

Vivid memories.

No registrations found.

Ethical review	Positive opinion
Status	Pending
Health condition type	-
Study type	Interventional

Summary

ID

NL-OMON22994

Source

Nationaal Trial Register

Health condition

Intrusive memories; Posttraumatic Stress Disorder (PTSD); Intrusieve herinneringen; Posttraumatische stress-stoornis (PTSS)

Sponsors and support

Primary sponsor: Clinical and Health Psychology Utrecht University

Source(s) of monetary or material Support: NWO, VIDI Vernieuwingsimpuls to prof.dr. Iris Engelhard

Intervention

Outcome measures

Primary outcome

Frequency of intrusions measured with a structured clinical interview at 1 week after the aversive event.

Secondary outcome

1. Vividness and emotionality of intrusions immediately post-intervention, 1 week after the event, and 6 weeks after deployment;

2. PTSD symptom severity at 1 week after the aversive event and 6 weeks after deployment.

Study description

Background summary

N/A

Study objective

Soldiers deployed to Afghanistan who play the computergame "Tetris" within 24 hours after an aversive event show larger reductions in frequency of event-related intrusive memories at 1 week after the event than soldiers who do not play "Tetris".

Study design

Assessments will be scheduled before the intervention, immediately post-intervention, 1 week after the intervention and 6 weeks after deployment.

Intervention

Participants will be randomly allocated to one of two conditions:

1. Tetris (n=51);
2. Assessments Only (n=51).

The Tetris group will be asked to repeatedly bring the event to mind, while playing Tetris on a computer for 30 minutes. The Assessments Only group will be administered the same pre measures used in the Tetris group, and are asked to return after 30 min. to complete the post assessment. Both groups will be offered care as usual by the Dutch Defense Military Mental Health.

Contacts

Public

Heidelberglaan 1
M. Sijbrandij
Utrecht 3508 TC
The Netherlands
+31 (0)30 2539484

Scientific

Heidelberglaan 1
M. Sijbrandij
Utrecht 3508 TC
The Netherlands
+31 (0)30 2539484

Eligibility criteria

Inclusion criteria

1. Exposure to an event according to the stressor A1 criterion of the DSM IV; (American Psychiatric Association, 1994);
2. The event happened no longer than 24 hours earlier.

Exclusion criteria

Respondents are excluded if they:

1. Are not fully conscious at the time of the intervention;
2. Are severely injured (i.e., physically unable of undergoing the intervention);
3. Are suicidal;
4. Meet the criteria for any of the following DSM-IV diagnoses: psychotic disorders, bipolar disorder, depression with psychotic features, or PTSD.

Study design

Design

Study type:	Interventional
Intervention model:	Parallel
Allocation:	Randomized controlled trial
Masking:	Single blinded (masking used)

Control: Active

Recruitment

NL
Recruitment status: Pending
Start date (anticipated): 01-07-2010
Enrollment: 102
Type: Anticipated

Ethics review

Positive opinion
Date: 01-06-2010
Application type: First submission

Study registrations

Followed up by the following (possibly more current) registration

ID: 34053
Bron: ToetsingOnline
Titel:

Other (possibly less up-to-date) registrations in this register

No registrations found.

In other registers

Register	ID
NTR-new	NL2223
NTR-old	NTR2348
CCMO	NL32189.068.10
ISRCTN	ISRCTN wordt niet meer aangevraagd.
OMON	NL-OMON34053

Study results

Summary results

Engelhard, I. M., van den Hout, M. A., Weerts, J., Arntz, A., Hox, J. J., & McNally, R. J. (2007). Deployment-related stress and trauma in Dutch soldiers returning from Iraq. Prospective study. *Br.J.Psychiatry*, 191, 140-145.

Engelhard, I. M. & van den Hout, M. A. (2007). Preexisting neuroticism, subjective stressor severity, and posttraumatic stress in soldiers deployed to Iraq. *Can.J.Psychiatry*, 52, 505-509.

Engelhard, I. M., van den Hout, M. A., Janssen, W. C., & van der, B. J. (2010). Eye movements reduce vividness and emotionality of "flashforwards". *Behav.Res.Ther.*

Holmes, E. A., James, E. L., Coode-Bate, T., & Deerpse, C. (2009). Can playing the computer game "Tetris" reduce the build-up of flashbacks for trauma? A proposal from cognitive science. *PLoS.One.*, 4, e4153.

Sijbrandij, M., Olff, M., Reitsma, J. B., Carlier, I. V., De Vries, M. H., & Gersons, B. P. (2007). Treatment of acute posttraumatic stress disorder with brief cognitive behavioral therapy: a randomized controlled trial. *Am.J.Psychiatry*, 164, 82-90.

Sijbrandij, M., Olff, M., Reitsma, J. B., Carlier, I. V., & Gersons, B. P. (2006a). Emotional or educational debriefing after psychological trauma. Randomised controlled trial. *Br.J.Psychiatry*, 189, 150-155.