Review of: "Throwing is affected by self-movement"

Andrii Yefremenko

1 Kharkiv State Academy of Physical Culture

Potential competing interests: No potential competing interests to declare.

The conducted research reveals the features of a person's self-perception of distance in a combined motor activity (running and throws). The authors of a series of experiments demonstrated the difficulty of perceiving distance while running, which affected the quality of throws at the target.

1. The subject of the article does not accurately reflect its content. Perhaps it would be better to indicate more specifically what type of throwing and what kind of movement we are talking about.

2. It is not explained on what basis the sample was formed and why it is representative (although it is small).

3. It seems to me that the design of the experiment is difficult to reproduce. A more specific description of the experimental setup for running and throwing is required. It is not clarified whether there are differences between the design of the current study and others cited by the authors. It is not indicated exactly how the throwing was performed (with one or two hands) and why exactly 9 throws were chosen.

4. The results are presented exhaustively. The discussion contains links to other authors without their critical analysis

5. No conclusion.

The presented article is interesting, and the subject of study is important for both everyday and sports activities. The results obtained deepen the understanding of the features of self-perception of distance in motion and when throwing objects. I believe that experiment 1 is not mandatory to justify the conduct of experiment 2 and its results. In everyday life, running with throws is not common, but in sports, military activities it is important. Thanks for the interesting article. I hope that in the future you will continue to study this important topic, taking into account the peculiarities of the tempo-rhythmic characteristics of movement in the context of self-perception of distance.