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1 **How age-related strategy switching deficits affect wayfinding in complex environments**

2

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23

24 **Abstract**

25
26 While most research on navigation in ageing focuses on allocentric processing deficits,
27 impaired strategy switching may also contribute to navigational decline. Using a specifically
28 designed task involving navigating a town-like virtual environment, we assessed the ability of
29 young and old participants to switch from following learned routes to finding novel shortcuts.
30 We found large age differences in the length of routes taken during testing and in use of
31 shortcuts, as, while nearly all young participants switched from the egocentric
32 route-following strategy to the allocentric wayfinding strategy, none of the older participants
33 stably switched. Although secondary tasks confirmed that older participants were impaired
34 both at strategy switching and allocentric processing, the difficulty in using shortcuts was
35 selectively related to impaired strategy switching. This may in turn relate to dysfunction of
36 the prefrontal-noradrenergic network responsible for coordinating switching behaviour. We
37 conclude that the large age difference in performance at the shortcutting task demonstrates
38 for the first time how strategy switching deficits can have a severe impact on navigation in
39 ageing.

40
41 **Keywords:** Ageing, navigation, strategy switching, shortcutting, route learning, virtual
42 reality

45 **1. Introduction**

46
47 Ageing impairs a range of cognitive abilities to varying degrees, and navigation may be
48 among those most severely affected. This is partly attributable to degeneration of multiple

49 involved brain areas, such as the hippocampus (West, 1993; Driscoll et al., 2003; Lister &
50 Barnes, 2009) and entorhinal cortex (Du et al., 2003; Du et al. 2006). This degradation leads
51 to decline in the numerous navigational processes supported by these areas, for example
52 cognitive mapping (Rosenzweig et al., 2003; Moffat et al., 2006; Iaria et al., 2009) and path
53 integration (Allen et al., 2004; Mahmood et al., 2009; Harris & Wolbers, 2012). However,
54 real world navigation is often dependent on using more than one of these component
55 processes during a single journey (Wolbers & Hegarty, 2010), due to changes in availability
56 of cues, or in order to make use of features of different reference frames. We have therefore
57 previously suggested that a deficit in switching between navigational strategies may also
58 contribute to age-related navigation impairments (Harris et al., 2012).

59
60 Strategy switching is thought to be coordinated by regions of prefrontal cortex (PFC), as
61 mediated by noradrenaline (NA) produced by the locus coeruleus (LC), in response to
62 changes in rewards associated with the current behavioural strategy (Aston-Jones & Cohen,
63 2005; Bouret & Sara, 2005). Supporting studies have demonstrated that depletion of
64 prefrontal NA – by lesioning of noradrenergic fibres projecting from LC to PFC (Tait et al.,
65 2007) or by infusion of a NA receptor antagonist into medial PFC (Caetano et al., 2013) –
66 does seem to produce a deficit in switching between different strategies. Further evidence
67 shows that ageing degrades LC and disrupts NA function (Manaye et al., 1995; Grudzien et
68 al., 2007), while the frontal ageing hypothesis suggests that various aspects of age-related
69 cognitive decline may be attributable to PFC degradation (West, 1996; Pfefferbaum et al.,
70 2005). It might be expected that these changes in the brain that occur with ageing induce
71 deficits in strategy switching; and indeed these deficits have been demonstrated in aged
72 animals and humans using attentional and conceptual set shifting tasks (Moore et al., 2003;
73 Ashendorf & McCaffrey, 2008; Young et al., 2010).

74
75 Within the context of navigation, strategies may be described as allocentric – in relation to a
76 fixed external coordinate system; or egocentric – in relation to the body’s changing position
77 and orientation. For example, an allocentric strategy might involve using distal landmarks to
78 find a novel route, whereas an egocentric strategy may involve following a familiar route
79 encoded as a sequence of body movements. Allocentric and egocentric strategies have been
80 associated with the hippocampus and caudate nucleus, respectively (Cook & Kesner, 1988;
81 O’Keefe, 1990; Hartley et al., 2003; Iaria et al., 2003). Both systems constantly provide input
82 to PFC, which then appears to determine how each influences behaviour (Doeller et al.,
83 2008), based on the appropriate navigational strategy.

84
85 Switching between these two types of strategy has previously been studied in rodents using a
86 'plus maze' (Ragozzino, 2007; Rich & Shapiro, 2007), which involves finding a reward using
87 either an allocentric place strategy, or an egocentric response strategy, and periodically
88 switching between the two. Importantly, inactivation of regions of medial PFC impairs
89 performance of strategy switches, but not reversals (Ragozzino et al., 1999; Rich & Shapiro,
90 2007; Young & Shapiro, 2009). We recently used a virtual adaptation of the plus maze
91 (VPM) to investigate navigational strategy switching in young and old human subjects. While
92 we also demonstrated a specific impairment in strategy switches but not reversals, the deficit
93 was actually even more specific, affecting only switches from the response to the place
94 strategy (Harris et al., 2012). We suggested that this 'switch-to-place' deficit may relate to a
95 reduction in functional connectivity between the prefrontal-noradrenergic switching network
96 and the hippocampus in ageing. However, how accurately switching from the response to the
97 place strategy within the VPM corresponds to engaging an allocentric strategy during
98 real-world navigation is uncertain, as the nature of the task and the two strategies used in the

99 VPM is relatively simplistic.

100
101 The aim of the present study was therefore to demonstrate that switching from an egocentric
102 to an allocentric strategy is still impaired within a more realistic context. We developed a
103 novel virtual reality (VR) task, in which participants were repeatedly trained to follow long,
104 indirect routes to goal locations. Participants were then required to switch to finding shorter,
105 more direct routes by taking shortcuts during testing. We hypothesised that older participants
106 would experience greater difficulty in switching from an egocentric route-following to an
107 allocentric wayfinding strategy. We also administered a shortened version of the VPM
108 (sVPM), hypothesising that it would again demonstrate a deficit among older participants in
109 switching to the place strategy, and that switch-to-place performance during the sVPM would
110 relate to wayfinding performance during the shortcutting task.

111

112

113 **2. Materials and methods**

114

115 *2.1. Participants*

116

117 25 (12 female) young participants (aged 18-29, mean 21.84) and 25 (11 female) old
118 participants (aged 61-79, mean 68.68) were recruited through local advertising and from an
119 existing database of psychology research volunteers within the local Edinburgh community,
120 and were reimbursed for their time at a rate of £7.00 per hour. Most had prior experience of
121 participating in research, and all had normal or corrected-to-normal vision and no known
122 cognitive deficits or neurological disorders.

123

124 2.2. Procedure

125
126 Participants provided information on their age and gender, before completing the Montreal
127 cognitive assessment (MoCA; Nasreddine et al., 2005; scored out of 30) to screen for mild
128 cognitive impairment (MCI) using a cut-off of 23 (Luis et al., 2009), the national adult
129 reading test (NART; Nelson, 1982; scored out of 50) as a measure of crystallised intelligence,
130 and a computer-based version of the Corsi blocks task (Corsi, 1972; Kessels et al., 2000;
131 maximum sequence length 9) as a measure of spatial working memory. They then completed
132 the primary shortcutting task, followed by the sVPM, each presented on a 24in widescreen
133 monitor by a standard desktop computer, providing input through a standard keyboard.
134 Finally, participants completed a simple cognitive mapping test as a measure of allocentric
135 processing, which involved labelling landmarks encountered during the shortcutting task on
136 paper maps of the task's virtual environments (VEs), similar to those shown in fig.1a, and
137 gave a combined score out of 17. All participants were made fully aware of the details of the
138 study and provided consent before participating.

139

140 2.2.1. Shortcutting task

141
142 This task was based in two realistic virtual town environments designed in 3ds Max
143 (Autodesk, San Rafael, CA) each consisting of houses and salient buildings (supermarkets,
144 restaurants, etc.) as landmarks along roads in a grid formation (*fig.1*). The task, programmed
145 and run in Vizard (WorldViz, Santa Barbara, CA), involved training participants on long,
146 indirect routes to four goal locations, then testing their ability to find available shortcuts. The
147 first two routes each ran from a different start point to a different goal location, but
148 overlapped in the middle of the first VE, and included four junctions between start and end

149 points. The other two routes ran through and overlapped in the middle of the second VE, and
150 included six junctions.

151
152 During training, participants actively navigated the routes by using arrow keys to choose
153 whether to go left, right or straight ahead at each junction, but were not allowed to deviate
154 from the set routes, which, to begin with, were indicated by arrows at each junction. Training
155 also incorporated probe trials, which involved placing the participants at a point in the VE
156 facing a particular landmark and asking them to point to another landmark, again using the
157 arrow keys. These probe trials were designed to both promote and test the use of landmark
158 information and allocentric processing while the routes were being learned. Each training
159 cycle consisted of a traversal of each of the four routes in turn twice, followed by a set of
160 three probe trials for each of the two VEs. Participants progressed to testing once they were
161 able to traverse all four routes without directions or errors, and to respond correctly to a full
162 set of probe trials for each VE. Route learning was also measured in terms of the number of
163 training cycles before able to navigate each route without directions or errors. As the
164 direction arrows gradually disappeared throughout the first two training cycles, the minimum
165 number of training cycles was three, while the maximum, due to time constraints, was seven.

166
167 Participants were then tested on each of the four original routes, as well as four new routes,
168 which crossed from each start point to the opposite goal location in the same VE. These eight
169 trials were presented in a random order twice, producing a total of 16 test trials. Before
170 testing, participants were explicitly informed that they were no longer restricted to the long
171 training routes, and that the objective during testing was to find the shortest route to each goal
172 location, which they were reminded of at the start of every trial. We assessed task
173 performance in terms of the lengths of the routes taken to each goal location in number of

174 junctions (adjusted for VE differences in route length), as well as whether or not the shortcut
175 was used on each trial.

176

177 *2.2.2. Short virtual plus maze task*

178

179 The sVPM, also designed, programmed and run in 3ds Max and Vizard, was derived from a
180 previous virtual plus maze task (VPM; cf. Harris et al. 2012), in turn based upon the rodent
181 plus maze task (e.g. Rich & Shapiro, 2007). As in the standard plus maze task, trials were
182 grouped into blocks, with the strategy being switched (e.g. from 'go to the north arm' to 'turn
183 left') or reversed (e.g. from 'turn left' to 'turn right') between blocks, and on each trial
184 participants approached the central junction of the plus maze from one of two opposing start
185 arms and decided whether to go left or right to one of two goal arms, where a reward was
186 presented if coherent with the current strategy. As in our previous VPM, the sVPM was set in
187 a mountain scenery VE, participants used the arrow keys to provide a response, and a visual
188 cue was used to signal reward, which also increased a visible running total score. The original
189 VPM was shortened by reducing the length of each trial and the number of trials (155) in
190 terms of both trials per block (15 or 20, varied pseudorandomly) and total blocks (nine,
191 allowing four switches and four reversals). We also ensured that the task started with a block
192 of place strategy trials for all participants, rather than pseudorandomising starting strategy
193 across participants, in order to avoid exaggerating any age-related allocentric processing
194 deficits. Performance was assessed in terms of the average number of correct trials for each
195 block type.

196

197 *2.3. Data analysis*

198

199 Data were analysed in Matlab (Mathworks, Natick, MA). Results of the MoCA, NART, Corsi
200 blocks task and cognitive mapping test were each represented as a single-value or percentage
201 score. Cognitive mapping test scores were corrected to account for the fact that it was
202 impossible to get only one incorrect. Results of the sVPM were processed in terms of the
203 number of correct trials for each block. For the shortcutting task, we assessed route learning
204 in terms of number of training cycles, and testing performance in terms of route length and
205 shortcut use. We performed mixed model ANOVAs and paired t-tests to assess group
206 differences across routes and VEs, and correlated shortcutting task performance with
207 secondary measures. For multiple comparisons, p values were corrected using the
208 Holm-Bonferroni method (following corrected p values are denoted p_{HB}). Participants were to
209 be excluded if they scored below 24 on the MoCA, if they failed to learn all of the routes in
210 the maximum training period allowed, or if their average testing route length was further than
211 2SDs from the group mean, but no participants met any of these exclusion criteria.

212
213 We also employed a Bayesian learning analysis technique (Smith et al., 2004), run in
214 WinBUGs (Lunn et al., 2000) through the “matbugs” Matlab function. This approach can be
215 used to estimate, at each point throughout a series of trials, the likelihood that responses to all
216 subsequent trials will be coherent with a certain strategy, based on observed responses. The
217 point at which the lower 95% confidence interval of this estimation first exceeds and remains
218 above the chance probability of an individual coherent response corresponds to the point at
219 which the appropriate strategy has been stably acquired. We used this to determine whether
220 each block of sVPM trials had been learned, as well as to identify if and when each
221 participant switched to an allocentric wayfinding strategy in the shortcutting task.

222

223

224 3. Results

225
226 All participants scored 24 or above on the MoCA so none were excluded for showing signs of
227 MCI. The older group performed significantly better than the young at the NART ($t_{48}=5.018$,
228 $p<.001$), as observed in previous studies (Strauss et al. 2006), and significantly worse than
229 the young at the Corsi blocks task ($t_{48}=4.729$, $p<.001$), indicating that our participants
230 represented typical samples of the young and old populations. We later found that
231 performance at the NART and Corsi blocks task did not correlate with shortcut use
232 throughout the shortcutting task.

233 234 3.1. Shortcutting

235
236 The young group generally learned the routes of the shortcutting task in the lowest number of
237 training cycles possible, while the older group took slightly longer (*fig.2*). A mixed model
238 ANOVA revealed a significant main effect of age group on route learning ($F_{1,48}=28.330$,
239 $p<.001$), and post-hoc t-tests demonstrated that this was due to a significant difference in the
240 number of training cycles taken to learn the two routes in the more complex VE (route 1
241 [VE1]: $t_{48}=2.025$, $p_{HB}=.097$; route 2 [VE1]: $t_{48}=1.877$, $p_{HB}=.067$; route 3 [VE2]: $t_{48}=3.222$,
242 $p_{HB}=.009$; route 4 [VE2]: $t_{48}=2.882$, $p_{HB}=.018$). However, while the older group took slightly
243 longer than the young to learn the routes, most participants learned the routes reasonably
244 quickly, and all successfully learned all routes during the training period. There were no
245 gender differences within either the young group ($t_{23}=1.174$, $p=.477$) or the old group
246 ($t_{23}=1.649$, $p=.113$) in route learning. On the other hand, while most participants – 22 young
247 and 18 old – managed to respond correctly to a full set of probe trials for at least one of the
248 VEs, many – nine young and 23 old – did not do so for both VEs, and consequently

249 performed the maximum number of training cycles.

250

251 During testing, the older group took longer routes (as a proportion of the shortest possible
252 route in number of junctions) than the young to reach the goal locations (*fig.3 top*). A mixed
253 model ANOVA with age and VE as factors demonstrated a significant main effect of age on
254 test route length ($F_{1,48}=104.937$, $p<.001$) and post-hoc t-tests confirmed that older participants
255 took significantly longer routes in both VE1 ($t_{48}=6.796$, $p_{HB}<.001$) and VE2 ($t_{48}=8.061$,
256 $p_{HB}<.001$). This may indicate that the old tended to use the newly available shortcuts less
257 often than the young. We confirmed this by assessing shortcut use directly, for which there
258 was an even stronger age effect ($F_{1,48}=199.538$, $p<.001$), again driven by differences in both
259 VEs (VE1: $t_{48}=11.405$, $p_{HB}<.001$; VE2: $t_{48}=12.561$, $p_{HB}<.001$). As illustrated (*fig.3 bottom*),
260 while the young group used the available shortcuts on the majority of test trials, the older
261 group used the shortcuts on only a small proportion of trials. In terms of number of junctions,
262 both groups took longer routes in VE2 simply because routes through this VE included more
263 junctions, but after adjusting the measure of route length to account for this difference, there
264 was no significant effect of VE ($F_{1,48}=.072$, $p=.789$). VE did however seem to have a small
265 effect on shortcut use ($F_{1,48}=4.617$, $p=.037$), but this difference was not significant for each
266 age group individually (young: $t_{24}=1.297$, $p_{HB}=.207$; old: $t_{24}=1.789$, $p_{HB}=.173$). Again, there
267 were no gender differences within either the young ($t_{23}=.541$, $p=.594$) or old ($t_{23}=.696$,
268 $p=.493$) group.

269

270 In the probe trials, participants had to point to unseen landmarks, hence successful
271 completion indicated that they had formed a survey representation of that particular VE. This
272 means that, as some participants were unable to complete all the probe trials successfully, the
273 deficit in shortcut use among older participants might have been caused by an inability to

274 learn the layout of the environments. To address this problem, we performed an additional
275 analysis in which we compared shortcut use between younger and older participants only for
276 those VE's for which participants correctly responded to a full set of probe trials during
277 training. This analysis confirmed a large age difference in use of shortcuts across both VEs
278 ($t_{38}=14.331$, $p<.001$).

279
280 Finally, we applied the Bayesian learning analysis described above to the data on shortcut
281 usage in order to assess whether each participant stably switched from an egocentric
282 route-following strategy to an allocentric wayfinding strategy during testing. Based on the
283 results, we were able to divide all participants into four categories: those that switched
284 immediately and used the shortcuts for all test trials; those that switched at some point during
285 testing and used the shortcuts for all subsequent trials; those that used the shortcuts on some
286 trials, but either not enough or not consistently enough to suggest that they had stably
287 switched to a wayfinding strategy; and those that never used the shortcuts (*fig.4*). The vast
288 majority of young participants stably switched to the allocentric strategy either immediately
289 or at some point during testing, with only one participant using the shortcuts inconsistently.
290 On the other hand, not one of the older group stably switched to the allocentric strategy,
291 although most did use the shortcut on at least one test trial.

292

293 *3.2. Strategy switching and cognitive mapping*

294

295 The results of the sVPM also suggest that the older group was less able to switch between
296 egocentric and allocentric strategies (*fig.5 top*). A mixed ANOVA showed main effects of
297 age ($F_{1,38}=10.105$, $p=.003$) and change type (switch-to-place [S-P], switch-to-response [S-R],
298 reverse-place [R-P] & reverse-response [R-R]; $F_{1,38}=7.783$, $p=.008$) on the proportion of

299 correct responses to sVPM trials, as well as a significant interaction ($F_{1,38}=6.715$, $p=.014$),
300 which seemed to be due to impaired performance among the older group during blocks
301 following a switch ($t_{38}=3.467$, $p_{HB}=.003$). More specifically, this difference was significant
302 for switch-to-response blocks ($t_{37}=3.197$, $p_{HB}=.011$), although, after correcting for multiple
303 comparisons, not for switch-to-place blocks ($t_{34}=2.013$, $p_{HB}=.156$). However, post-hoc tests
304 revealed no significant differences in performance between different change types, including
305 between switch-to-place and switch-to-response blocks ($t_{34}=.204$, $p_{HB}=.840$). There were no
306 gender differences in overall VPM performance (young: $t_{22}=.911$, $p=.372$; old: $t_{15}=1.096$,
307 $p=.291$), nor in cognitive mapping (young: $t_{23}=.854$, $p=.402$; old: $t_{23}=1.705$, $p=.108$).

308
309 However, there was also a significant age difference in performance at the cognitive mapping
310 test ($t_{48}=7.298$, $p<.001$; *fig.5 bottom*), suggesting that an allocentric processing deficit may
311 have contributed to the age difference in use of shortcuts. To assess the effects of strategy
312 switching and cognitive mapping on shortcut use, we performed a general linear model
313 analysis, modelling use of shortcuts in terms of age group, VPM switching performance and
314 cognitive mapping score. While both age group ($\beta=-.548$, $t_{36}=-6.432$, $p<.001$) and strategy
315 switching ($\beta=.445$, $t_{36}=2.383$, $p=.023$) showed significant independent effects on use of
316 shortcuts, we did not observe a significant contribution for cognitive mapping ($\beta=.001$,
317 $t_{36}=.918$, $p=.365$). These results are consistent with the results reported in section 3.1, which
318 show that shortcut use was deficient in older adults even where successful probe trial
319 performance indicated that they had formed an allocentric representation of the VE. Although
320 these combined findings do not rule out the possibility that allocentric impairments may have
321 affected use of shortcuts, they do suggest that it was mainly a strategy switching deficit that
322 led to impaired performance at our shortcutting task in the older group.

323

324 3.3. *Crossing routes*

325

326 Finally, we explored the effects of the novel testing routes, which involved crossing from the
327 start point of one training route to the end point of another. As these new test routes were not
328 repetitively trained, we expected that they would make it easier for participants to switch
329 from using a route-following strategy, and to start using the available shortcuts. We
330 investigated this by assessing the trial type upon which each participant first used a shortcut.
331 Participants who never used the shortcuts could not be included in this analysis. Of those that
332 did use a shortcut during testing, 17 of 25 young and six of 19 old participants first did so on
333 a crossing route test trial ($\chi^2_1=21.184$, $p<.001$), suggesting only the young were prompted to
334 start using shortcuts. We also assessed the effect of crossing routes on the length of routes
335 taken during testing (excluding trials on which the shortcut was taken), but found no
336 significant differences.

337

338

339 **4. Discussion**

340

341 We used a novel VR task to demonstrate a deficit among older people in switching from an
342 egocentric route-following strategy to an allocentric wayfinding strategy when navigating in
343 a complex environment. During training, older participants learned long routes to goal
344 locations almost as quickly as the young, demonstrating a significant difference only for the
345 more complex routes. However, during testing, when shortcuts to the goal locations were
346 available and participants were instructed to take the shortest available route to each goal
347 location, the older group took longer routes, primarily because they used the available
348 shortcuts much less often than the young group. Furthermore, while the vast majority of

349 young participants stably switched from using a route-following strategy to a wayfinding
350 strategy either on the first test trial or at some point during testing, the older participants used
351 the shortcuts either sporadically or not at all, so that not one could be said to have stably
352 switched to the wayfinding strategy. Crossing routes during testing may have prompted
353 young participants to use the shortcuts, but old participants were not affected in the same
354 way. The older group's perseveration with the route-following strategy may still have been
355 due either to a reluctance to use an allocentric strategy (due to deficits in allocentric
356 processing), or to an impaired ability to switch strategies. However, their much lower use of
357 the shortcuts was predicted by switching performance, as measured by the VPM, but not
358 allocentric processing ability, as measured by the cognitive mapping test. Our results
359 therefore demonstrate that, while allocentric impairments may still play a role, strategy
360 switching deficits in old age have a direct impact on wayfinding in everyday environments.

361
362 Our main finding, that older people were less able to switch from following a learned route to
363 finding a novel shortcut, is consistent with both our primary hypothesis and our previous
364 VPM work demonstrating a specific deficit in switching from an egocentric to an allocentric
365 navigational strategy (Harris et al., 2012). This study therefore corroborates this earlier
366 finding, but also, due to the more realistic nature of the shortcutting task, provides support for
367 the assumption that a strategy switching deficit observed in the relatively abstract VPM does
368 translate to a real-world navigational impairment. As strategy switching is thought to be
369 coordinated by PFC and the LC-NA system (Aston-Jones & Cohen, 2005; Bouret & Sara,
370 2005; Caetano et al., 2013), this navigational strategy switching deficit can be explained in
371 terms of age-related dysfunction of PFC (West, 1996; Pfefferbaum et al., 2005), perhaps
372 causing an underlying deficit in the ability to decide which strategy to use, and/or the LC-NA
373 system (Manaye et al., 1995; Grudzien et al., 2007), affecting the ability to engage the correct

374 strategy. More specifically, if the deficit only affects switching from an egocentric to an
375 allocentric strategy, it may relate to reduced functional interconnectivity between the
376 prefrontal-noradrenergic strategy switching network and the hippocampus, the neural
377 substrate of allocentric processing (O'Keefe, 1990; Hartley et al., 2003; Iaria et al., 2003).
378 Unfortunately, due to the complex nature of our shortcutting task, assessing switching in the
379 opposite direction could not be easily incorporated while maintaining a reasonable
380 experimental duration, which meant that it was unable to confirm the specificity of the
381 switching deficit.

382
383 However, the sVPM did assess switching in the opposite direction and, contrary to our
384 hypotheses and to our previous VPM work, switching to the response strategy was impaired.
385 In fact, the apparent age difference in switching to the place strategy did not remain
386 significant after correcting for multiple comparisons, although there was no significant
387 difference between these two change types. These results are more concordant with a general
388 strategy switching deficit, which would not relate to reduced prefrontal-hippocampal
389 connectivity, as previously suggested, but instead to dysfunction within the LC-NA system or
390 PFC, as above. Our previous findings may have been due to a discrepancy between the two
391 strategies in terms of difficulty (Floresco et al., 2008), which we may have alleviated in this
392 study by ensuring that all participants started on the more difficult place strategy. As our
393 general linear model also demonstrated an age-independent relationship between switching
394 performance and use of shortcuts, we argue that the observed impairment in shortcutting
395 reflects a general strategy switching deficit, rather than a specific deficit in engaging an
396 allocentric strategy. Our main findings may therefore relate more directly to previous work
397 on age-related switching deficits in other cognitive domains (Moore et al., 2003; Ashendorf
398 & McCaffrey, 2008; Young et al., 2010).

400 In addition to deficits in switching between strategies, the large age difference in performance
401 on the cognitive mapping test is indicative of an allocentric processing deficit. Such cognitive
402 mapping tests have been criticised because survey maps can theoretically be generated from a
403 quantitatively scaled route representation (Montello et al., 2004), but the results are consistent
404 with previous work demonstrating allocentric processing deficits in older people (Begega et
405 al., 2001; Moffat et al., 2006; Antonova et al., 2009; Iaria et al., 2009; Wiener et al., 2012).
406 Furthermore, many more older participants than young failed to respond correctly to a full set
407 of probe trials for both VEs, also indicating an impairment in formation or use of a cognitive
408 map. It seems likely that an allocentric processing impairment would have contributed to the
409 age difference in use of shortcuts, as older people may have been less able to use a
410 wayfinding strategy, and/or less inclined to attempt to switch to one. However, while only
411 two older participants responded correctly to a full set of probe trials for both VEs, most of
412 them managed to do so for at least one VE, suggesting that they were able to form and use
413 allocentric representations of the environments. Moreover, when only assessing shortcut use
414 within VEs for which each participant *did* pass a set of probe trials, we still found a large age
415 difference, suggesting that older participants failed to switch to a wayfinding strategy even
416 when they had formed an allocentric representation of the environment. Similarly, while none
417 of the older participants stably switched to the wayfinding strategy, the majority did use a
418 shortcut at least once, confirming that they were able to do so. Furthermore, navigating
419 overlapping routes has been shown to depend more heavily upon the hippocampus (Brown et
420 al., 2010), yet older participants did not seem to find the crossing routes more difficult.
421 Finally, while our general linear model demonstrated an age-independent effect of strategy
422 switching, it did not show a specific effect of cognitive mapping ability on use of shortcuts.
423 This does not prove that allocentric processing deficits did not affect use of shortcuts, and in

424 fact it is likely that they did; but if older people were less able or less willing to switch to a
425 wayfinding strategy due to impaired allocentric processing, cognitive mapping, as a measure
426 of such, would be expected to predict use of shortcuts. Together, our results indicate that
427 shortcutting was more dependent on strategy switching, suggesting that the large age
428 difference we observed in use of shortcuts does reflect a strategy switching deficit.

429
430 Our study was limited by its cross-sectional design, because the older sample could have
431 contained cases of borderline cognitive impairments that were not detected with only one
432 neuropsychological assessment. This could be addressed with a longitudinal study involving
433 more extensive neuropsychological testing, which our results suggest would be worthwhile.
434 In addition, studying shortcutting using neuroimaging could also be useful in determining the
435 neural mechanisms that underlie deficits in switching to an allocentric navigational strategy.

436

437 *4.1. Conclusions*

438
439 In summary, our findings illustrate a large effect of age on the ability to switch from
440 following a known route to using a novel shortcut in order to take the optimal route to a goal
441 location. This confirms that the age-related deficit in navigational strategy switching that we
442 previously identified using the VPM does affect performance at a more realistic navigational
443 task and provides an example of how real-world navigation may be affected by this deficit.
444 Older participants also showed evidence of allocentric processing difficulties, which are
445 likely to contribute as well, but their perseveration with the route-following strategy was
446 more closely related to strategy switching performance, confirming that it can be at least
447 partly explained in terms of a general strategy switching impairment. This impairment may
448 result from degradation of PFC or dysfunction of the LC-NA system, causing underlying

449 deficits in decision making or in engaging a behavioural strategy, although exactly how
450 age-related changes in function of this prefrontal-noradrenergic network lead to navigational
451 strategy switching deficits remains to be explored. Overall, our findings show how a
452 relatively subtle age-related impairment in a single executive process can contribute to much
453 more substantial effects on navigational performance and on the everyday lives of older
454 people.

455

456

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458

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462

463

464 **Disclosure statement**

465

466 The authors have no conflicts of interest to declare. This study was approved by the
467 University of Edinburgh Psychology Research Ethics Committee and conducted in
468 accordance with the declaration of Helsinki.

469

470

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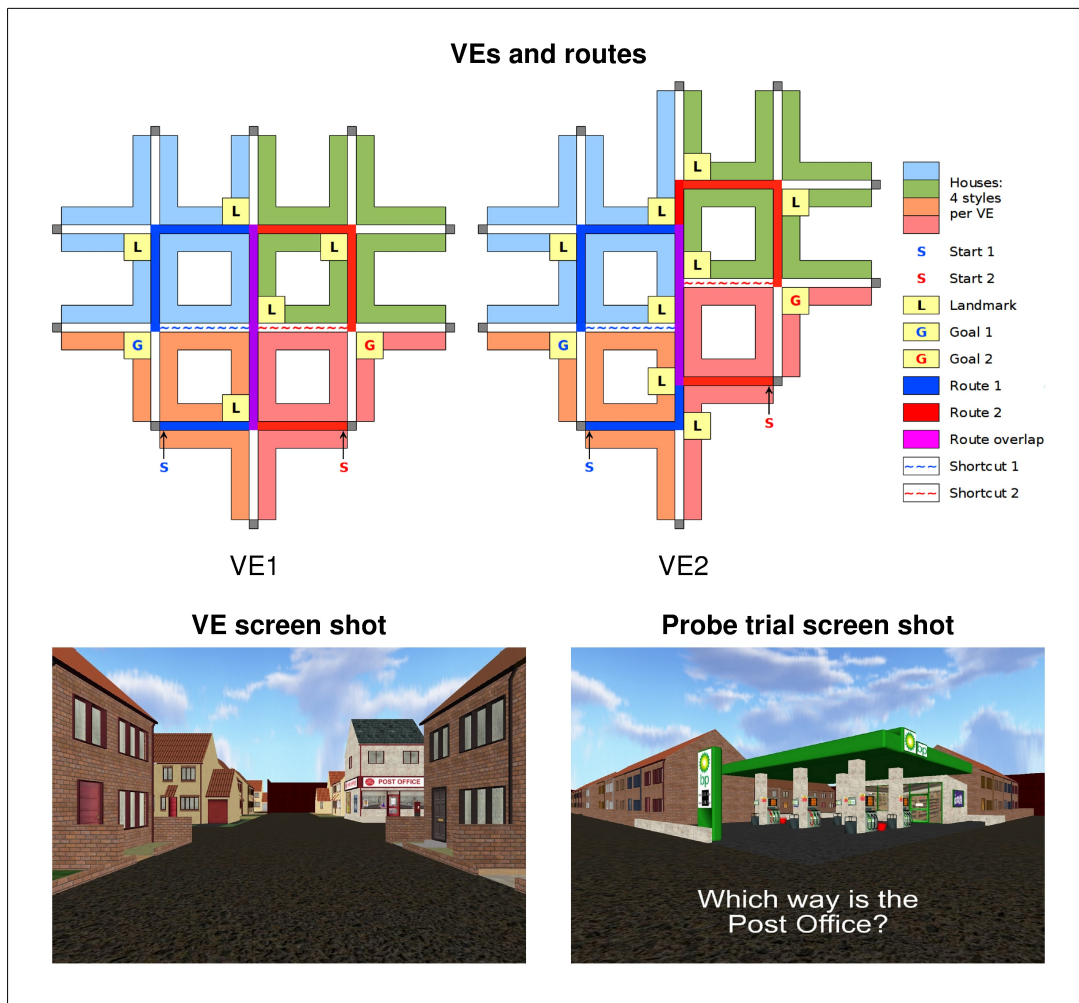
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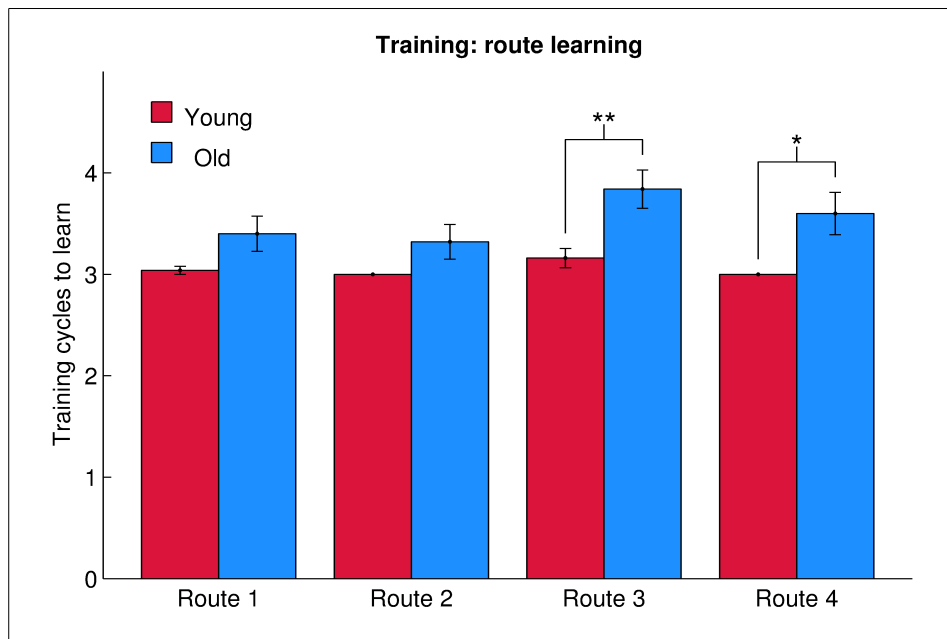
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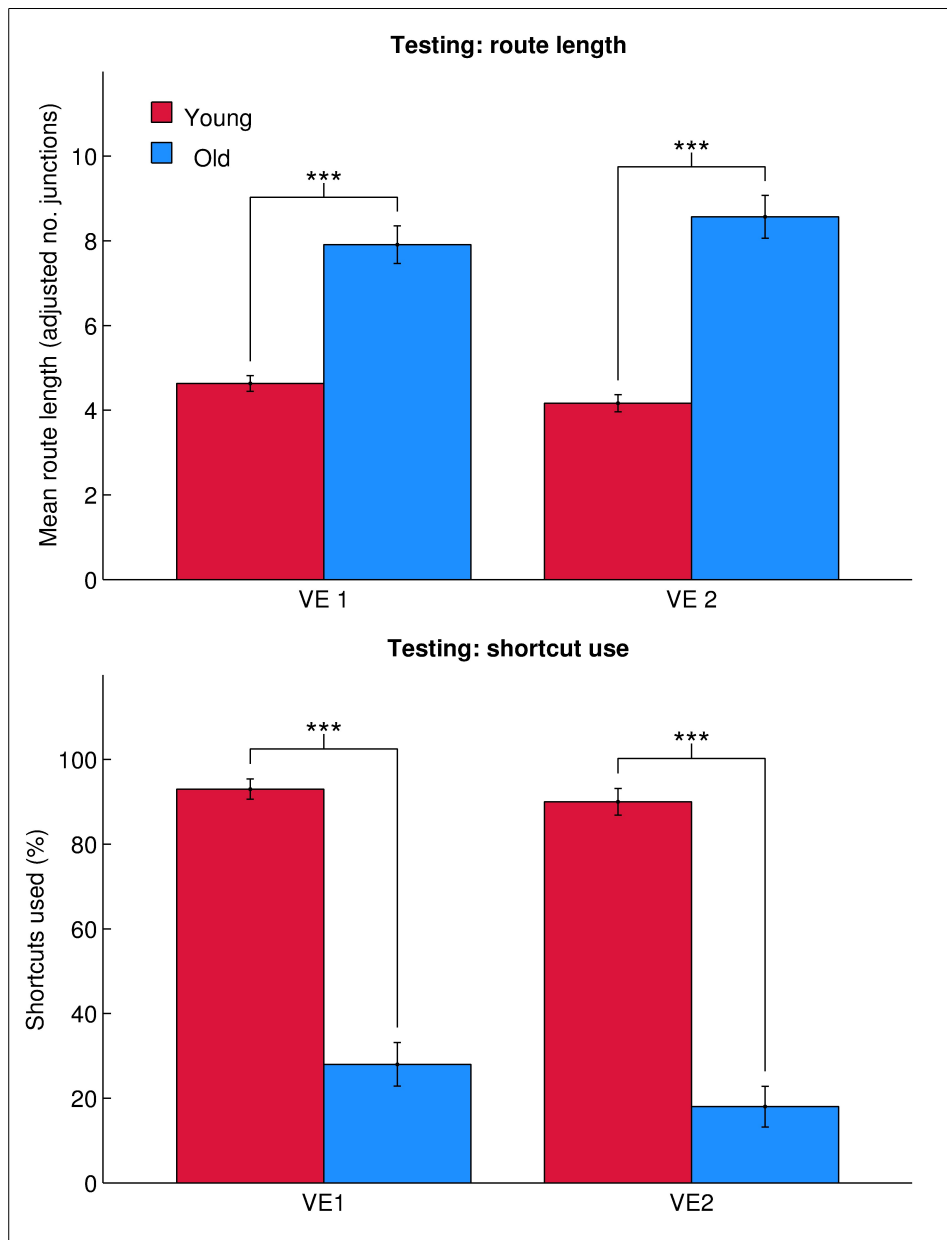
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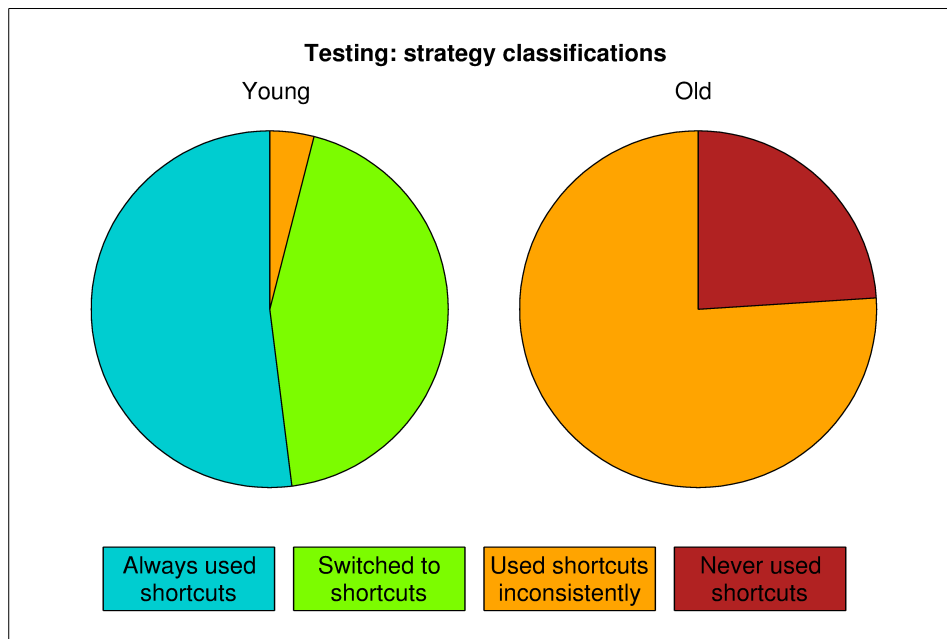
649 **Figure 1** Shortcutting task. *Top:* Maps of the two VEs, with the four long routes to each goal
 650 location (followed during training) and the shortcuts (available during testing) marked.
 651 *Bottom left:* Screen capture from VE 1 during training, approaching one of the goal locations.
 652 *Bottom right:* Screen capture illustrating a probe trial (in which the post office was directly to
 653 the left).



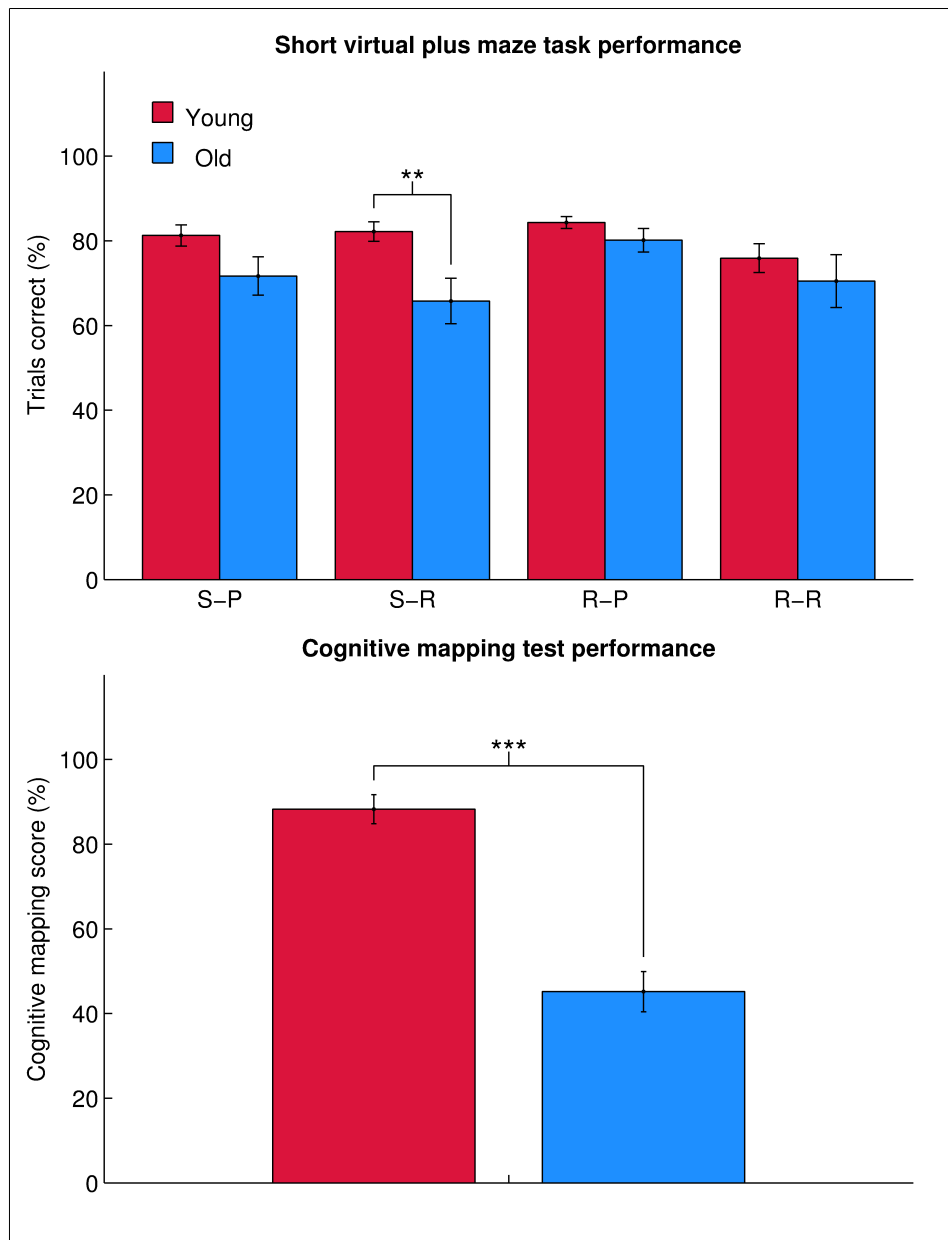
655 **Figure 2** Speed of route learning during training by route and age group, in terms of mean
 656 number of training cycles until the route could be followed without directions or errors. As
 657 directions were present throughout the first two cycles, the minimum possible number of
 658 training cycles in which this criterion could be reached was three. The younger group is
 659 represented by red bars, the older group by blue bars. Error bars represent standard error of
 660 the mean. Asterisks indicate significant differences at the $p_{HB} < .05$ (*) and $p_{HB} < .01$ (**) levels.



662 **Figure 3** Shortcutting task performance by VE and age group, in terms of mean length of
 663 route to goal location in number of junctions (adjusted for VE differences in route length;
 664 *top*) and mean percentage of test trials on which the available shortcut was used (*bottom*).
 665 The younger group is represented by red bars, the older group by blue bars. Error bars
 666 represent standard error of the mean. *** indicates a significant difference at the $p_{HB} < .001$
 667 level.



669 **Figure 4** Strategy use classifications by age group. *Always used shortcuts*: Participants that
 670 used the available shortcuts from the first test trial and throughout testing. *Switched to*
 671 *shortcuts*: Participants that followed the long training routes at the beginning of testing, but
 672 stably switched to a shortcutting strategy at some point during testing. *Used shortcuts*
 673 *inconsistently*: Those that occasionally used the available shortcuts, but not consistently
 674 enough to be classified as having stably switched to a shortcutting strategy. *Never used*
 675 *shortcuts*: Those that employed a route following strategy throughout testing and never used
 676 the shortcuts.



678 **Figure 5** sVPM task and cognitive mapping test results. *Top:* sVPM performance, in terms of
 679 mean percentage of trials correct, by age group and for switch-to-place (S-P),
 680 switch-to-response (S-R), reverse-place (R-P) and reverse-response (R-R) trial blocks.
 681 *Bottom:* Cognitive mapping task performance by age group, in terms of mean percentage of
 682 landmarks correctly labelled. The younger group is represented by red bars, the older group
 683 by blue bars. Error bars represent standard error of the mean. Asterisks indicate significant
 684 differences at the $p_{HB} < .05$ (*) and $p_{HB} < .001$ (***) levels.