

**International
Multi-Brain**
Barcelona Congress
Healthy | Pathological | Artificial

***Attentional bias modification,
through Virtual Reality-based body exposure,
to enhance efficacy of treatment of anorexia nervosa
(work in progress).***

Meschberger-Annweiler, Franck-Alexandre (1); Ascione, Mariarca (1); Miquel, Helena (1); Porras-Garcia, Bruno (2);

Exposito, Erik (1); Serrano-Troncosa, Eduardo (3); Carulla-Roig, Marta (3); Ferrer-Garcia, Marta (1); Gutierrez-Maldonado, Jose (1).

(1) Department of Clinical Psychology and Psychobiology, University of Barcelona, Barcelona, Spain;

(2) Department of Population Health Science, University of Utah School of Medicine, Salt Lake City, Utah, United States of America;

(3) Child and Adolescent Psychiatry and Psychology Department, Hospital Sant Joan de Déu of Barcelona, Esplugues de Llobregat, Spain.



Virtual Reality and Embodied Medicine

New opportunities for research and treatment of Eating Disorders

Virtual Reality (VR)

VR enables researchers and therapists to:

- **create highly realistic simulations** of real-life settings and situations associated with body and weight concerns.
- **design 3D avatars** that reproduce the patients' silhouettes based on their own body size, height, skin tone and clothes and capable of moving the same way as the individuals (**full-body motion tracking**) [1].



Virtual Reality and Embodied Medicine

New opportunities for research and treatment of Eating Disorders

Embodied Medicine

Full-Body Illusion Paradigm

Using a VR embodiment-based procedure allows individuals to realistically **experience a virtual body as their own body**, eliciting the same sensorial responses or activating the same implicit or explicit multisensory representations of their own body.

New transdisciplinary research field: the “embodied medicine”, aiming to use advanced technologies to alter the experience of being in a body in order to improve the health and wellbeing [2-5].



[2] Riva, G.; Serino, S.; Di Lernia, D.; Pavone, E.F.; Dakanalis, A. Embodied medicine: Mens sana in corpore virtuale sano. *Front. Hum. Neurosci.* **2017**, *11*, 120.

[3] Riva, G.; Wiederhold, B.K.; Mantovani, F. Neuroscience of Virtual Reality: From Virtual Exposure to Embodied Medicine. *Cyberpsychol. Behav. Soc. Netw.* **2019**, *22*, 82–96.

[4] Riva, G. The neuroscience of body memory: From the self through the space to the others. *Cortex* **2018**, *104*, 241–260.

[5] Matamala-Gomez, M.; Maselli, A.; Malighetti, C.; Realdon, O.; Mantovani, F.; Riva, G. Body Ownership Illusions for Mental Health: A Narrative Review. *J. Clin. Med.* **2021**, *10*, 139.

Virtual Reality and Embodied Medicine

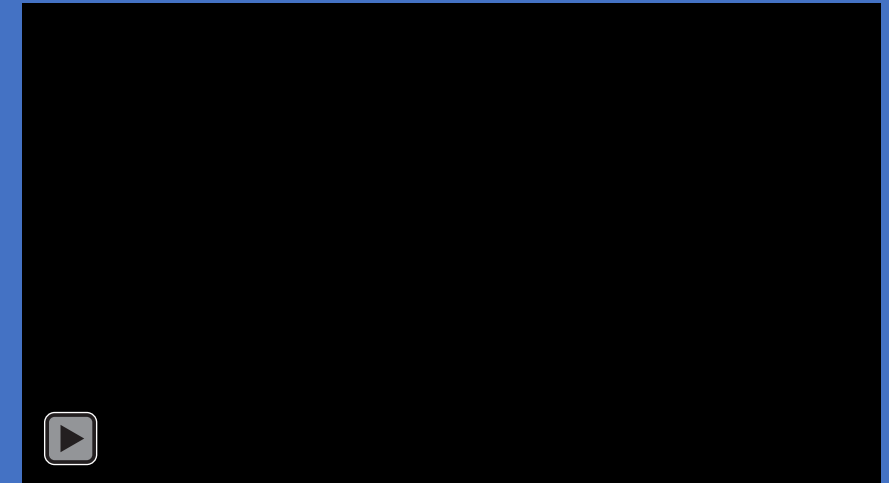
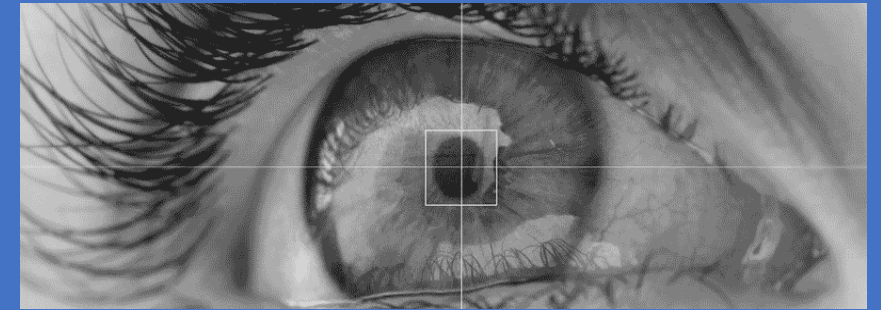
New opportunities for research and treatment of Eating Disorders

Eye-Tracking (ET)

ET feature integrated in the VR Head Mounted Displays (HMD) enables researchers to:

- **directly and continuously** record participants' saccades toward visual stimuli in **real time** [6].
- get a **detailed, direct and objective assessment** of the attentional patterns, bringing out avoidance and engagement with stimuli over time (e.g., with food-cue or specific body parts of participants).

ET-based methods are **ecologically valid**, as they can be used to study the attentional patterns on a more naturalistic visual array in comparison with other methods (stroop task or dot probe) [7].



[6] Armstrong, T.; Olatunji, B.O. Eye tracking of attention in the affective disorders: a meta-analytic review and synthesis. *Clin Psychol Rev.* **2012**, *32*(8), 704-23.

[7] Kerr-Gaffney, J.; Harrison, A.; Tchanturia, K. Eye-tracking research in eating disorders: A systematic review. *International Journal of Eating Disorders* **2019**, *52*(1), 3–27.

Virtual Reality Lab

A long experience in Mental Health research, combining VR & ET technologies.

Craving to smoke

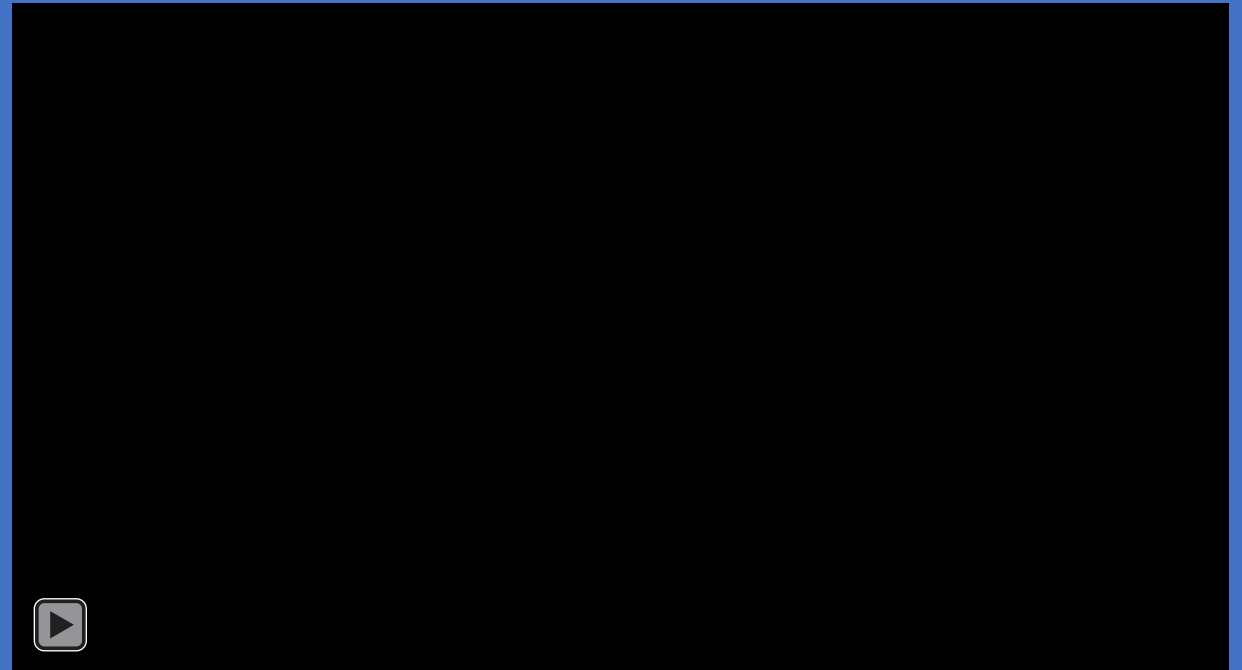
Validation of smoking-related virtual environments for cue exposure therapy [8].



Alcohol craving

ALCO-VR:

Cue-Elicited Anxiety and Alcohol Craving [9,10].



[8] García-Rodríguez, O.; Pericot-Valverde, I.; Gutiérrez-Maldonado, J.; Ferrer-García, M.; Secades-Villa, R. Validation of smoking-related virtual environments for cue exposure therapy, *Addictive Behaviors*, **2012**, 37 (6), 703-708.

[9] Ghiță, A.; Hernández-Serrano, O.; Fernández-Ruiz, Y.; Monras, M.; Ortega, L.; Mondon, S.; Teixidor, L.; Gual, A.; Porrás-García, B.; Ferrer-García, M.; Gutiérrez-Maldonado, J. Cue-Elicited Anxiety and Alcohol Craving as Indicators of the Validity of ALCO-VR Software: A Virtual Reality Study. *J. Clin. Med.* **2019**, 8, 1153.

[10] Ghiță, A. et al. Attentional Bias Assessment in Patients with Alcohol Use Disorder: an eye-tracking study. *Annual Review of CyberTherapy and Telemedicine*, **2019**, 17.

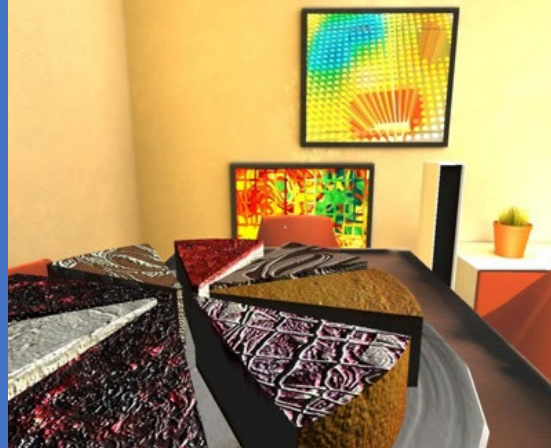
Virtual Reality Lab

A long experience in Mental Health research, combining VR & ET technologies.

Eating Disorders (ED)

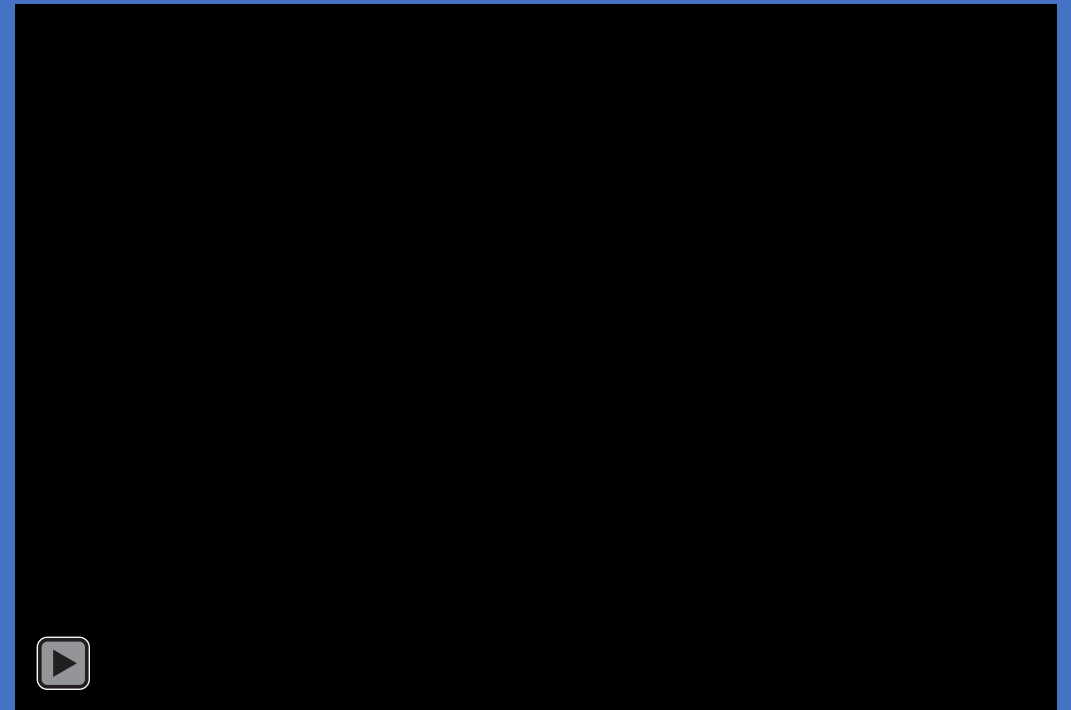
VR-CET:

Cue-exposure software for the treatment of bulimia nervosa and binge eating disorder [11].



BIAS:

VR-based Body Image Assessment Software [12]



[11] Gutierrez-Maldonado, J., Pla-Sanjuanelo, J., Ferrer-Garcia, M. Cue-exposure software for the treatment of bulimia nervosa and binge eating disorder. *Psicothema*, 2016, 28(4), 363-369.

[12] Ferrer-García, M., Gutiérrez-Maldonado, J. Body Image Assessment Software: Psychometric data. *Behavior Research Methods*, 2008, 40, 394–407.

Work in progress: our current project
VR-based Attentional Bias Modification to enhance efficacy of treatment of Anorexia Nervosa.

VR technology allows us to:

- Create realistic mirror exposure setting (ecologically valid).
- Create realistic avatars (fitting participants' real silhouettes)
- Enhance full body ownership illusion (FBI) through visuomotor and visuo-tactile stimulations.
- Modify Avatar's Body Mass Index (BMI) progressively.
- Implement Attentional Bias Modification Task (ABMT).



Work in progress: our current project

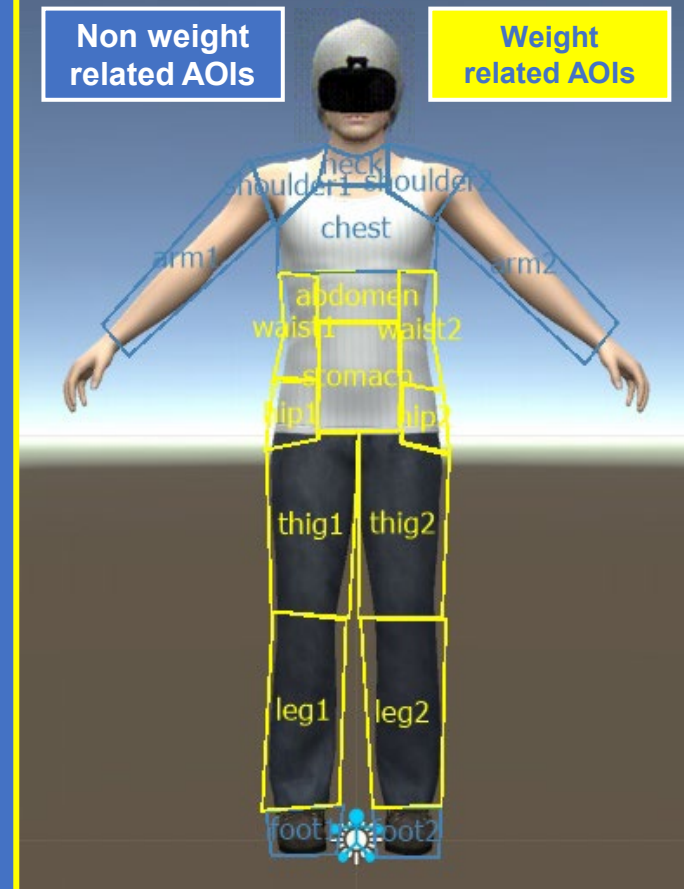
VR-based Attentional Bias Modification to enhance efficacy of treatment of Anorexia Nervosa.

First VR-based Attentional Bias Modification Task

- Adapted to VR from Smeets et al. (2011) [13].
- Projection of geometric figures in a balanced way between weight and non-weight related body areas (defined from PASTAS questionnaire) [14].



Areas Of Interest*



[13] Smeets, E.; Jansen, A.; Roefs, A. Bias for the (un)attractive self: On the role of attention in causing body (dis)satisfaction. *Health Psychology* **2011**, *30*(3), 360–367

[14] Reed, D.L.; Thompson, J.K.; Brannick, M.T.; Sacco, W.P. Development and validation of the physical appearance state and trait anxiety scale (PASTAS). *J. Anxiety Disord.* **1991**, *5*, 323–332.

Work in progress: our current project
**VR-based Attentional Bias Modification to enhance
efficacy of treatment of Anorexia Nervosa.**

ET technology allows us to:

- Assess Attentional Bias (AB) continuously and objectively (2 constructs: Complete Fixation Time -CFT- and Number of fixations -NF-) before and after the intervention.
- Process ET data with Open Gaze and Mouse Analyzer software "OGAMA" (Freie Universität, Berlin, Germany).



Work in progress: our current project VR-based Attentional Bias Modification to enhance efficacy of treatment of Anorexia Nervosa.

Main objectives:

Reduce:

- Body-related Attentional Bias (AB).
- Body Image Disturbances (BIDs), including Body Dissatisfaction (BD), and Fear of Gaining Weight (FGW), as main risk and maintenance factors of Anorexia Nervosa (AN) [15].



What has already been achieved:

1. The influence of gender on body-related Attentional Bias

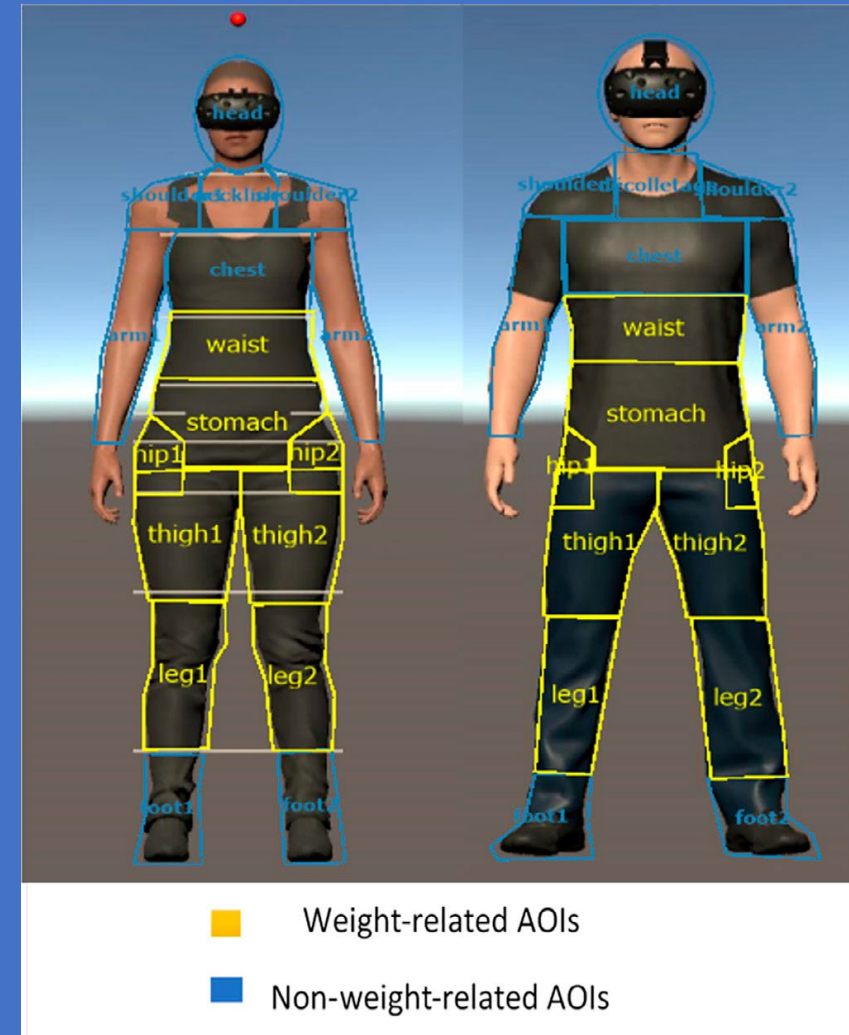
Study compared 2 groups when they owned their real-size virtual bodies.

- College female participants (n=45),
- College male participants (n=40).

Statistically significant interaction between gender and Attentional Bias (both Complete Fixation Time and Number of Fixations) ($p < .05$).

Overall, **women paid more attention to the weight-related body parts than men**, who in turn paid more attention to the non-weight related body parts (especially muscular-related body parts).

Body dissatisfaction levels did not significantly affect the results [16].



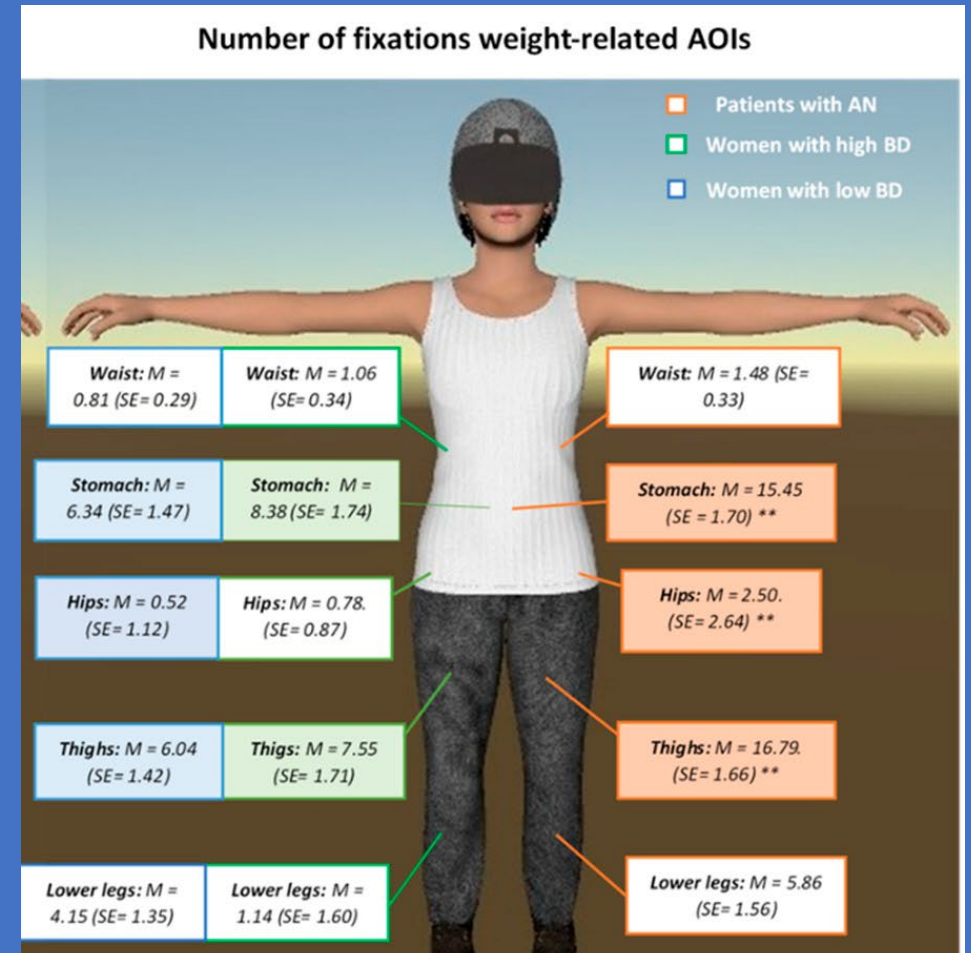
What has already been achieved:

2. Validity of VR-based body exposure to elicit FGW and body anxiety in AN patients

Study compared 3 groups when they viewed their real-size virtual bodies.

- Female patients with AN (n=30),
- College women with high Body Dissatisfaction (n=18),
- College women with low Body Dissatisfaction (n=25).

Patients with AN showed higher levels of Fear of Gaining Weight (FGW), body anxiety and body-related attentional bias (i.e., toward weight-related body parts) than healthy controls [17].



[17] Porrás-García, B.; Ferrer-García, M.; Serrano-Troncoso, E.; Carulla-Roig, M.; Soto-Usera, P.; Miquel-Nabau, H.; Shojaeian, N.; de la Montaña Santos-Carrasco, I.; Borszewski, B.; Díaz-Marsá, M.; Sánchez-Díaz, I.; Fernández-Aranda, F.; Gutiérrez-Maldonado, J. Validity of Virtual Reality Body Exposure to Elicit Fear of Gaining Weight, Body Anxiety and Body-Related Attentional Bias in Patients with Anorexia Nervosa. *Journal of Clinical Medicine* 2020, 9(10), 3210.

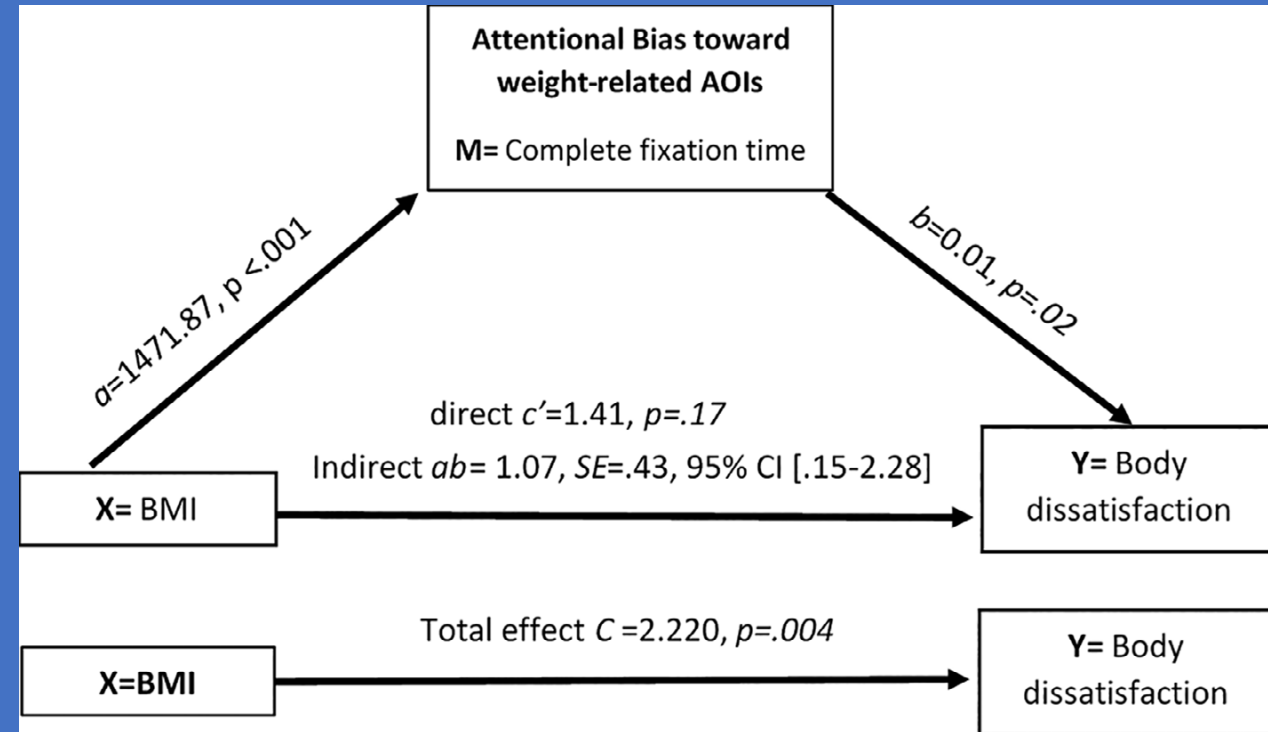
What has already been achieved:

3. *Body-related AB is a mediator between BMI and Body dissatisfaction*

Participants: 41 college women.

Mediation analysis revealed that **weight-related attentional bias mediated the relationship between body mass index (BMI) and body dissatisfaction** (but not body distortion).

These findings suggest that modifying weight-related attentional bias would be a useful treatment target for improving body dissatisfaction [18].



Mediation model analysis between BMI, body-related attention bias and body dissatisfaction

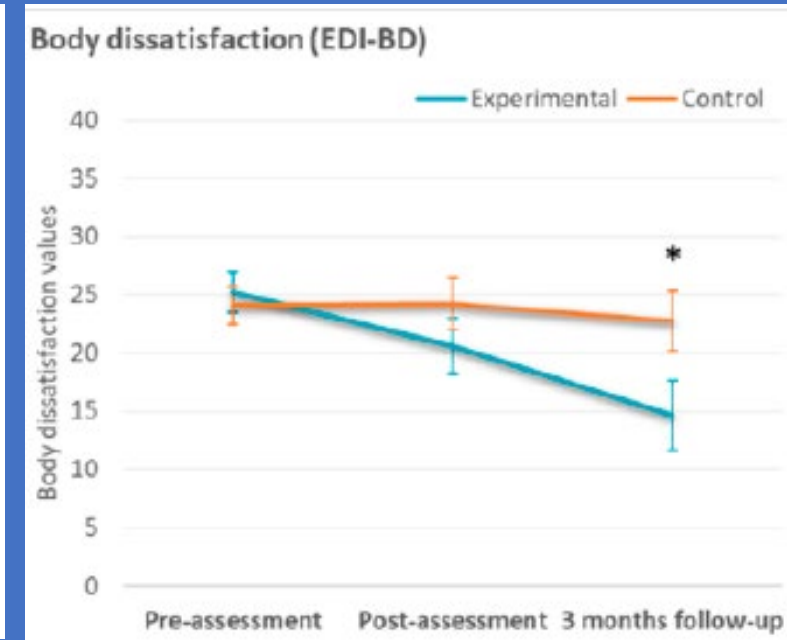
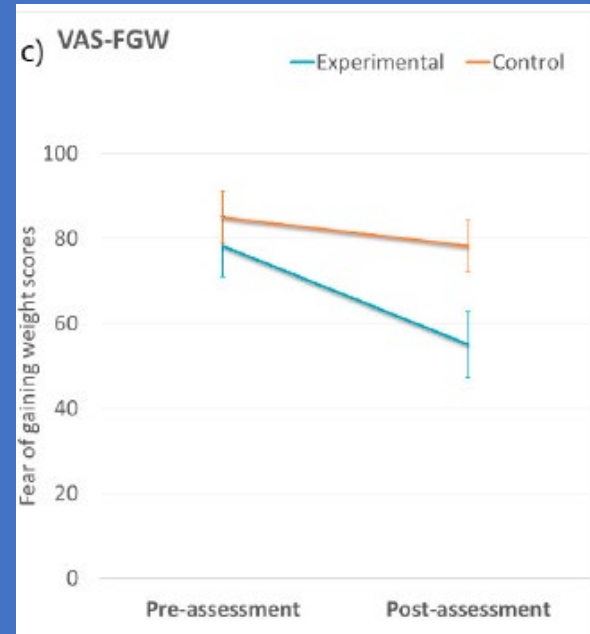
What has already been achieved:

4. VR-based Body exposure therapy reduces FGW and Body Image Disturbances in AN patients

Study compared:

- Control group: 19 patients with AN (TAU, i.e. *Treatment As Usual*).
- Experimental group: 16 patients with AN (TAU + 5 sessions of VR-based Body Exposure Therapy with BMI progressive increase of Virtual Body) .

After the intervention and at follow-up, the **experimental group showed significantly lower values in the FGW and BIDs** than the control group [19].



[19] Porrás-García, B.; Ferrer-García, M.; Serrano-Troncoso, E.; Carulla-Roig, M.; Soto-Usera, P.; Miquel-Nabau, H.; Fernández-Del castillo Olivares, L.; Marnet-Fiol, R.; de la Montaña Santos-Carrasco, I.; Borszewski, B.; Díaz-Marsá, M.; Sánchez-Díaz, I.; Fernández-Aranda, F.; Gutiérrez-Maldonado, J. AN-VR-BE. A Randomized Controlled Trial for Reducing Fear of Gaining Weight and Other Eating Disorder Symptoms in Anorexia Nervosa through Virtual Reality-Based Body Exposure. *Journal of Clinical Medicine* **2021**, 10(4), 682.

What has already been achieved:

5: Our VR-based ABMT procedure reduces Body-related Attentional Bias (AB)

Participants: 58 college women, divided into two groups depending on baseline AB (non-weight related predominant vs. weight-related AB predominant).

Study allowed us to determine that **150 trials (2 series of 75 trials) of figures' projection onto the avatar were sufficient to produce a significant reduction in AB measures (both CFT and NF) [20].**



Attentional Bias (Complete Fixation Time) means evolution over time. AB assessment time: 0 = baseline, 1 = after first ABMT series; 2 = after second ABMT series; 3 = after third ABMT series; 4 = after fourth ABMT series. 75 trials in each ABMT series.

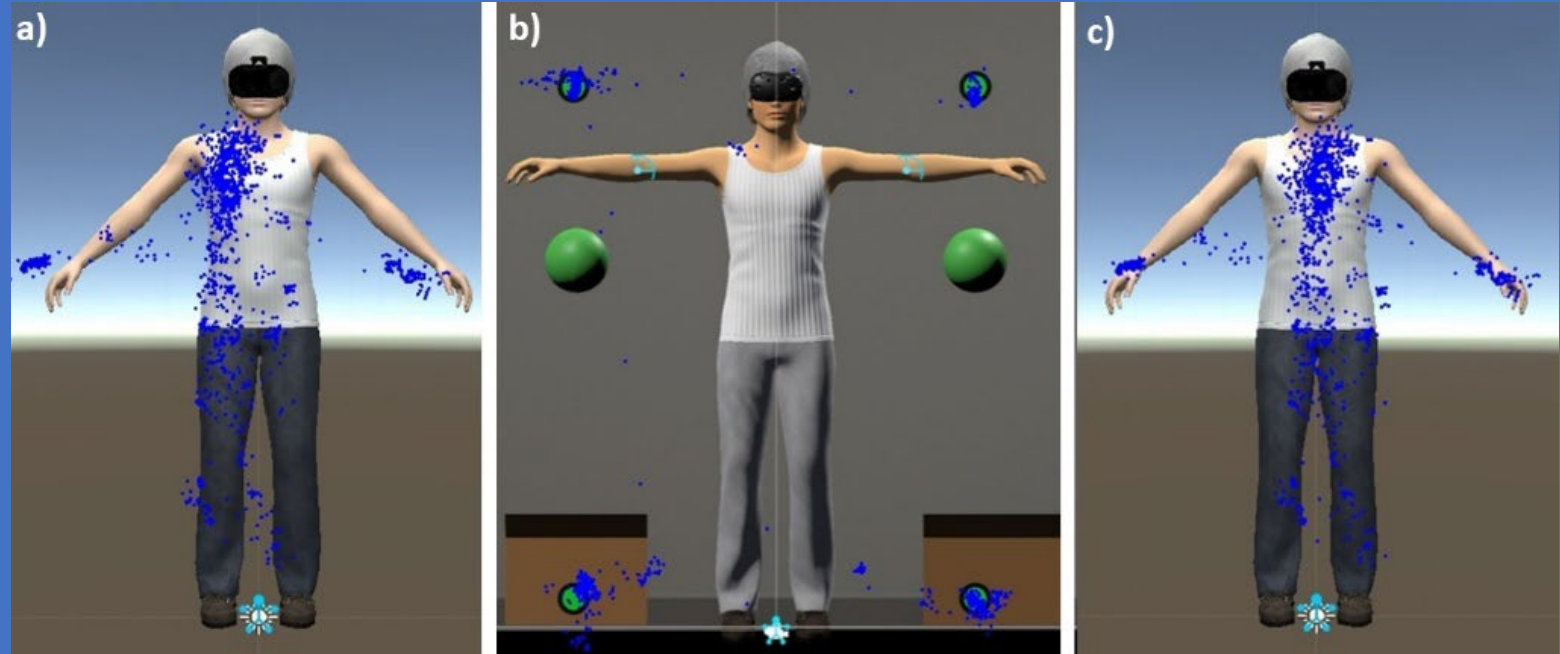
What has been already achieved: Technical improvements

Example: Drift correction

Drift effect may introduce random error in ET data (and thus in AB assessment).



We designed self-designed drift correction procedure and software to correct data for each participant and improve data accuracy.



From left to right:
a) example of RAW ET data,
b) adjustment based on four fixed “drift markers”,
c) drift-corrected

Work in progress

Ongoing: Clinical study



Participants (target): 75 female patients with AN

3 groups (randomized):

- **Control 1:** Treatment as usual (TAU): CBT.
- **Control 2:** TAU + 5 weekly sessions of VR-Based Exposure therapy with avatar's BMI increase.
- **Experimental:** TAU + 5 weekly sessions of VR-Based Exposure therapy with avatar's BMI increase and ABMT procedure (150 trials).

Follow-up session after 3 months.

**In collaboration with the Hospital
San Joan de Déu (Barcelona)**

SJD **Sant Joan de Déu**
Barcelona · Hospital

Work in progress

Ongoing: Clinical study



Measures:

- Attentional Bias (both CFT and NF),
- BIDs (both body dissatisfaction and body distortion),
- Fear of gaining weight (FGW) and Body Anxiety,
- Body Mass Index (BMI).

Main objective :

Analyze the increase in the efficacy of usual treatment by intensifying it with the addition of a VR-based body exposure component and by adding a VR-based attentional bias reduction component.

Preliminary results of clinical pilot study are promising: significant reduction of AB (Complete Fixation Time) on weight-related body parts and of body dissatisfaction levels.
(=> *Flashtalk of Ms. Mariarca Ascione*) [21].

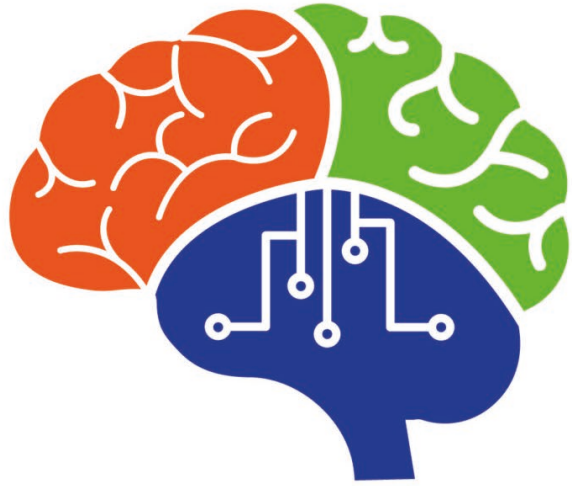
**In collaboration with the Hospital
San Joan de Déu (Barcelona)**

SJD **Sant Joan de Déu**
Barcelona · Hospital

[21] Ascione, M.; Carulla-Roig, M.; Miquel, H.; Porrás-García, B.; Meschberger-Anweiler, F.A.; Serrano-Troncoso, E.; Ferrer-García, M.; Gutiérrez-Maldonado, J. (2022). Validity of an Attentional Bias Modification Training based on Virtual Reality and Eye-Tracking in Anorexia Nervosa patients [Manuscript submitted for publication]. Department of Clinical Psychology and Psychobiology, Universitat de Barcelona.

Conclusions

VR and ET technologies might improve research and clinical practice in AN by providing new tools to help patients confront their core fears (i.e., food- or weight-related cues) and improve their emotional, cognitive, and behavioral responses to their body image.



International Multi-Brain

Barcelona Congress

Healthy | Pathological | Artificial

Thank you!

Contacts

Franck-Alexandre Meschberger-Annweiler: franck.meschberger@ub.edu

José Gutiérrez-Maldonado: jgutierrezm@ub.edu



UNIVERSITAT DE
BARCELONA



Sant Joan de Déu
Barcelona · Hospital



Institut de Neurociències
UNIVERSITAT DE BARCELONA