Chapter 3
Researching Through T-Pattern Analysis to Reduce the Triad Motor Game Complexity

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ABSTRACT

Researching the motor triad game and its strategy is to assume the huge complexity derived from ambivalence. For this reason, time was taken as a criterion through the roles and subroles transition through t-patterns analysis (TPA) for the 'Maze' game. In parallel to the triadic specificity, there are advantages to using a methodology in accordance with the ambivalent nature through the temporal distances of the playful events. The game rules stability and the triadic complexity offer a favorable game model to use TPA because it includes the temporal parameter, allowing observation criteria to be combined and revealing statistically significant t-strings. TPA offers a time-based structuring of events with an implementation that ensures the result quality through randomization (shuffle and rotation mean), thus controlling the chance effect.

INTRODUCTION

Researching the motor triad complexity and the players' strategic conduct requires a specific knowledge and an appropriate methodology. For this reason, the approach that the reader will grasp is that the triad (Simmel, 1950; Caplow, 1956; 1959) has a series of particular aspects that confer relevance to the

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triadic phenomenon as a motor game (Navarro, 2002). This type of game is one of the versions of the triad (Pollock, 2021) implementation derived from the context and conditions of the motor action in the face of the paradox effect. As motor triads are games with rules, it is appropriate to situate the analysis by observing the players during the game's development and their regularities with respect to the role[1] expectations. Thus, we have the role (role and its context) as an axis and criterion with a double value: as an observation category and as an analysis variable.

It is interesting to investigate the triad through the players' conduct, since it is deduced from it that the triadic structure generates differential ludic behavior in a regulated and stable context. To look for recurrences while playing is to investigate their regularities while they perform; therefore, it is convenient to appreciate the role and its reciprocity, because it represents the strategy's chaining process through temporal events in the framework of the logic of motor interactions (Parlebas, 1981; 2011) that take place in the game. The interpretation of the triadic strategy requires a rigorous analysis of its specificity, since the paradox has an a priori justification but an eventual presence in real situations. There are three relevant elements of the sport game present in the triadic version: the motor communication structure and the interactions generated, the role (concealed in motor conduct), and the task to solve the game situations. The first two elements establish a major difference with respect to the dual game by describing an ambivalent communication structure and antagonistic and cooperative, intra-team and inter-team interactions, together with a role system linked to the rules; the third element describes the conditions for intervening in the game situation, becoming a strategic problem for the player.

Precisely, the task is the last link to understand the chaining of the players' behavior that is of interest to unveil, because it directs and sets objective conditions on how to act in the situation observed through the motor behaviour. In other words, game structure is a primary condition of the game, the role system is the reference that gives meaning and leads the player's action, and the task shows how the players are linked through the reciprocity of the roles in order to solve the problems set by the different game situations.

During this role-chaining, as a variable, it happens that the players' strategic plans are not random, nor it is innocent to sustain a random temporal distribution of the whole decisional process. We must remember that the rules give stability to the triadic game and that strategy is a problem common to all three teams, which are trying to win. It is a matter of revealing a genuine syntax of patterns placed on an unknown and established temporal narrative between the players in order to progress towards victory. Let us ask ourselves, for example, about the construction of 'a strategic action' in the 'Marro' game. The temporal notion of crossing the line 'before' or 'after' the opponent would reveal a series of patterned relationships with undoubted strategic meaning. In this sense, the behavior pattern means a regularity of the roles and it is the prelude to the methodological keys to structuring the analysis; thus, unveiling the pattern is a matter of finding order between the roles linked to time series, the roles being able to be observed and analyzed in two ways: final outcome (cumulative) and ordered process (temporal).

A finalistic pattern shows a data chaining unlinked to the moments in which patterns appeared; however, the processual pattern is shown to be associated to the temporal sequence. This temporal character must be related to the methodology in order to give relevance to the search for patterns, since they are inherent to the coupling of motor conducts in the strategic game development. It can be suggested that the pattern we are looking for does not refer to random conception of behaviour but to a behaviour ordered in its temporal recurrence. So, let us first see how the motor triad specificity is justified, and then how the TPA is adapted to the game scenario.