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7 **Brain Mechanisms that Underlie the Effects of Motivational Audiovisual Stimuli on**
8 **Psychophysiological Responses during Exercise**

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1 **Abstract**

2 Motivational audiovisual stimuli such as music and video have been widely used in the realm
3 of exercise and sport as a means by which to increase situational motivation and enhance
4 performance. The present study addressed the mechanisms that underlie the effects of
5 motivational stimuli on psychophysiological responses and exercise performance. Twenty-
6 two participants completed fatiguing isometric handgrip-squeezing tasks under two
7 experimental conditions (motivational audiovisual condition and neutral audiovisual
8 condition) and a control condition. Electrical activity in the brain and working muscles was
9 analyzed by use of electroencephalography and electromyography, respectively. Participants
10 were asked to squeeze the dynamometer maximally for 30 s. A single-item motivation scale
11 was administered after each squeeze. Results indicated that task performance and situational
12 motivational were superior under the influence of motivational stimuli when compared to the
13 other two conditions (~20% and ~25%, respectively). The motivational stimulus
14 downregulated the predominance of low-frequency waves (theta) in the right frontal regions
15 of the cortex (F8), and upregulated high-frequency waves (beta) in the central areas (C3 and
16 C4). It is suggested that motivational sensory cues serve to readjust electrical activity in the
17 brain; a mechanism by which the detrimental effects of fatigue on the efferent control of
18 working muscles is ameliorated.

19 *Keywords:* motivation, exercise, sensory aids, muscle fatigue, brain waves.

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1 **1. Introduction**

2 Sensory stimulation such as music listening and video watching has been commonly
3 used as a means by which to increase situational motivation during exercise (Hutchinson,
4 Karageorghis, & Jones, 2015; Karageorghis et al., 2013). Auditory and visual stimuli also
5 serve to reallocate an individual's attentional focus to external influences and thus make
6 exercise feel more enjoyable, even at relatively high intensities (Jones, Karageorghis, &
7 Ekkekakis, 2014). Despite the fact that motivational stimuli have been used extensively in the
8 realms of exercise and sports (Karageorghis & Priest, 2012a, 2012b; McCormick, Meijen, &
9 Marcora, 2015), the mechanisms that underlie the effects of music and video during
10 physically demanding tasks are hitherto under-researched.

11 A possible explanation underlying the beneficial effects of sensory stimuli during
12 exercise involves the integration of multiple physiological systems (e.g., central and
13 peripheral; see Noakes, 2000). In such instances, the attentional and emotional effects of
14 sensory stimuli can permeate throughout the body, modulating the pulmonary, cardiac,
15 hormonal, and muscular systems (e.g., Conrad et al., 2007; Tan, Ozdemir, Temiz, & Celik,
16 2015; Zhang et al., 2012). Although sensory stimuli influence cerebral and
17 psychophysiological responses, engaging in exercise increases an individual's rating of
18 perceived exertion, with corollary narrowing of attentional focus toward fatigue-related
19 sensations; such internal cues have a detrimental effect on situational motivation (e.g.,
20 Hutchinson & Karageorghis, 2013; Karageorghis et al., 2013). It is logical, therefore, that
21 cerebral and psychophysiological measures be taken in tandem during exercise in order to
22 explore the mechanisms that underlie interventions that entail external sensory stimulation.

23 **1.1 Exercise Intensity and Psychological Responses**

24 Simple patterns of movement such as walking are relatively easy for the human brain
25 to direct. During low-intensity exercise, individuals are readily able to allocate attention to

1 task-irrelevant cues such as auditory and visual stimuli. The reallocation of attentional focus
2 toward environmental (*outward*) distractions tends to evoke positive affective responses
3 (Bertollo et al., 2015; Brick, Macintyre, & Campbell, 2014; Hutchinson et al., 2015).
4 However, as the exercise intensity increases, an individual's attentional focus is forced
5 toward task-relevant cues such as the higher respiration rate and acidosis in the muscles
6 (internal association/*inward monitoring*; Razon, Basevitch, Land, Thompson, & Tenenbaum,
7 2009; Rejeski, 1985). Thus, exercise performed at a high-intensity (i.e., beyond ventilatory
8 threshold) normally elicits a decrease in affective valence owing to the effects of fatigue on
9 the affective regions of the brain (see Kilpatrick, Kraemer, Bartholomew, Acevedo, &
10 Jarreau, 2007).

11 High-intensity exercise increases the emission of corollary discharges (parallel
12 messages) to the brain regions associated with exertion (Bigliassi, 2015a; de Morree, Klein,
13 & Marcora, 2012). Fatigue-related symptoms cause a detrimental effect on situational
14 motivation, voluntary control of movements, and neural activation of the working muscles
15 (Marcora, 2008). Interestingly, Jones et al. (2014) identified that sensory stimuli can make
16 exercise more pleasurable even at high-intensities, meaning that audiovisual stimuli may
17 partially overcome the negative sensations elicited by increasing exercise intensity.

18 The use of auditory stimuli during exercise has attracted considerable interest over the
19 last two decades (Karageorghis & Terry, 1997; Tuominen, Husu, Raitanen, & Luoto, 2015),
20 and a psychologically-grounded conceptual framework has also been proposed as a means to
21 further understanding of the antecedents, moderators, and consequences of music use during
22 exercise (Karageorghis, 2015). Thus, researchers and exercise professionals can take a more
23 targeted and scientifically-grounded approach when using auditory stimuli in the exercise
24 context. Nonetheless, it is evident that the most potent effects manifest from a combination of
25 auditory and visual stimuli (e.g., Loizou & Karageorghis, 2015). Unfortunately, the use of

1 videos during exercise has only seldom been the subject of scientific investigation (Barwood,
2 Weston, Thelwell, & Page, 2009; Hutchinson et al., 2015; Jones et al., 2014).

3 **1.2 Brain Activity during Exercise**

4 The human brain has rarely been analyzed during exercise and this is due to the fact
5 that technology that facilitates such analysis has only been developed in recent years (Park,
6 Fairweather, & Donaldson, 2015). Movement patterns and muscular contractions cause
7 artefacts that often compromise the quality of electrical signals. However, artefacts can be
8 identified and excluded by use of computational procedures (see Tadel, Baillet, Mosher,
9 Pantazis, & Leahy, 2011; Thompson, Steffert, Ros, Leach, & Gruzelier, 2008). Through
10 analyzing brain activity during exercise, researchers are able to identify the brain regions
11 associated with a certain movement pattern (e.g., cycling; Jain, Gourab, Schindler-Ivens, &
12 Schmit, 2013), as well as the influence of music on electrical responses (e.g., Sammler,
13 Grigutsch, Fritz, & Koelsch, 2007).

14 The scientific community has encountered considerable difficulties in explaining the
15 means by which motivational audiovisual stimuli ameliorate the effects of fatigue and
16 enhance exercise performance (Jones et al., 2014; McCormick et al., 2015). There is
17 compelling evidence that mental fatigue upregulates low-frequency waves in the frontal and
18 central regions of the cortex (Craig, Tran, Wijesuriya, & Nguyen, 2012). This mechanism is
19 intended to slow down bodily activities, downregulate physiological arousal, and engender
20 long-term recovery. The increase of low-frequency waves in the body can also be identified
21 in the muscles when a given exercise is performed to the point of volitional exhaustion
22 (Thongpanja, Phinyomark, Phukpattaranont, & Limsakul, 2012). Therefore, it is plausible
23 that, motivational stimuli partially downregulate low-frequency waves (4–13 Hz; Craig et al.,
24 2012) in the central motor command and frontal cortex with consequent effects on the
25 spectral components of the working muscles.

1 **1.3 Aim of the Present Study**

2 The present piece of research aims to elucidate the mechanisms that underlie the
3 effects of audiovisual stimuli on psychophysiological responses during exercise. A fatiguing
4 test was employed that entailed use of a handgrip dynamometer. Auditory and visual stimuli
5 were used as a means to increase situational motivation and prevent fatigue-related symptoms
6 from entering focal awareness (Hutchinson et al., 2015; Razon et al., 2009). The brain and
7 muscle electrical activities were recorded by use of EEG and electromyography (EMG),
8 respectively.

9 **1.4 Research Hypotheses**

10 **1.4.1 Situational motivation.** The use of a motivational audiovisual clip was
11 expected to increase exercise engagement (Tuominen et al., 2015), perceived activation, and
12 situational motivation (Karageorghis et al., 2013). Neutral stimulation was also used as a
13 means by which to isolate any effects that were not associated with the combined influence of
14 visual and auditory sensory cues. The neutral stimulus was expected to cause minor effects
15 on attentional focus but not alleviate the effects of fatigue-related symptoms, because of the
16 high levels of perceived exertion associated with the proposed task. In this case, only sensory
17 strategies considered to be highly stimulative were hypothesized to influence high-intensity
18 exercises (Hutchinson et al., 2011).

19 **1.4.2 Muscular activity.** Motivational audiovisual clips were expected to reallocate
20 an individual's attentional focus to external sensory cues. Therefore, fatigue-related signals
21 were not expected to act upon voluntary control and neural activation (De Morree, Klein, &
22 Marcora, 2014). Accordingly, stimulative sensory cues were expected to increase power
23 output, maintain the firing rate of electrical signals to the working muscles, and decrease the
24 recruitment of motor units over time. Neutral stimulation (irrelevant stimulus), on the other
25 hand, was expected to decrease neural output and firing rate, and increase motor unit

1 physical task adopted for the present study. Furthermore, the soundtrack, which was
2 characterized by a cheering crowd, was deemed to be potentially rousing. This auditory
3 stimulus served to enable participants to visualize themselves within the story that was being
4 depicted. During the arm-wrestling bout, the protagonist Lincoln Hawk played by Sylvester
5 Stallone wrestles for 25 s and wins the contest during the last 5 s.

6 The neutral audiovisual stimulus depicted pedestrians in the center of New York City
7 (see <https://www.youtube.com/watch?v=-tJZYTT4qKs>). The neutral stimulus was not
8 expected to alter participants' affective responses given the everyday, bland images that were
9 portrayed. The video soundtrack included the sound produced by cars and by people talking,
10 albeit that the chatter was indiscernible; accordingly the soundtrack was also not expected to
11 change participants' affective state by a major degree. Participants were asked about their
12 degree of familiarity with the video clips. We expected greater familiarity ratings for the
13 stimulative clip, due to the fact that *Over The Top* was a successful Hollywood film during
14 the 1990s, an epoch that coincided with the formative years of most of the participants.
15 Contrastingly, the neutral stimulus did not depict any iconic New York City landmarks (e.g.,
16 Statue of Liberty, Empire State Building, and Central Park) that might have elicited
17 memories or strong cultural associations.

18 **2.2 Participants**

19 The present study received full approval from the ethics committee of Londrina State
20 University, Brazil. A power analysis was conducted using G*Power 3.1 to determine an
21 appropriate sample size. Based on a large predicted effect size derived from Razon et al.
22 (2009; $f = 1$), an alpha level of 0.05, and power at 0.8, the analysis indicated that 16
23 participants would be required. Six additional participants were recruited in order to
24 minimize the impact of participant attrition, therefore a total of 22 participants took part (10

1 women and 12 men; $M_{\text{age}} = 23.6$ years, $SD = 2.61$ years; $M_{\text{height}} = 171.0$ cm, $SD = 8.52$ cm;
2 and $M_{\text{mass}} = 72.63$ kg, $SD = 13.38$ kg).

3 Participants who indicated an interest in taking part were initially surveyed in order to
4 glean some relevant demographic details. Due to the potential confound of hand dominance
5 on brain electrical activity (see Legon, Dionne, Meehan, & Staines, 2010), only right-handed
6 participants were recruited. Furthermore, participants were questioned regarding their
7 auditory and visual faculties. Only participants with full audition and corrected-to-normal
8 vision were permitted to engage in the study. Participants did not report any relevant
9 disturbances in their mental state, which may have an adverse effect on the results of the
10 present study.

11 **2.3 Procedure**

12 **2.3.1 Identification of baseline values.** Participants were required to respond to the
13 Brunel Mood Scale (BRUMS; Terry, Lane, & Fogarty, 2003) as an index of mood state prior
14 to commencing the physical tests (Anger: $M = 0.40$, $SD = 0.79$; Confusion: $M = 0.86$, $SD =$
15 1.45 ; Depression: $M = 0.63$, $SD = 0.95$; Fatigue: $M = 2.54$, $SD = 2.20$; Tension: $M = 2.36$, SD
16 $= 1.67$; Vigor: $M = 8.95$, $SD = 2.60$). This psychometric test was administered in order to
17 mitigate the influence of mood variability on psychophysiological variables and exercise
18 performance (Parry, Chinnasamy, Papadopoulou, Noakes, & Micklewright, 2011).
19 Subsequently, a heart rate monitor (Polar RS800CX) was attached to the participant's chest to
20 establish the cardiac electrical signal at rest (HR_{rest}). The participant was requested to sit
21 comfortably on a chair for 10 min and the 10th minute was considered to be the HR_{rest}
22 ($M_{HR_{\text{rest}}} = 74$ bpm, $SD = 11$ bpm). Participants were then asked to perform three maximal
23 handgrip-squeezing trials for 5 s using a handgrip dynamometer (Jamar) separated by a 3-min
24 rest period. These maximal trials were used to assess their maximal strength and normalize
25 indices pertaining to task performance (see Figure 4). This physical test was conducted to

1 parameters, with a minimum rest period of 6 min. Subsequent conditions were only initiated
2 after complete cardiac recovery (HR_{rest} values). Additionally, it was necessary for self-
3 reported measures of limb discomfort (forearm fatigue) to return to baseline values to further
4 avoid any influence of fatigue-related symptoms associated with the preceding condition
5 (Category Ratio 10; Borg, 1982). A single-item motivation scale (Tenenbaum, Kamata, &
6 Hayashi, 2007) was used after each exercise bout to assess *situational motivation*. Responses
7 are provided on a scale that has a range of 0 (*not motivated at all*) to 10 (*extremely*
8 *motivated*). The force produced by each participant was normalized based on the MVC values
9 and compared across conditions.

10 **2.4 Data Acquisition and Processing**

11 **2.4.1 Electromyography.** The raw EMG data were collected using the muscular
12 electrical activity produced by the flexor carpi radialis during isometric contraction (Duque et
13 al., 1995; Reaz, Hussain, & Mohd-Yasin, 2006). The two-channel EMG device (TeleMyo
14 2400 TG2, Noraxon) was connected to bipolar surface electrodes. The sampling rate was
15 established at 2000 Hz with a common-mode rejection ratio of 95 dB. The procedures to
16 acquire EMG data followed the Takala and Toivonen (2013) guidelines. The EMG signal was
17 processed in time and frequency domains. The time domain (root mean square; RMS) was
18 used to investigate the effects of sensory modulation on the motor unit recruitment, and
19 frequency domain analysis was used to elucidate the effects of sensory modulation on
20 fatigue-based components of the power spectrum. The raw EMG data were filtered (band-
21 pass filter 20–500 Hz), rectified (turning negative to positive values; i.e., integration), and
22 smoothed (three-point moving average). The Fourier Transform method was used with a
23 rectangular processing window algorithm. The median frequency of the power spectrum
24 (MF) was calculated every 5 s to identify the degree to which neuromuscular output
25 decreased in response to the increasing symptoms of fatigue (Buckthorpe, Pain, & Folland,

1 2014; Gandevia, 2001). EMG and EEG systems were synchronized by use of Bayonet Neill–
2 Concelman (BNC) connectors attached to a bespoke device that functioned as a synchronizer.
3 EMG and EEG data were continuously recorded using Acknowledge 4 software. The
4 generation of event markers was not necessary because the onset of each muscular burst
5 (EMG) was used to identify EEG activity that corresponded with muscle contraction. This
6 was facilitated by use of the *detection of analog triggers* option on Brainstorm (Tadel et al.,
7 2011). Video presentation and task performance were not synchronized with EMG and EEG
8 given that such synchronization was not relevant to the present experiment.

9 **2.4.2 Electroencephalography.** The brain electrical activity was examined through
10 the use of a 20-channel EEG device (NeuroVirtual BWII EEG). The 16 Ag/AgCl electrodes
11 were attached to the scalp according to the international 10-20 system. Impedance was kept
12 below 10 k Ω and electrical artefacts produced by eye movements were subsequently
13 excluded using independent component analysis (ICA) by identifying the activity of vertical
14 eye movements. A ground electrode was placed on the participant's forehead in order to
15 ground the system and reduce electrical artefacts (Light et al., 2010). Reference electrodes
16 were attached to the participant's earlobes and re-referenced accordingly (Gonzalez Andino
17 et al., 1990). The brain electrical signal was acquired during the execution of the task,
18 therefore, the EEG signal overlapped the muscular contractions. Muscle artefacts were
19 identified through observation of the raw EEG signal and duly removed prior to subsequent
20 procedures. The EEG signal was digitized at 250 Hz and filtered through the use of an online
21 band pass filter of 100 Hz. The brain electrical signal was subsequently broken down into 1-s
22 asynchronous sample windows (30 samples), DC-offset corrected (baseline correction), and
23 filtered (0.5 to 30 Hz). The 1-s asynchronous samples (event-unrelated windows) were
24 decomposed into different wave frequencies using the Fast Fourier Transform (FFT) method.
25 The FFT values were saved across files (option: average the spectra). The eight channels (F3,

1 F4, F7, F8, C3, C4, P3, and P4) and three brain frequencies (theta [4–8 Hz] alpha [8.5–12
2 Hz], beta [12.5–30 Hz]) were analyzed (see Bailey, Hall, Folger, & Miller, 2008). The mean
3 FFT values were compared across conditions in order to ascertain the effects of two differing
4 audiovisual stimuli on electrical frequencies in the brain. All the EEG procedures applied in
5 the present experiment were performed with Brainstorm (Tadel et al., 2011), which is
6 documented and freely available for download online under the GNU general public license
7 (see <http://neuroimage.usc.edu/brainstorm>).

8 **2.5 Data Analysis**

9 Data normality was tested by use of skewness and kurtosis tests, followed by visual
10 inspection, coefficient of variation calculations, and the Shapiro-Wilk test. In case of the
11 assumption not being met, outliers were excluded (three cells). Logarithmic transformations
12 were not required due to previous data corrections. Multiple imputation was applied in the
13 case of five missing values. Accordingly, five contrasting linear regression methods were
14 compared in order to input missing values (He, 2010). Paired-samples *t* tests were used to
15 compare scores for affective valence and arousal between MS and NS. One-way ANOVA
16 was used to compare EMG indices (time and frequency domains) across conditions. Two-
17 way repeated measures ANOVA was used to compare situational motivation (moments: pre
18 and post) and produced force (time points: 10 s, 20 s, and 30 s) across conditions. Bonferroni
19 adjustments were employed for multiple comparisons. When the principles of sphericity were
20 violated, Greenhouse-Geisser corrections were applied to the *F* test. The EEG signals were
21 compared using the paired-samples *t* tests on Brainstorm and the *p* value thresholds were
22 corrected dynamically for multiple comparisons by use of the Bonferroni method.

23

1 3. Results

2 3.1 Sensory Stimuli

3 The sensory stimuli were initially evaluated by 10 participants to determine the
4 differences in affective valence and arousal between MS and NS. The results indicated that
5 MS significantly differed from NS for both affective valence (MS: $M = 6.80$, $SD = 0.78$; NS:
6 $M = 3.80$, $SD = 0.79$; $t = 11.61$; $p < 0.001$) and arousal indices (MS: $M = 7.1$, $SD = 1.37$; NS:
7 $M = 3.80$, $SD = 0.77$; $t = 8.33$; $p < 0.001$; see Figure 2). The motivational audiovisual
8 stimulus was considered highly pleasant and arousing, and participant responses plot in the
9 upper-right quadrant of the circumplex. Conversely, NS elicited a neutral response for both
10 affective valence and arousal dimensions (located close to the origin). All participants who
11 took part in the present experiment were familiar with MS, but not familiar with NS.

12 **Figure 2**

13 3.2 Situational Motivation

14 Situational motivation was compared pre- and post-exercise to identify the combined
15 effects of different sensory stimuli and time (exercise effects) on perceived motivation. A
16 statistically significant interaction was identified between condition and time (pre-post) ($F =$
17 6.09 ; $df = 1.76$; $p = 0.013$; $\eta_p^2 = 0.40$; observed power = 0.79). The results indicated that MS
18 elicited higher situational motivation scores following the execution of an exhaustive
19 isometric handgrip-squeezing task; conversely, NS and CO decreased situational motivation
20 scores. The neutral stimulus had a slightly negative effect on participants' situational
21 motivation, and no statistical differences were identified between MS and NS ($p > 0.05$).
22 However, the complete absence of external sensory cues was clearly unfavorable during a
23 high-intensity task. Multiple comparisons indicated that the main differences in situational
24 motivation were evident between MS and CO ($p = 0.038$; see Figure 3).

25 **Figure 3**

1 **3.3 Produced Force**

2 The force produced by participants during the exercise bouts decreased over time
3 across all conditions ($F = 51.78$; $df = 1.74$; $p < 0.05$; $\eta_p^2 = 0.73$ observed power = 1.00).
4 However, the rate of change differed across conditions ($F = 2.79$; $df = 3.31$; $p = 0.042$; $\eta_p^2 =$
5 12 ; observed power = 0.68). Albeit that results were similar during the first 20 s of
6 contraction ($p > 0.05$), the application of the MS increased the force produced during the last
7 10 s (Figure 4). Multiple comparisons indicated that MS differed significantly from NS ($p <$
8 0.001) and CO ($p < 0.001$).

9 **Figure 4**

10 **3.4 Muscular Activity**

11 The median frequency of the power spectrum and the recruitment of motor units were
12 assessed to deduce the effects of different sensory stimuli on peripheral fatigue and neural
13 activation of the working muscles. Despite significant differences in the force produced, the
14 rate of change (slope) of the median frequency and the RMS values was similar across
15 conditions (frequency-domain analysis: $F = 0.17$; $p = 0.845$; time-domain analysis: $F = 0.03$;
16 $p = 0.970$; see Figure 5).

17 **Figure 5**

18 **3.5 Electrical Activity in the Brain**

19 Theta, alpha, and beta waves were analyzed for all electrodes and compared across
20 conditions (Figure 6). Statistically significant differences were identified in the right frontal
21 region of the cortex; the motivational stimulus attenuated the amplitude of theta waves at F8
22 in comparison with NS and CO ($p < 0.05$). The amplitude of beta waves was also influenced
23 by the sensory stimuli. The motivational audiovisual stimulus caused a significant up-
24 modulation in the amplitude of beta waves in the central regions (C3 and C4) of the brain that
25 was not observed in NS and CO.

1 influence of fatigue-related symptoms through the use of self-regulation strategies (e.g.,
2 positive self-talk or mental arithmetic as a form of dissociation; (Blanchfield, Hardy, De
3 Morree, Staiano, & Marcora, 2014; Johnson & Siegel, 1987) and external sensory cues (e.g.,
4 auditory and visual stimuli; Jones et al., 2014). Therefore, situational motivation could
5 represent the hub responsible for permitting the detrimental effects of internal sensory cues
6 (corollary discharges and peripheral feedback) on task performance and affective valence
7 (Marcora, 2008; Pageaux, 2014). The results of the present experiment indicate that sensory
8 stimuli mediate brain responses to exercise that ameliorate the effects of fatigue and increase
9 situational motivation.

10 The audiovisual stimuli used in the present experiment guided participants' attentional
11 focus toward salient environmental cues. Jones et al. (2014) demonstrated that high-intensity
12 exercise can feel more pleasant under the influence of external sensory cues, meaning that
13 environmental influences can be processed in tandem during the execution of highly
14 demanding cognitive tasks (cf. Boutcher & Trenske, 1990). Neuromuscular data obtained
15 through the use of EMG analysis indicated that both the recruitment of motor units and the
16 median frequency of the power spectrum were conspicuously similar across conditions.
17 Interestingly, participants who were administered the motivational stimuli produced higher
18 levels of force during the last 10 s of contraction, which should have increased the
19 recruitment of motor units and shifted the median frequency of the power spectrum toward
20 the left (Thongpanja et al., 2012). The electrical activity identified in the muscle is
21 hypothesized to represent central reactions to diverse sensory stimuli. In this case, the
22 motivational stimulus partially blocked the effects of fatigue on the central motor command;
23 therefore, participants were able to sustain or even increase the neural activation of the
24 working muscles during the final moments of a fatiguing isometric motor task. The closed-
25 loop nature of the task may have also elicited the mechanism of *teleoanticipation* (see

1 Wittekind, Micklewright, & Beneke, 2011); this entails participants “saving” some energy
2 during the initial stages of the trial in order to produce greater levels of force toward the end
3 (final sprint strategy). Interestingly, the rate of change (slope) declined over time and the
4 motivational audiovisual stimulus was only effective in ameliorating fatigue-related
5 symptoms (i.e., moderated the slope decline).

6 **4.2 Cerebral Mechanisms**

7 The motivational audiovisual stimulus used in the present study modulated the
8 amplitude of theta waves in the frontal cortex (F8) and beta waves in the central areas (C3
9 and C4) of the brain. Craig, Tran, Wijesuriya, and Nguyen (2012) demonstrated that fatigue-
10 related symptoms elicited by cognitive tasks increased the amplitude of low-frequency waves
11 (theta and alpha 1) over the entire cortex. Conversely, an alert state usually increases the
12 prominence of high-frequency waves such as beta in the frontal regions of the cortex. The
13 frequency of different brain waves has been commonly associated with the level of
14 psychophysiological arousal that one experiences (e.g., Barker & Burgwin, 1948; Craig et al.,
15 2012). The main differences identified in the present experiment were associated with the
16 frontal and central regions of the cortex. Based on the results (see Figure 6), we believe that
17 the motivational content of the sensory stimulus bore influence on the activity of the central
18 motor command by decreasing low-frequency waves (fatigue suppression) and increasing
19 beta activity (increased arousal). This combined response elicited by the auditory and visual
20 sensory cues appears to underlie the effects of motivational stimuli on psychophysiological
21 responses that occur during the execution of a fatiguing motor task.

22 The effects of the motivational stimuli on the central regions of the cortex are possibly
23 associated with the protective mechanisms of motivation on exercise engagement (for details,
24 see Pageaux, Marcora, Rozand, & Lepers, 2015). Corollary discharges emitted by the central
25 motor command theoretically decrease the amplitude of high-frequency waves in the

1 premotor gyrus and increase low-frequency waves in the frontal regions of the cortex (de
2 Morree et al., 2012). Nonetheless, the human brain is able to process internal and external
3 sensory cues in tandem (see e.g., Rejeski, 1985; see Karageorghis & Jones, 2014).
4 Accordingly, auditory and visual stimuli compete for central processing capacity and
5 reallocate an individual's attentional focus toward external sensory cues (Hutchinson et al.,
6 2015). Motivational sensory cues partially block the negative effects of fatigue on
7 psychophysiological responses and exercise performance (Hutchinson et al., 2011); this
8 "barrier" is naturally overcome by the effects of fatigue-related symptoms given the strength
9 and relevance associated with the sensations of peripheral discomfort (Noakes, 2012).

10 **4.3 Limitations of the Present Study**

11 The sensory stimuli used in the present study were selected by the first author based
12 on the likely psychological responses that such stimuli might elicit during exercise. However,
13 visual and auditory preferences are highly personal (see e.g., North, Hargreaves, &
14 Hargreaves, 2004; Polat & Akay, 2015) and even different pieces of music or video are
15 theorized to induce similar physiological reactions (see Bigliassi, 2015b). In this case,
16 cerebral analyses could have been used prior to the pre-experimental phase to identify more
17 personalized motivational audiovisual stimuli. It is also important to emphasize that the
18 effects of both experimental conditions might have been randomly influenced by participants'
19 mood state (see section 2.3.1; coefficient of variation higher than 25%). Mood state
20 represents a potential confound on sensory-based areas of research, given that participants'
21 mood state might act as a *filter* through which sensory stimuli are processed (Chanda &
22 Levitin, 2013).

23 Heart rate variability could have been monitored during the experimental trials in
24 order to identify the sympathetic-parasympathetic balance using time and frequency indices,
25 however, the heart rate monitor used in present experiment created electrical artefacts in the

1 EEG signal due to wireless data communication. Therefore, the monitor was only used during
2 the rest periods with the purpose of ensuring that participants had fully recovered prior to
3 commencing the next trial. Additionally, the motor task used in the present experiment might
4 not have been sufficiently demanding to induce a large number of corollary discharges given
5 its peripheral (limb discomfort) nature. The employment of whole-body exercise modes could
6 have led to a much larger and more pronounced set of corollary signals. However, it is
7 important to emphasize that the present experiment represents one of the first scientific
8 attempts to further understanding of the cerebral mechanisms that underlie the effects of
9 motivational stimuli during exhaustive physical tasks.

10 **5. Conclusions**

11 The present study attempted to further understanding of the mechanisms that underlie
12 the effects of motivational stimuli on subjective (psychological) and objective
13 (psychophysiological) responses during the execution of a highly-fatiguing isometric motor
14 task through an examination of a range of self-report measures alongside physiological
15 parameters. A neutral stimulus, in affective terms (see Figure 2), was also administered to
16 elucidate its effects on brain electrical activity and peripheral changes. Participants who
17 executed the motor task under the influence of motivational stimuli experienced higher levels
18 of situational motivation immediately after the exercise bout and performance of a maximal
19 isometric task. No differences were identified in the recruitment of motor units and median
20 frequency of the power spectrum. This suggests that the motivational stimulus partially
21 blocked the effects of fatigue on the central motor command, and participants were able to
22 sustain or even increase the neural activation of the working muscles during the final
23 moments of exercise (cf. Marcora, Staiano, & Manning, 2009). An increase in beta waves in
24 the central regions of the cortex (C3 and C4) followed by a moderate strength decline support
25 the notion that neural activation is partially influenced by sensory pathways. A decrease in

1 theta waves was identified in the right frontal regions of the brain (F8) when participants
2 exercised under the influence of motivational audiovisual stimuli. Similarly, the motivational
3 stimulus administered during the present experiment increased the amplitude of beta waves in
4 the central regions of the cortex. This combined response (see Figure 6) elicited by the
5 auditory and visual sensory cues appears to underlie the effects of motivational audiovisual
6 stimuli on psychophysiological parameters during the execution of a highly fatiguing motor
7 task.

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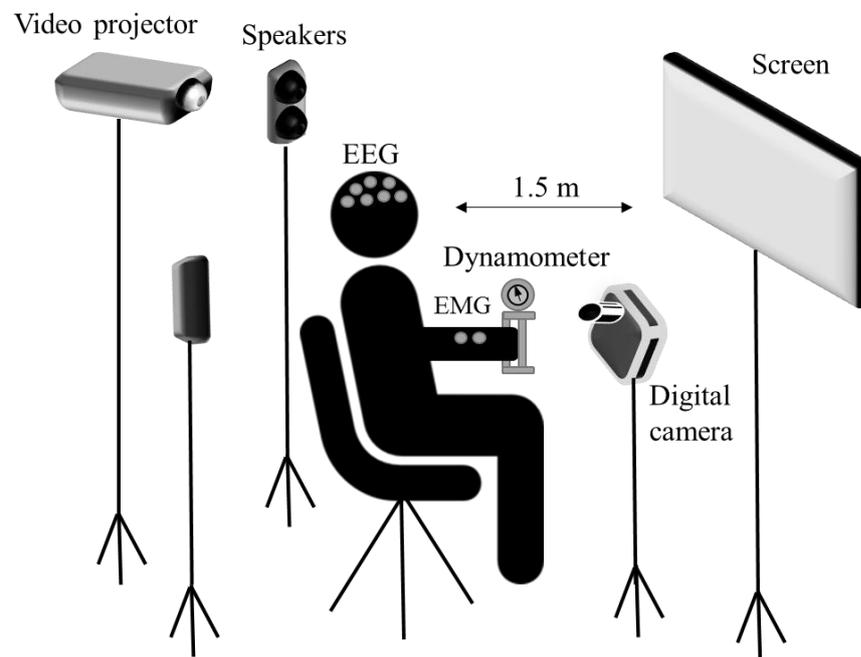
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****Figure 1*****Figure 1.* Experimental set-up.

Note. EEG: Electroencephalography; EMG: Electromyography.

****Figure 2****

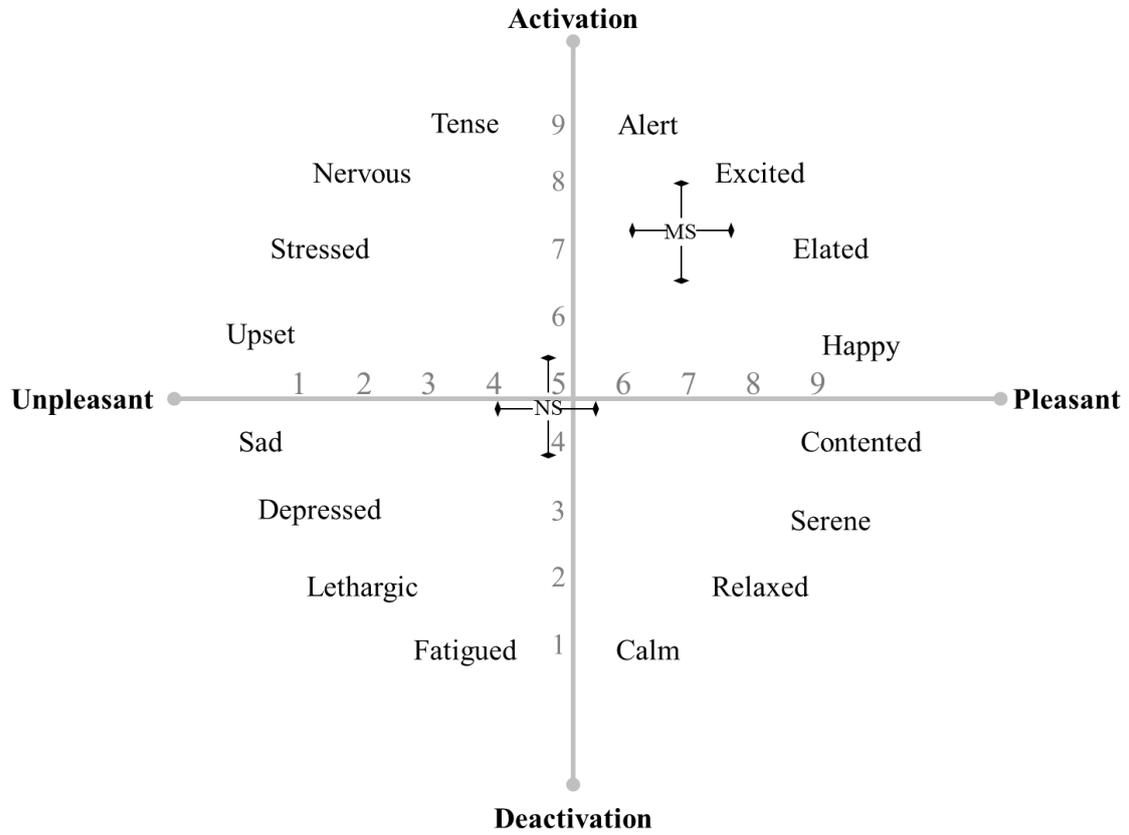


Figure 2. Two-dimensional affective space defined by Self-Assessment Manikin pleasure and arousal ratings. Error bars denote standard deviations.
Note. MS: Motivational Stimulus; NS: Neutral Stimulus.

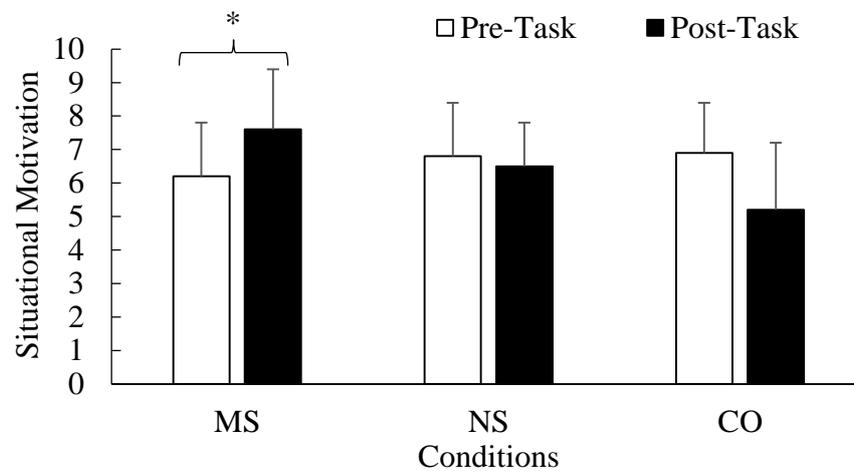
****Figure 3****

Figure 3. Condition \times Time (pre-post task) interaction effect for situational motivation. Error bars denote standard deviations.

Note. MS: Motivational Stimulus; NS: Neutral Stimulus; CO: Control.

* $p < 0.05$.

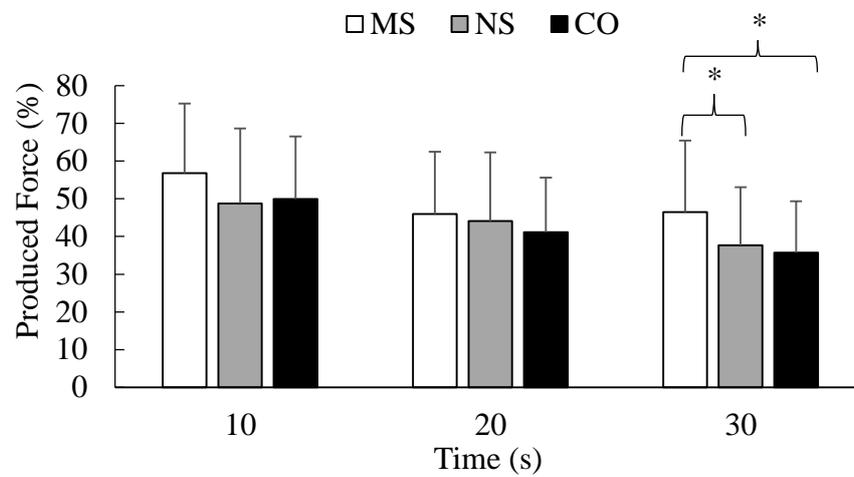
****Figure 4****

Figure 4. Experimental Condition x Time (pre-post task) interaction effect for produced force. Error bars denote standard deviations.

Note. MS: Motivational Stimulus; NS: Neutral Stimulus; CO: Control.

* $p < 0.05$.

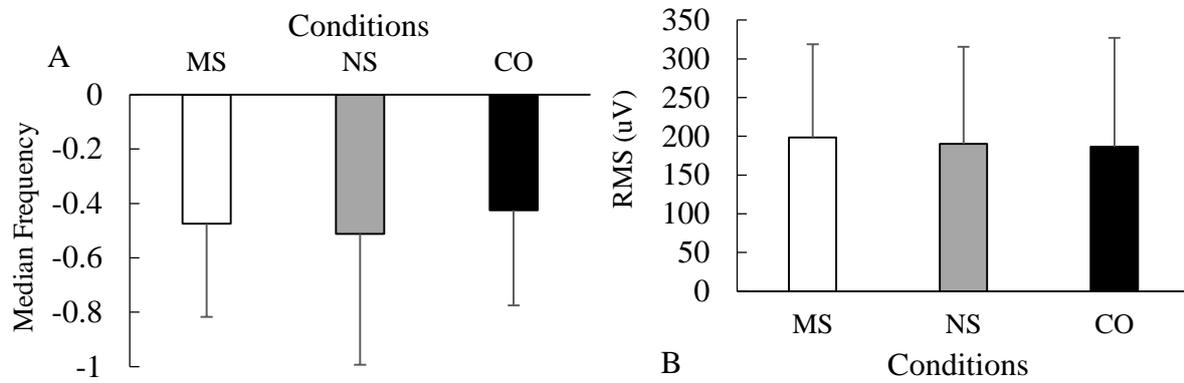
****Figure 5****

Figure 5. Condition effect for the rate of change (slope) of the median frequency (A) and recruitment of motor units (B). Error bars denote standard deviations.

Note. MS: Motivational Stimulus; NS: Neutral Stimulus; CO: Control.

****Figure 6****

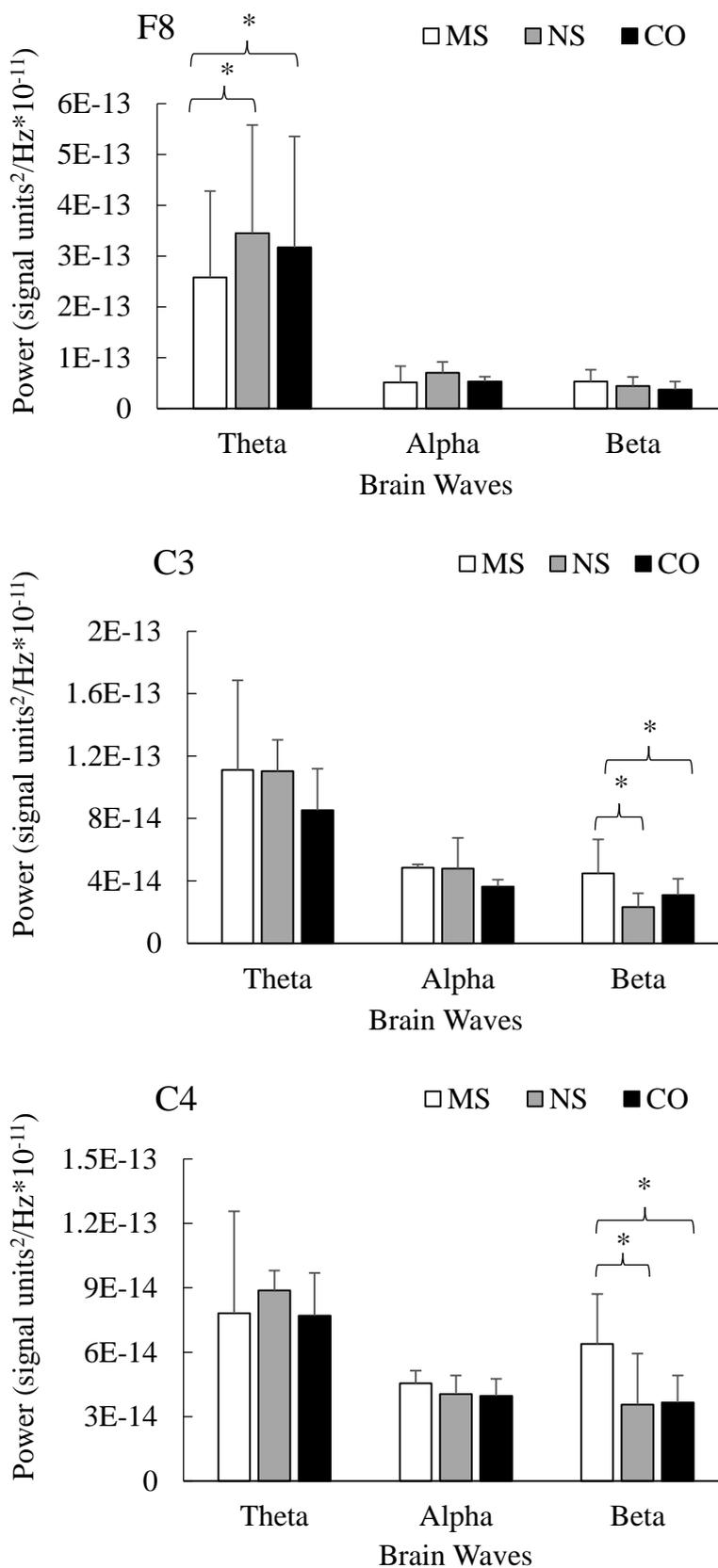


Figure 6. Condition main effect for brain waves. Error bars denote standard deviations.

Note. F8 = Right frontal electrode site (position 8); C3 = Left central electrode site (position 3); C4 = Right central electrode site (position 4).

Note. MS: Motivational Stimulus; NS: Neutral Stimulus; CO: Control.

* $p < 0.05$.