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1 Running head: SELF-EFFICACY AND PERFORMANCE

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3 The role of performance feedback on the self-efficacy performance relationship

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Abstract

We report three studies of the moderating role of performance feedback upon the reciprocal within-person relationship between self-efficacy and performance. Participants in Study 1 received either very little feedback (current trial performance) or a wider range of previous performance markers (baseline performance and current trial performance) before making efficacy judgements. Study 2 extended from Study 1 by providing participants with a self-efficacy measure that allowed a more detailed review of past performance within the actual measure. Study 3 applied the methodology from study 1 and 2 into a task where negative self-efficacy effects have been prevalent (i.e., golf putting). Results revealed that performance feedback moderated the self-efficacy and performance relationship in that, self-efficacy was slightly negatively related to subsequent performance when minimal performance feedback was presented but positively related to subsequent performance when higher levels of performance feedback were provided. Studies 2 and 3 further confirmed the hypothesis that performance feedback moderates the relationship between self-efficacy and subsequent performance. Results from both studies suggest that task feedback may be a partial explanation of when self-efficacy has positive, negative, or no relationship with subsequent performance.

¹ This author collected data on study 2 and 3 as part of his requirements in fulfilling his PhD at the School of Sport,

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Keywords: self-efficacy, feedback, negative, positive, moderation

Although effective human functioning requires the requisite skills to perform actions, one must also have the efficacy beliefs to use such skills (Bandura, 1997). Bandura's (1977) self-efficacy theory has been used to predict behaviour by assessing individuals' personal judgement in their ability to perform at specific levels of performance. Bandura (1997) states that self-efficacy is an antecedent of goal acceptance, resource commitment and performance. In Bandura's (1977, 1986) original model self-efficacy beliefs are drawn from four major sources: mastery experiences, vicarious experiences, verbal persuasion, and physiological and affective states.

As Bandura (1997) notes, mastery experiences are the most influential source of self-efficacy. Further, a reciprocal relationship exists between self-efficacy beliefs and performance where the better people perform, the more efficacious they become. In turn, increased efficacy beliefs leads one to engage with more difficult goals and tasks, hence increasing subsequent performance levels (e.g., Chase, 2001; Escarti & Guzman, 1999; Waung, MacNeil, & Vance, 1995). A spate of meta-analyses conducted across various disciplines have shown strong positive effects between self-efficacy and performance (e.g., Moritz, Feltz, Fahrback, & Mack, 2000; Multon, Brown, & Lent, 1991; Orbell, Johnston, Rowley, Davey, & Espley, 2001; Sherer et al., 1982; Stajkovic & Luthans, 1998; Woodman & Hardy, 2003). At the between person level of analysis, more than 93% of studies have found positive correlations between self-efficacy and performance (Sitzmann & Ely, 2011; Stajkovic & Lee, 2001).

1 However, over the past decade a number of researchers have questioned the use of
2 between person correlational studies when examining the self-efficacy and performance
3 relationship (e.g., Beattie, Lief, Adamoulas, & Oliver, 2011; Richard, Diefendorff, & Martin,
4 2006; Vancouver & Kendal, 2006; Vancouver, Thompson, Tischner, & Putka, 2002; Vancouver,
5 Thompson, & Williams, 2001; Woodman, Akehurst, Hardy & Beattie, 2010; Yeo & Neal, 2006).
6 As self-efficacy is a theory about *self*-beliefs, then self-efficacy research should be conducted at a
7 within person level of analysis. However, even at this level of analysis it has also been proposed
8 that self-efficacy can in some cases have a negative relationship with performance (Vancouver et
9 al., 2001; 2002).

10 One reason for the negative self-efficacy effect relates to goal discrepancy. That is, an
11 increase in self-efficacy typically allows one to set more challenging goals, which creates a goal
12 discrepancy. However, if individuals believe they are making more progress than is necessary to
13 meet such goals (due to high efficacy beliefs) then they may reduce their efforts in terms of goal
14 pursuit. Consequently, according to Powers (1973, 1991) individuals with high self-efficacy may
15 invest less effort in achieving their goals than individuals with low efficacy beliefs. While testing
16 such a proposition, Vancouver et al. (2001; 2002) found a negative relationship between self-
17 efficacy and performance across 4 studies using an analytical task at a within person level of
18 analysis.

19 Numerous studies have further tested Vancouver et al.'s (2001; 2002) initial research
20 findings. In short, a recent meta-analysis on the within person self-efficacy and performance
21 relationship (Sitzman & Yeo, 2013), found that out of 38 published and unpublished studies, one
22 third revealed null effects, one third revealed negative effects, and one third revealed positive
23 effects between self-efficacy and performance. It is thus clear that the relationship between self-

1 efficacy and performance is not best explained as a main effect and it is incumbent on researchers
2 to search carefully for theoretically meaningful moderating variables.

3 Recent research attention has started to examine moderating variables that may explain
4 *when* there is a negative self-efficacy effect. For example, Schmidt and DeShon (2009) tested the
5 relationship between self-efficacy and performance by the degree of prior success or failure on a
6 current task (mastermind task; Vancouver et al., 2001). They reported that following poor or
7 substandard performances, self-efficacy had a positive effect upon subsequent performance. In
8 contrast, self-efficacy was negatively related to subsequent performance when participants
9 followed a more successful prior performance. Therefore, it seems that following successful
10 performance, high levels of self-efficacy may lead to complacency and effort may be withdrawn
11 due to one's beliefs that performance levels may be easily maintained (see also Woodman et al.,
12 2010).

13 Schmidt and DeShon (2010) further examined the moderating effect of performance
14 ambiguity, which was manipulated by telling or not telling participants how many solutions there
15 were to an anagram task. They found that self-efficacy had a negative effect upon subsequent
16 performance when the task was high in ambiguity, and a positive effect when the task was low in
17 ambiguity.

18 However, another form of task ambiguity may more readily explain some of the negative
19 effects shown in previous research, namely performance feedback. As stated, self-efficacy theory
20 posits that mastery experiences produce stronger and more generalized beliefs than other sources
21 of efficacy (Bandura, 1997). However, in the majority of research examining the within-person
22 self-efficacy and performance relationship, information about how well participants perform
23 across trials is not presented (e.g., Beattie, Fakehy, Woodman, 2014; Beattie et al., 2011; Richard

1 et al., 2006; Schmidt & Deshon, 2009; Seo & Ilies, 2009; Vancouver et al., 2001; 2002;
2 Vancouver & Kendall, 2006; Yeo & Neal, 2006). If information regarding how well one has
3 performed on previous trials is withheld, then this forms another level of ambiguity. For
4 example, Bandura (1997) stated that if individuals cannot monitor their performance “they are at
5 a loss to know what skills to enlist, how much effort to mobilize, how long to sustain it, and
6 when to make corrective adjustments in their strategies” (p. 66). This in part may explain why
7 self-efficacy has been shown to have limited effects upon subsequent performance in some of the
8 studies reported above. Hence, in order to make a more detailed informed self-efficacy
9 judgement in relation to improving upon previous performances, it would be prudent to provide
10 participants with a wider knowledge of previous performances. Therefore, the purpose of study 1
11 was to examine the possible moderating effect of performance feedback upon the self-efficacy
12 performance relationship.

13 A further form of ambiguity exists in the way that self-efficacy has previously been
14 measured. In previous studies noted above (and that of study 1) participants are only asked to rate
15 their efficacy beliefs with how well they can perform on their next trial. This ignores a wealth of
16 information (e.g., previous performances) that may be available to the participant if they do not
17 use a reference point upon which to improve. Therefore, study 2 used a different measure of self-
18 efficacy where self-efficacy beliefs were based upon improving from a baseline performance.

19 As study 1 and 2 used race car simulation and lap times as a measure of performance,
20 study 3 used the methodological approach from study 1 and 2 and applied it to a different
21 performance setting, where negative and non-significant effects of self-efficacy upon
22 performance have been prevalent (i.e., golf putting; Beattie et al., 2011; 2014). As such, we could

1 further test the external validity from study 1 and 2 into a setting where self-efficacy has been
2 shown to have a negative, albeit weak, relationship with subsequent performance.

3 To return to Study 1, half of the participants received performance feedback in relation to
4 their current trial before making a self-efficacy judgement (replicating previous studies; e.g.,
5 Beattie et al., 2011; Vancouver et al., 2001, 2002). The other half of the participants were
6 provided with three practice laps on the experimental race track where a baseline level of
7 performance could be used as an additional source of information to monitor progress.
8 Participants were reminded of this baseline performance level and their current performance level
9 before they completed the self-efficacy questionnaire. It was hypothesised that self-efficacy
10 would have a negative relationship with subsequent performance when performance feedback
11 was low but a positive effect upon subsequent performance when performance feedback was
12 higher.

13 Study 1

14 Participants

15 Eighty-seven participants (62 men and 25 women, $M_{age} = 22.44$, $SD = 3.91$) completed
16 the study. As a driving simulator task was used, all participants were required to have either no or
17 minimum exposure to driving simulator games (i.e., play less than 2 hours per week). After
18 ethical approval, all participants gave informed consent prior to participating in the study.

19 Measures

20 *Self-efficacy.* To replicate the methodology used by previous researchers (e.g., Vancouver
21 & Kendall, 2006; Vancouver et al., 2001, 2002) we asked participants to complete a single-item
22 self-efficacy magnitude response by asking them to indicate the race time that they thought they
23 could achieve in their next trial. Self-efficacy strength was recorded by asking participants to rate

1 their degree of confidence in their ability to achieve that time (on a scale of 0-100%). Self-
2 efficacy magnitude and strength were used in all subsequent analyses. Reliability estimates for
3 self-efficacy magnitude and strength were .96 and .88, respectively.

4 **Performance**

5 The number of seconds that a participant took to complete two laps of a designated race
6 track from a rolling start was used as the dependent variable. The rolling start was a default set by
7 the game. Participants took control of the car about 20 seconds before the start/finish line where
8 the timer started upon crossing the line and stopped 2 laps later. No other racing cars were on the
9 track.

10 **Apparatus**

11 The driving task was undertaken in a driving simulator incorporating a Logitech G25
12 game seat, steering wheel, pedals and gear shift lever set. The game console used was a
13 PlayStation 3 displayed on a Hewlett Packard w2207h LCD –TFT 22-inch widescreen TV. The
14 game used was Grand Turismo5. Approximately half the participants used racing track 2 (Super
15 Speed Way track) as a warm up track with competitive laps occurring on race track number 3
16 (Fuji Speed Way track). The other half of the participants used track number 3 (Fuji Speed Way
17 track) only. The experimenter was present at all times.

18 **Procedure**

19 Participants attended one session where they were briefed on the study details and
20 provided informed consent. In both conditions, the experiment consisted of 10 trials: 3 practice
21 trials and 7 experimental trials. Each trial in both conditions consisted of 2 laps.

22 In the low feedback condition, to avoid gaining previous performance experiences, track
23 number 2 (Super Speed Way track) was used as a practice track; it is a simple oval track that is

1 relatively easy to drive. Participants were introduced to, and completed, the self-efficacy
2 questionnaire after their first and second practice trials. After completion of the practice session
3 participants competed on the more difficult racing track (Fuji Speed Way). After completing the
4 first experimental trial, participants were made aware of their current race time and completed
5 the self-efficacy questionnaire.

6 In the high feedback condition, in order to gain some experience upon which to base
7 efficacy judgements, participants had 3 practice trials on the same track that the experimental
8 trials were on (race track number 3; Fuji Speed Way track). Participants were introduced to, and
9 completed the self-efficacy questionnaire after their first and second practice trials. Further,
10 before participants completed the self-efficacy questionnaire in the experimental condition, they
11 were reminded what their best baseline performance time was and their time on the trial that they
12 just completed.

13 Across both conditions, this procedure was replicated until all 7 trials were completed. In
14 order to maintain motivation throughout the task, a £50 cash prize was offered to the person with
15 the fastest overall trial time.

16 Results

17 Pearson Product Moment correlations were conducted to examine the between-person
18 relationship between self-efficacy and subsequent performance. Self-efficacy magnitude had a
19 significant positive relationship with performance ($r = .87, p < .001$). In other words, the more
20 participants believed they could improve, the better they performed. Self-efficacy strength was
21 not significantly correlated with performance ($r = -.02, p = .60$; see Table 1 for means, standard
22 deviations and bivariate correlations).

1 To examine the within-person level effects, Hierarchical Linear Modelling (HLM; Bryk
2 & Raudenbush, 2002) Version 7 was used. Group mean centering was used for all level 1
3 variables. To examine the proportion of variance accounted for across the level 2 units (i.e.,
4 participants) intraclass correlations (ICC) were calculated. The ICC for performance, self-
5 efficacy magnitude and strength were .82, .80 and .47, respectively. This indicated that 47% –
6 82% variance of the variables of interest was accounted for across participants.

7 Due to the high feedback condition having 3 extra laps on the experimental track over the
8 low feedback condition, between groups differences on race time were examined. However, no
9 significant difference across the conditions on race time occurred ($\gamma_{01} = -4.29, p = .13$). With
10 regard to the within-person effects, race times significantly decreased (improved) over the 7 trials
11 ($\gamma_{10} = -1.75, p < .001$). Self-efficacy magnitude and strength also reduced across trials ($\gamma_{10} = -$
12 2.23, $p < .001$; $\gamma_{10} = -1.42, p < .001$); that is, as the participants become more skilled at the task,
13 their perceived room for improvement (self-efficacy) reduced. After controlling for trial and
14 previous performance, self-efficacy magnitude was not related to subsequent performance ($\gamma_{30} =$
15 $-.07, p = .42$). However, self-efficacy strength was related with subsequent performance ($\gamma_{30} =$
16 $.08, p < .001$). That is, the more confident participants were of improving upon their present trial,
17 the worse they performed (i.e., race times increased).

18 Finally, there was a significant feedback condition interaction for self-efficacy magnitude
19 ($\gamma_{31} = -.38, p < .001$) but not for strength ($\gamma_{31} = .06, p = .15$). Specifically, as hypothesized, in the
20 low feedback condition, self-efficacy was negatively related to race time (i.e., as self-efficacy
21 magnitude increased, race time got worse). However, in the high feedback condition, self-
22 efficacy had a positive relationship with race time (i.e., as self-efficacy magnitude increased, race
23 times improved; see Table 2 and Figure 1). To follow up the interaction, separate analyses were

1 conducted for each condition. In the low feedback condition, self-efficacy was not significantly
2 related to performance ($\gamma_{30} = .09, p = .26$). In the high feedback condition, self-efficacy had a
3 marginal but significant negative relationship with performance ($\gamma_{30} = -.29, p < .05$).

4 **Discussion**

5 The purpose of Study 1 was to examine the moderating effects of performance feedback
6 upon the within person self-efficacy and performance relationship. The main hypothesis was
7 supported in that in the low feedback condition, self-efficacy had a negative (but not significant)
8 relationship with performance. In the high feedback condition, self-efficacy had a significant and
9 positive relationship with subsequent performance. This finding supports previous research that
10 links performance ambiguity (or lack of performance feedback) with the negative self-efficacy
11 and performance relationship (e.g., Schmidt & DeShon, 2010).

12 However, as mentioned, self-efficacy was assessed in a way that may form another level
13 of ambiguity. That is, the efficacy measure only asks participants to rate what they perceive they
14 can do on a subsequent trial. Not only does this measure ignore previous performance
15 accomplishments, it only assesses self-efficacy on one level of magnitude (i.e., *what can you do*
16 *on your next trial?*). This may further explain the discrepancy in the results between the
17 magnitude and strength. If however, the self-efficacy measure included a more hierarchical
18 structure with specific reference to potential improvement on previous performance (e.g., Beattie
19 et al., 2011; 2014), and within a high performance feedback condition, then self-efficacy should
20 be strongly and positively related to performance, which would confirm and extend the findings
21 from Study 1. Thus, the hypothesis for Study2 was that a stronger positive effect between self-
22 efficacy and performance would occur compared to Study 1.

23 **Study 2**

1 **Participants**

2 Forty-four participants (38 men and 6 women, $M_{age} = 24.10$, $SD = .85$) completed the
3 study. Participation requirements were identical to Study 1.

4 **Measures**

5 *Self-efficacy.* Self-efficacy was assessed by asking participants how well they could improve on a
6 baseline level of performance on a hierarchical scale. That is, if a participant's baseline
7 performance was 320 seconds, the self-efficacy questionnaire asked participants to report how
8 many seconds they believed they could reduce that time by. Self-efficacy magnitude was assessed
9 in 30 one-second intervals by asking participants to answer with a *yes* or *no* response to the
10 statement, "I am confident in my ability to reduce my baseline time by one second" to "I am
11 confident in my ability to reduce my baseline time by thirty seconds". Thirty seconds was used as
12 a reference point as no one in Study 1 improved by greater than 30 seconds. Self-efficacy
13 strength was recorded by asking participants to rate the degree of confidence that they had
14 indicated with a *yes* on the magnitude measure from 0-100%. Thus, a participant could record a
15 total self-efficacy strength score between 0 and 3000. Before completing the self-efficacy
16 measure, participants were made aware of their present race time performance and reminded of
17 their baseline time. Therefore, the self-efficacy measure took the baseline performance as a
18 reference of performance improvement. Reliability estimates for self-efficacy magnitude and
19 strength were .70 and .65, respectively.

20 **Performance**

21 Performance was measured in an identical fashion to that of Study 1.

22 **Apparatus**

23 The apparatus was the same as in Study 1.

1 Procedure

2 The procedure was identical to that of the high feedback condition in Study 1.

3 Results

4 We used Hierarchical Linear Modelling (HLM; Bryk & Raudenbush, 2002) Version 7 in
5 the same way as in Study 1. The ICC's for performance, self-efficacy magnitude and strength
6 were .86, .75, and .78, respectively. Hence, 75-86% of the performance variance was accounted
7 for by self-efficacy across participants. Self-efficacy magnitude had a significant negative
8 relationship with race time ($r = -.26, p < .001$). Self-efficacy strength also had a significant
9 negative correlation with race time ($r = -.21, p < .001$; see Table 1 for means, standard deviations
10 and bivariate correlations). An increase in self-efficacy was correlated with a decrease in race
11 time performance.

12 With regard to the within-person set of results, race times significantly decreased
13 (improved) over the 7 trials ($\gamma_{10} = -1.28, p < .001$). Self-efficacy magnitude and strength
14 significantly increased across trials ($\gamma_{10} = 1.22, p < .001$; $\gamma_{10} = 114.91, p < .001$). After controlling
15 for trial and previous performance, self-efficacy magnitude ($\gamma_{30} = -.28, p = .02$) and self-efficacy
16 strength ($\gamma_{30} = -.003, p = .007$) significantly predicted subsequent race time performance. That is,
17 the higher the self-efficacy the lower (better) race time became (see Table 3 and Figure 2).
18 However, when comparing the regression coefficient difference from the high feedback condition
19 in Study 1 and the present study, no significant difference emerged ($t_{81} = .04, p = .94$).

20 Discussion

21 The purpose of Study 2 was to confirm and extend the findings from the high feedback
22 condition in Study 1. Study 1 purposely used a self-efficacy measure that had been associated
23 with negative self-efficacy effects (e.g., Vancouver et al., 2001, 2002), where reference to

1 **Measures**

2 *Self-efficacy.* Self-efficacy magnitude was recorded by asking participants to indicate
3 (yes/no) if they believed they were able to improve upon their baseline score (e.g., “I’m confident
4 in my ability to beat my base line score by 1 point”; “I’m confident in my ability to beat my base
5 line score by 2 points” in intervals of one point to “I’m confident in my ability to beat my base
6 line score by 40 points.” Therefore, a score of 0-40 was recorded for each trial. Self-efficacy
7 strength was recorded by asking participants to rate their confidence in their ability to perform at
8 that particular level on a scale of 0-100% (where 0 = *no confidence at all* and 100 = *completely*
9 *confident*). Participants only responded for each score against a magnitude level answered yes to
10 give a total efficacy score between 0 and 4000. Before completing the self-efficacy measure,
11 participants were made aware of their baseline performance score, all previous trial scores, and
12 their current performance score.

13 **Apparatus**

14 Putting was performed on a 12 ft x 10 ft Huxley flat putting surface green
15 (<http://www.huxleygolf.co.uk>) using a standard Prosimmon KT25 putter and a standard
16 Slazenger Raw Distance 432 dimple pattern golf balls.

17 **Procedure**

18 The procedure partially replicated that of Beattie et al. (2014). The experiment consisted
19 of three practice trials and ten experimental trials each comprising 20 putts. Putts were made
20 from 4 different starting positions each 240 cm from the hole. To reduce task monotony, each
21 putt was made perpendicularly to the previous putt at a distance of 30 cm from that putting
22 position. Participants had to start from a different start position at each trial. A scoring system
23 involved four concentric circles that were 5 cm distant from one another that surrounded the

1 hole. Participants gained 5 points for a successful putt. If they missed the hole by up to 5 cm (i.e.,
2 the ball stopped inside the first concentric circle from the hole 0-5 cm) then they were awarded 4
3 points; 3 points were awarded if the ball landed within the second concentric circle but outside
4 the first (i.e., landed within 5-10 cm from the hole) and so on. A maximum score of 100 points
5 (20 successful putts) could be achieved on any single trial.

6 Participants were given 3 practice trials (of 20 putts) where a baseline measure of
7 performance was taken. After completion of the 3 practice trials, we used each participant's best
8 baseline performance as the performance that he/she was asked to improve upon over the
9 remaining 10 performance trials. After each trial, participants' were informed of how many
10 points they had achieved on that trial (and in all previous trials) before completing the self-
11 efficacy questionnaire regarding their subsequent trial. To motivate participants cash prizes of
12 £50, £30, and £20 were provided for the top three performance scores in any one trial.

13 **Results**

14 Hierarchical Linear Modelling (HLM; Bryk & Raudenbush, 2002) Version 7 was used in
15 identical fashion to that of study 1 and 2. The ICC's for performance, self-efficacy magnitude
16 and strength were .59, .39, and .36. Hence, 36% to 59% of the variance was accounted for across
17 participants. Self-efficacy magnitude had a significant positive relationship with performance (r
18 = .26, $p < .001$). Self-efficacy strength also had a significant positive correlation with
19 performance ($r = .26$, $p < .001$; see Table 1 for means, standard deviations and bivariate
20 correlations). An increase in self-efficacy was correlated with an increase in putting performance.

21 With regards to the within-person set of results, putting performance significantly
22 increased over the 10 trials ($\gamma_{10} = 1.41$, $p < .001$). Self-efficacy magnitude and strength also
23 significantly increased across trials ($\gamma_{10} = 1.68$, $p < .001$; $\gamma_{10} = 152$, $p < .001$. After controlling

1 for trial and previous performance, self-efficacy magnitude ($\gamma_{30} = .40, p < .001$) and self-efficacy
2 strength ($\gamma_{30} = .004, p < .001$) significantly predicted subsequent performance. That is, the
3 higher self-efficacy led to better putting performance (see Table 4 and Figure 3).

4 **General discussion**

5 There has been a long-standing controversy regarding the within-person relationship
6 between self-efficacy and performance (e.g., Bandura & Locke, 2003; Vancouver et al, 2001;
7 2002). The current set of studies goes some way in resolving it by showing that self-efficacy will
8 have a positive relationship with performance, if participants have access to feedback regarding
9 their preparatory performances. This is not something previously considered at depth in the
10 literature. It was hypothesized that by improving knowledge of one's skill level (by making
11 knowledge of previous performance more accessible) would reduce performance ambiguity and
12 therefore eliminate negative self-efficacy effects that has been demonstrated in tasks that are high
13 in ambiguity (c.f., Bandura & Locke, 2003; Vancouver., 2001, 2002).

14 In Study 1, the hypothesis was supported in that self-efficacy had a slight negative
15 relationship with performance in the low feedback condition, but a marginal significant positive
16 relationship with performance in the high feedback condition. Study 2 addressed a possible
17 limitation where the self-efficacy measure itself may play a role in the negative effects shown in
18 previous research. However, although a stronger significant positive relationship between self-
19 efficacy and performance emerged, it was not significantly stronger than the relationship shown
20 in the high feedback group in Study 1. The purpose of Study 3 was to apply the feedback
21 principle to a task where negative effects of self-efficacy upon performance have been
22 consistently revealed (i.e., golf putting; Beattie et al., 2011, 2014). By providing the participants

1 with feedback regarding baseline performance and each subsequent performance trial, self-
2 efficacy had a positive relationship with subsequent performance.

3 In Study 1, a significant interaction occurred as a result of feedback condition. By
4 providing race times for the current trial only, seemed to contribute to the non-significant
5 negative self-efficacy effect shown in previous research (e.g., Sitzman & Yeo, 2013). However,
6 providing an additional amount of performance feedback (i.e., baseline performance time)
7 resulted in a significant positive relationship. As stated, limiting the amount of information on
8 which to base self-efficacy beliefs creates task ambiguity (see also Bandura & Locke, 2003). By
9 creating ambiguity, one cannot accurately infer efficacy judgements, which have been shown to
10 promote negative efficacy effects (e.g., Schmidt & DeShon, 2010). It seems that the positive
11 relationship in the high feedback condition occurred by providing participants with a minimum
12 amount of performance feedback (baseline performance only). However, when feedback is
13 provided in this way, it will give the participants a real sense of performance progress (as they
14 have a reference point of where they started from). In such instances, they are better equipped to
15 monitor progress across time and make more accurate efficacy judgements.

16 Study 2 examined the possibility that the self-efficacy measure may also be a limiting
17 factor when efficacy beliefs are reported. In such instances, where self-efficacy only measures
18 improvement from an immediate previous performance trial (as opposed to a stable baseline
19 performance), one is measuring something different at each time point (as performance changes).
20 That is, the point of reference changes upon each trial, which makes it impossible to ascertain
21 precisely the mechanism that might underpin the relationship between self-efficacy and
22 performance. Further, a self-efficacy measure that only assesses what one can do only on a
23 subsequent trial, with little or no feedback from previous trials, seems a limiting assessment,

1 especially when one lacks task experience. By changing the self-efficacy measure to incorporate
2 how well one could improve upon a baseline performance, did not significantly increase the
3 strength of the regression coefficient, it did produce a stronger significant alpha value than Study
4 2. Therefore, it appears that by providing a higher amount of performance feedback before
5 participants make a self-efficacy judgement would be the major recommendation from Study 1
6 and 2.

7 Study 3 extended this approach by re-examining the effect of performance feedback on a
8 task where self-efficacy has been shown to consistently have a negative relationship with
9 performance (e.g., golf putting; Beattie et al., 2011, 2014). A strong and positive self-efficacy
10 relationship with performance occurred, reversing the trend observed by Beattie et al. (2011,
11 2014). By asking participants to rate their efficacy with regard to the best score they achieved in
12 the practice trials, and provide performance feedback on every trial thereafter, participants were
13 able to observe progress and be more aware of mastery experiences over time. This added to a
14 real sense of efficacy beliefs building across trials which has been absent in previous research
15 (e.g., Beattie et al., 2011; Vancouver et al., 2001, 2002). Further, by providing participants with a
16 wealth of previous performance information before making self-efficacy judgements, also limits
17 the risk of participants miscalibration their efficacy beliefs. For example, Vancouver et al. (2001)
18 highlight that one of the reasons for a negative self-efficacy performance relationship is due to
19 actual beliefs mismatching actual capacity. In such cases, negative effects arise is due to one's
20 miscalibration of effort required. Providing performance feedback will limit this effect.

21 The current study's manipulation of task ambiguity differs to that of previous research
22 (e.g., Schmidt & DeShon, 2010). Schmidt and DeShon created low ambiguity by telling
23 participants exactly how many solutions to an anagram there were in any one trial. High

1 ambiguity was manipulated by not telling the participants how many solutions there were.
2 Results revealed that high task ambiguity led to a decrease in effort and a negative effect between
3 self-efficacy and performance. However, in the present study the task and objectives were
4 completely unambiguous (i.e., race around the track as quickly as you can; or putt as many balls
5 as possible). What created the task ambiguity in the current set of studies, was limiting the
6 amount of information regarding previous performances before self-efficacy judgements were
7 made. It seems that by providing performance feedback prevents miss-calibration and allows
8 more accurate self-prediction.

9 There are some limitations to the current set of studies. In Study 1, the positive effect in
10 the high feedback condition may have occurred through participants having prior knowledge of
11 the racing track. That is, they had 3 extra practice laps on the track where the experimental trials
12 were conducted compared to the low feedback group. This was done to help build mastery
13 experience upon which participants could base their efficacy beliefs. However, it is unlikely that
14 having practice trials on the same track was a causal reason for the effects shown. Firstly, there
15 were no performance differences across the feedback condition. Second, Beattie et al. (2014)
16 recently examined the moderating effects that time on task may have on the direction of the self-
17 efficacy and performance relationship. They found that in early learning (across 10 trials) a
18 negative efficacy effect occurred. However, a positive effect occurred when learning was
19 extended (40 trials). Therefore it is unlikely that the sole cause of the significant positive effect in
20 Study 1 was having 3 extra trials.

21 To conclude, it is likely that a miscalibration of self-efficacy beliefs will occur if vital
22 performance information regarding one's previous levels of performance accomplishments is not

1 provided. As Bandura (1997) notes, “Like any other cognitive determinant, efficacy beliefs
2 cannot operate as a regulative influence in an informational vacuum” (p. 66).

3

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1 Table 1

2 *Means, standard deviations, interclass and bivariate correlations between self-efficacy*3 *magnitude and strength and performance across Studies 1, 2 and 3*

Study 1					
<i>Variable</i>	<i>Mean</i>	<i>SD</i>	<i>ICC</i>	<i>1</i>	<i>2</i>
1. Performance	286.4	16.3	.82		
2. Self-efficacy magnitude	286.2	17.95	.80	.87***	
3. Self-efficacy strength	68.93	16.54	.47	-.02	-.05
Study 2					
<i>Variable</i>	<i>Mean</i>	<i>SD</i>	<i>ICC</i>	<i>1</i>	<i>2</i>
Performance	310.2	11.7	.86		
Self-efficacy magnitude	9.75	4.21	.75	-.26***	
Self-efficacy strength	846.6	394.7	.78	-.21***	.97***
Study 3					
<i>Variable</i>	<i>Mean</i>	<i>SD</i>	<i>ICC</i>	<i>1</i>	<i>2</i>
1. Performance	54.62	11.98	.82		
2. Self-efficacy magnitude	14.89	7.88	.80	.26***	
3. Self-efficacy strength	1351	759	.47	.26***	.96***

1 Table 2

2 *Main and conditional interactive effects between self-efficacy and performance in Study 1*

Self-efficacy magnitude as dependent variable			
Step	γ	SE	df
1. Trial	-2.23***	.17	86
2. Previous performance	.69***	.03	86
Self-efficacy strength as dependent variable			
Step	γ	SE	df
1. Trial	-1.42***	.29	86
2. Previous performance	.08	.07	86
Subsequent performance as dependant variable			
Step	γ	SE	df
1. Trial	-1.75***	.14	86
2. Previous performance	.03	.03	86
3. Self-efficacy magnitude	-.07	.09	86
3. Self-efficacy strength	.07***	.02	86
4a. Condition interaction Self-efficacy magnitude	-.38***	.07	86
4a. Condition interaction Self-efficacy strength	.06	.04	86

3 * $p < .05$; ** $p < .01$; *** $p < .001$

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1 Table 3

2 *Main effects between self-efficacy and performance in Study 2*

Self-efficacy magnitude as dependent variable			
Step	γ	SE	df
1. Trial	1.22***	.09	43
2. Previous performance	-.64***	.04	43
Self-efficacy strength as dependent variable			
Step	γ	SE	df
1. Trial	114.9***	9.68	43
2. Previous performance	-61.9***	4.68	43
Subsequent performance as dependent variable			
Step	γ	SE	df
1. Trial	-1.28***	.10	43
2. Previous performance	-.11	.06	43
3. Self-efficacy magnitude	-.28***	.11	43
3. Self-efficacy strength	-.003***	.001	43

3 * $p < .05$; ** $p < .01$; *** $p < .001$

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1 Table 4

2 *Main effects between self-efficacy and performance in Study 3*

Self-efficacy magnitude as dependent variable			
Step	γ	SE	df
1. Trial	1.68***	.13	44
2. Previous performance	.43***	.03	44
Self-efficacy strength as dependent variable			
Step	γ	SE	df
1. Trial	152***	13.43	44
2. Previous performance	46.8***	3.96	44
Subsequent performance as dependent variable			
Step	γ	SE	df
1. Trial	1.47***	.15	44
2. Previous performance	-.14***	.04	44
3. Self-efficacy magnitude	.40***	.11	44
3. Self-efficacy strength	.004***	.001	44

3 * $p < .05$; ** $p < .01$; *** $p < .001$

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- 1 *Figure 1.* The interaction between self-efficacy and feedback condition upon race time
- 2 performance (lower race time represent better performance).



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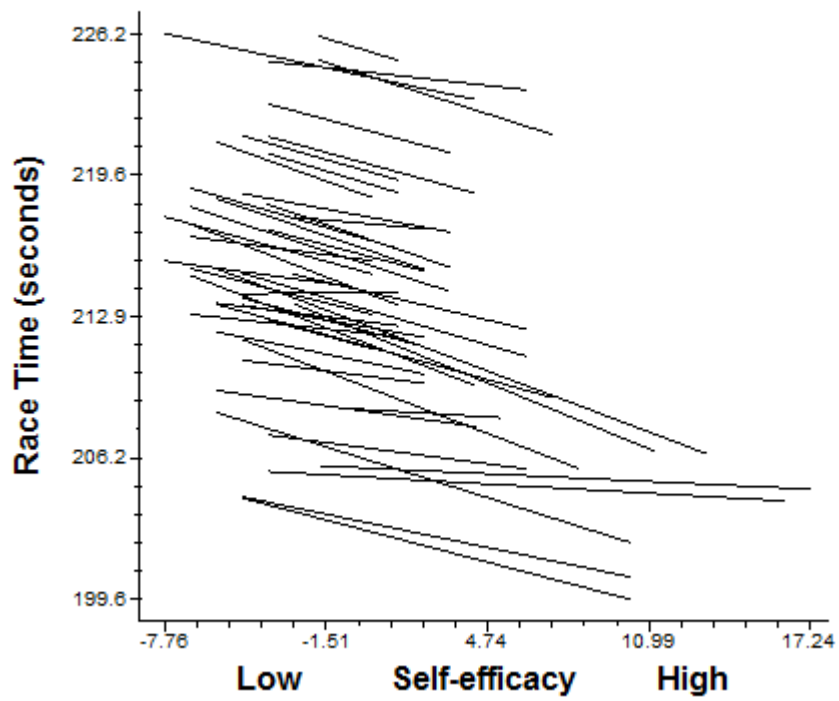
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- 1 *Figure 2.* Individual regression slopes showing the relationship between self-efficacy and race
- 2 time performance in study 2.



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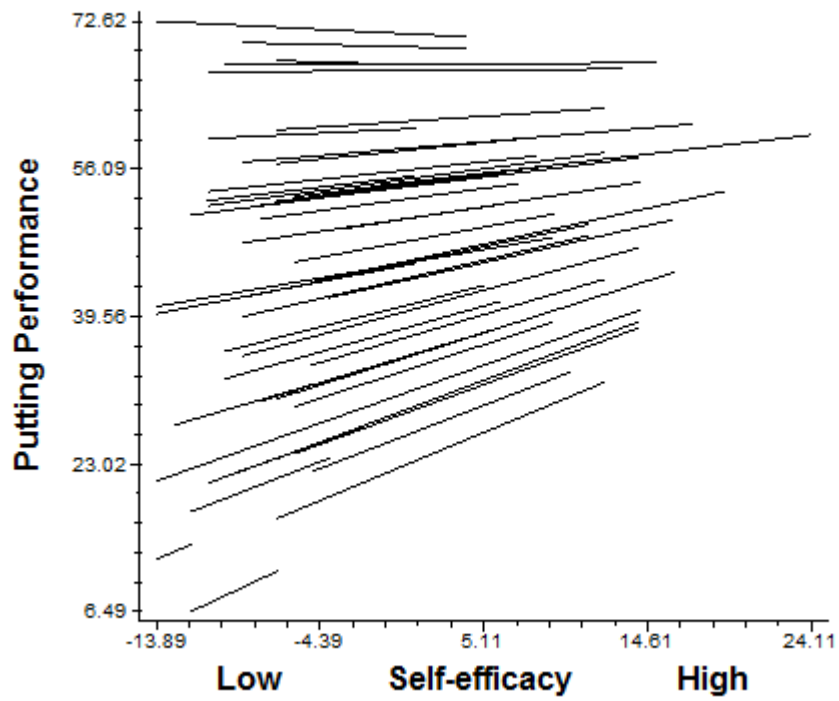
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- 1 *Figure 2.* Individual regression slopes showing the relationship between self-efficacy and putting
- 2 performance in study 3.



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