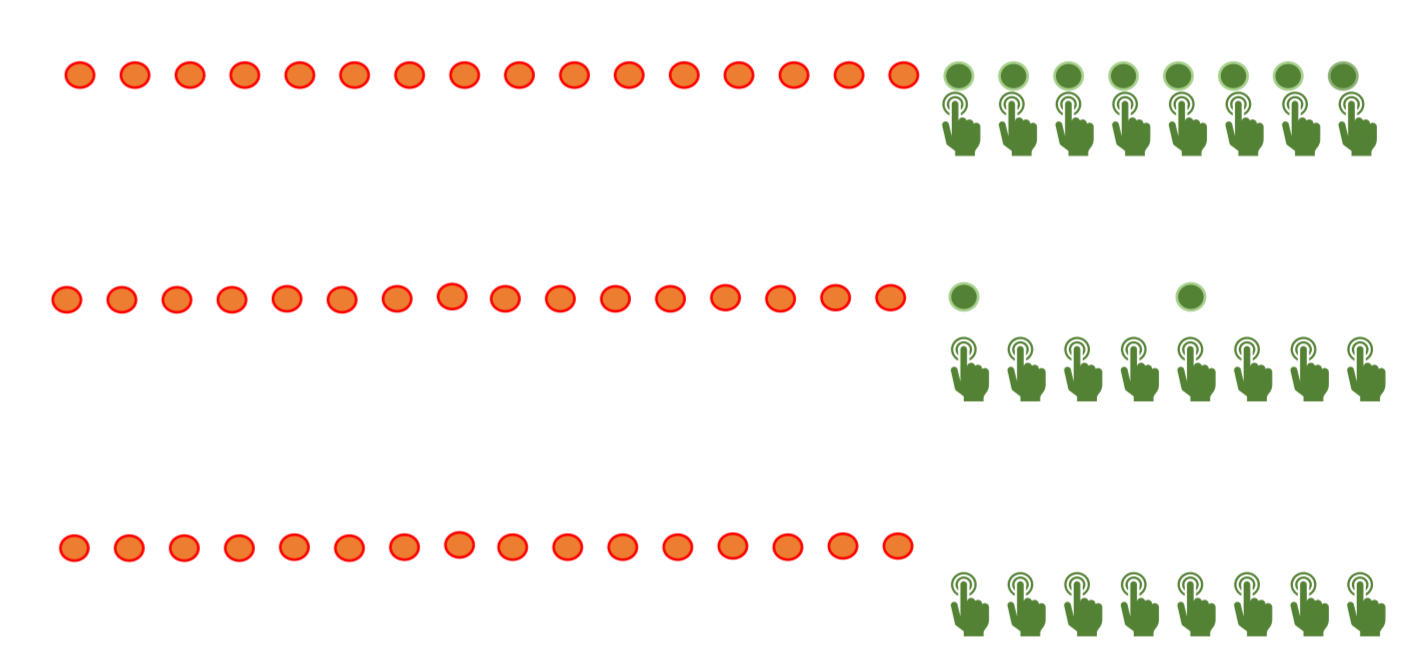
People who Stutter (PWS)



T1 synchronization task (120 BPM)

T2 4 taps on one metronome beat (30 BPM)

T3 continuation task (120 BPM)



Methods

Participants: 16 French PWS (13 M, aged 19 to 65) and 16 French PNS (13 M, aged 19 to 70).

- Tasks:**
- 1) Synchronized tapping with their dominant index finger with an auditory beat played binaurally through earplugs (120 BPM).
 - 2) Filling up a gap with 3 extra taps (30 BPM)
 - 3) Continuing the rhythm of an auditory beat (120 BPM).

For each rhythmic task, the participant listened to 2 cycles of the pattern before starting tapping, and then produced at least 3 tapping cycles of that pattern until the participant was instructed to stop.

2 repetitions for each rhythmic task so that at least 6 cycles (of 8 taps) of each rhythmic pattern were considered for analysis.

Analysis

Tapping events: annotated semi-automatically with MATLAB scripts.

1. T_a :
 - a. Estimation actual tapping period: the theoretical period (T_t) should be 500 ms.
 - b. T_a of each 8-taps cycles, we considered the time differences (Δt) between a tap and the following one within a tapping cycle and removed Δt values which were larger than $1.5 * T_t$ (750 ms.; considered as a missed tap) or smaller than $0.5 * T_t$ (250 ms.; considered as a "double" tap).
 - c. T_a : We then calculated T_a in seconds as the average value of the remaining Δt values, for each tapping cycle.
2. T_V :

For each tapping cycle, the tapping variability (T_V) around this actual periodicity T_a (in percentages).
3. Missed and double taps were counted.

Statistics

- General Mixed Models in R
- Random effects:
 - participants
 - Fixed effects:
 - rhythmic task (T1, T2, T3),
 - musical experience (no experience 0, medium 1, advanced 2)
 - group (PWS, PNS)
- The level of significance was $\alpha = 0.05$.

Discussion

- PWS were able to synchronize with an external auditory stimulus and keep a regular beat once the auditory reference stopped. For both groups, musical experience improved the tapping accuracy of both groups.

- However:
- PWS: more tapping variability than PNS on all the tasks, confirming earlier studies^{3,4}.
 - PWS missed more taps than PNS, suggesting that this task is more difficult than the synchronization and continuation tasks.

These results suggest a possible deficit in temporal processing by people who stutter that we are currently investigating by:

1. comparing finger tapping tasks and speech productions.
2. comparing simple regular rhythmic patterns with more complex patterns.

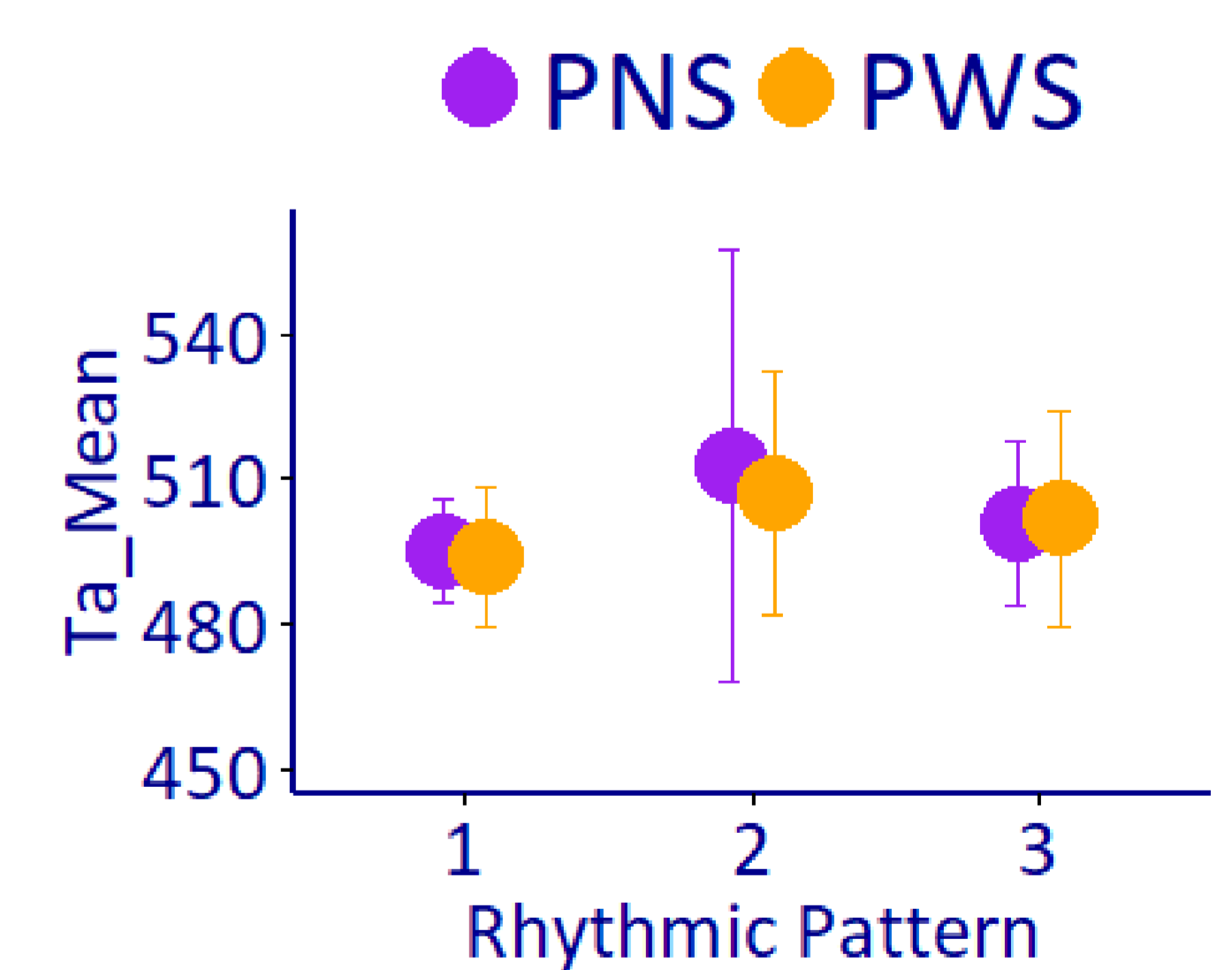
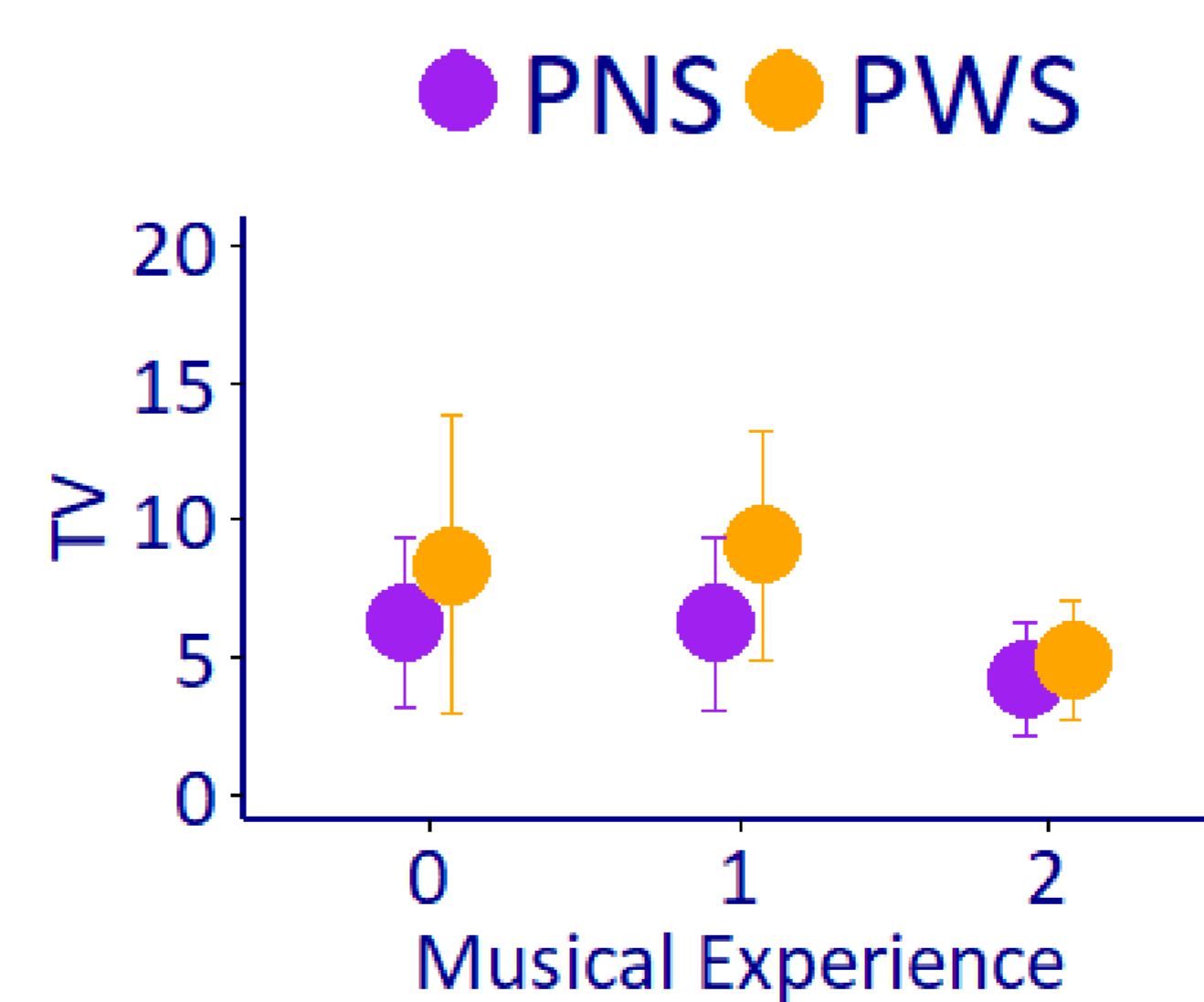
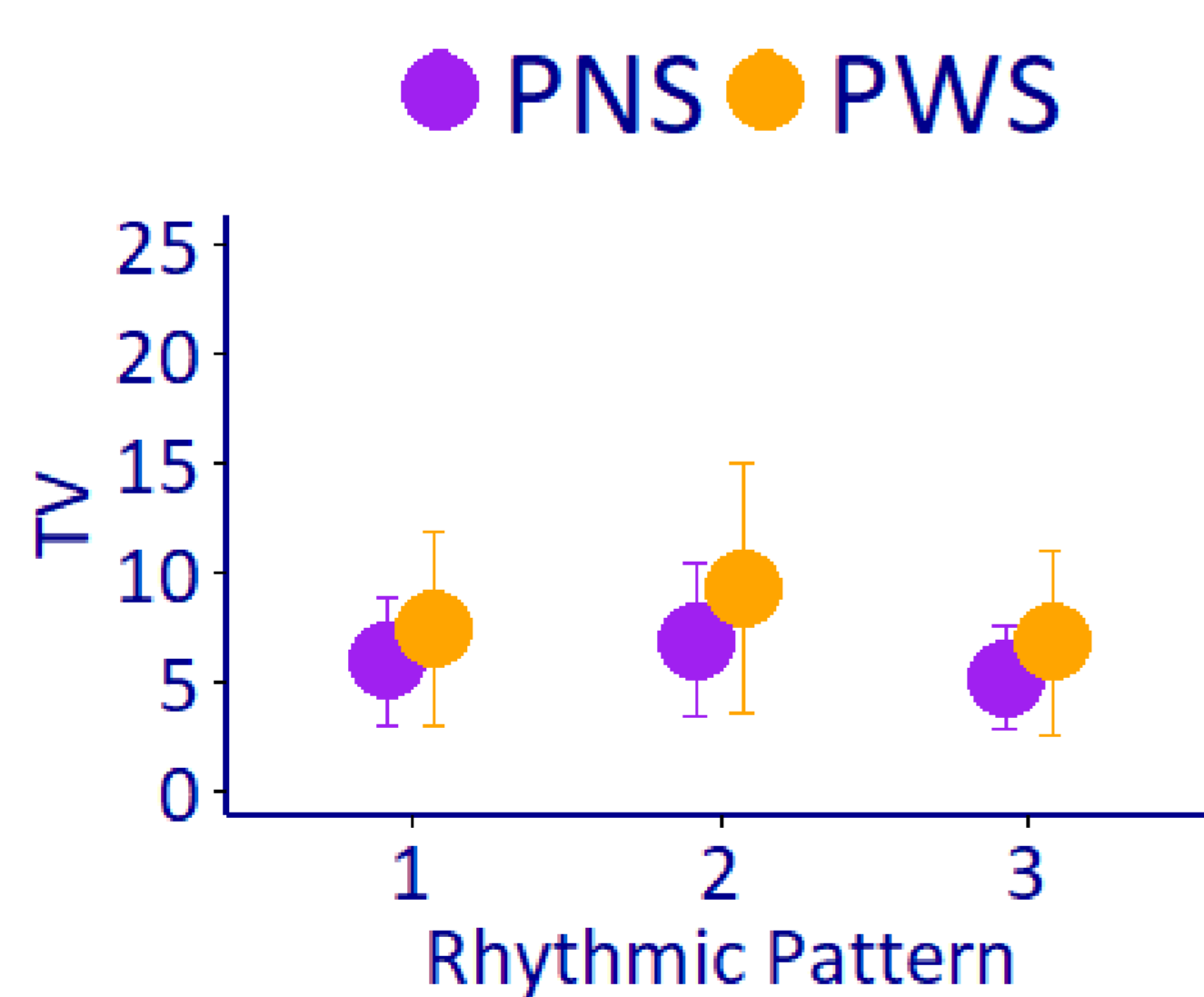
Analysis

- T_a = averaged actual tapping period
- $T_V = \text{mean}(\frac{\Delta t - T_a}{T_a} \times 100)$
- # Missed taps

General Mixed Models

- Random effects: participants
- Fixed effects:
 - group (PWS, PNS)
 - rhythmic task (T1, T2, T3)
 - musical experience (no experience 0, medium 1, advanced 2)

Results



GROUP: $PWS > PNS$ $\chi^2(1) = 7.2168, p < 0.01$
 Rhythmic Pattern: $\chi^2(2) = 27.045, p < 0.0001$

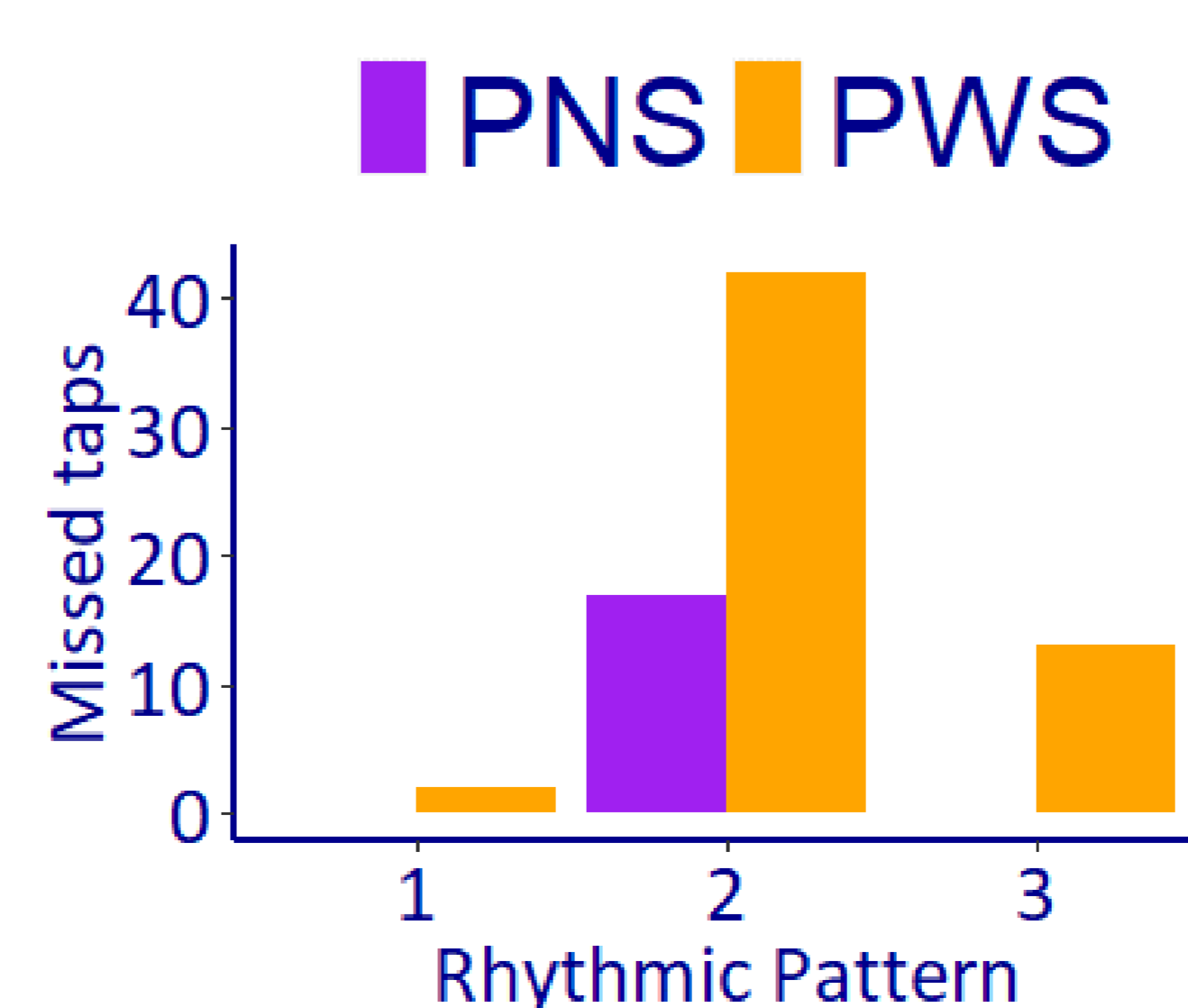
- $T_2 > T_1$ $p < 0.01$
- $T_2 > T_3$ $p < 0.001$
- $T_1 < T_3$: $p = 0.04$

Musical Experience: $\chi^2(2) = 7.95, p = 0.02$

- $2 < 0$ & 1

Rhythmic Pattern: $\chi^2(2) = 11.47, p < 0.01$

- $T_1 < T_2$: $p < 0.001$



Missed taps ($\Delta t > 750$ ms): $PWS > PNS$

- $T_1 < T_3 < T_2$

Conclusion

- People who stutter do show different tapping behaviour than people who do not stutter.
- So: Internal clock deficiency?