EXPLORING BODY-RELATED ATTENTIONAL BIAS IN EARLY ONSET ANOREXIA NERVOSA USING VIRTUAL REALITY AND EYE-TRACKING

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INTRODUCTION

The rise of early onset anorexia nervosa (EOAN) poses concerns due to its impact development. EOAN is a complex on condition that is not fully understood, including its distinctive features such as attentional bias (AB). AB towards one's body, particularly to weight-related parts (e.g., thighs, stomach, etc.), contributes to body dissatisfaction and unhealthy eating behaviors.

METHOD			
Thirty-nine AN patients were divided into:			
	early onset group - EOAN	aged 12-14	N 11
	typical onset group -TOAN	aged 15-17	N 28
PROCEDURE			
Generation of the avatar shape from the patient's real silhouette			



Immersion in a virtual reality environment

Embodiment in a real-size body virtual avatar reflected in a mirror

Full body ownership illusion

Assessment of attention toward body parts using VR and ET

Assessment of body-checking behaviors → Body Checking Questionnaire





OBJECTIVE

This study uses virtual reality (VR) and eye-tracking (ET) technology to explore differences in AB toward the body according to the age of onset of AN.

Patient's perspective of the virtual environment.

Assessment of attention towards the body using an ET device integrated within the VR headset.

RESULTS

EOAN The group exhibited .07) on weight-related body parts TOAN group. No than the differences were found between attention to non-weight-related body parts for both total fixation

Total Fixation Time (ms) on weight-related body parts

6





DISCUSSION

These findings suggest that the age of AN onset may influence some specific behavioral tendencies and attention patterns related to body parts and body-checking. EOAN patients may divert attention away from weight-related body parts, potentially as a coping mechanism, with decreased engagement in body-checking behaviors. This pattern may temporarily relieve emotional distress caused by thoughts about weight and body shape. Although this study offers valuable insights and highlights the potential impact of VR with ET on future eating disorder research, additional research is necessary to validate and further build upon these findings.

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