A virtual reality game for OCD

No registrations found.

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

Summary

ID

NL-OMON24956

Source
Nationaal Trial Register

Brief title
A virtual reality game for OCD

Health condition

Obsessive-Compulsive Disorder

Sponsors and support

Primary sponsor: Academic Medical Centre (AMC), Amsterdam
Source(s) of monetary or material Support: Academic Medical Centre (AMC), Amsterdam

Intervention

Outcome measures

Primary outcome

- Self-reported experienced emotional responses during the game, subdivided in anxiety, unrest, insecurity and control need.

- Number of compulsions performed in the VR-game

Secondary outcome

- Autonomic variables recorded during performance of the VR-game such as heart-rate variability and skin conductance

Study description

Background summary

Rationale:

Obsessive-compulsive disorder (OCD) is a chronic psychiatric disorder characterized by obsessions (e.g. contamination fear) and repetitive compulsions (e.g. excessive washing). To date, the severity of OCD symptoms is assessed with retrospective and largely subjective clinician-rated questionnaires. Interestingly, virtual reality (VR) can be used to actively provoke and assess OCD specific symptoms in a controlled and standardized environment. We will investigate a VR-game designed to provoke OCD symptoms and assesses OCD symptom severity in different OCD-specific situations. If OCD symptom severity can be assessed in VR, subjective and retrospective limitations will resolve, leading to more accurate, efficient and objective OCD diagnostics.

Objectives:

The main goal of this study is to validate the VR game. First, we will investigate whether the VR-game is able to provoke OCD-specific symptoms in OCD patients. The VR-game generates subjective and objective output scores. Subjective output scores are the self-reported emotional responses, subdivided in anxiety, unrest, insecurity and control need. Objective output scores express compulsive behaviour as performed in the VR-game. To objectify the self-reported emotional responses, autonomic effects will be recorded. We hypothesize that the subjective and objective output scores as well as the autonomic effects will be significantly higher in OCD patients as compared to healthy controls.

Study design:

Two groups of participants, consisting of OCD patients and healthy controls, will participate in this study. These groups will participate in a cross sectional study and will play the VR-game while autonomic effects are recorded.

Study objective

We expect the VR-game to provoke emotional responses and compulsive behavior in OCD patients. Additionally, we expect autonomic effects to correspond with emotional responses

in OCD patients.

We hypothesize that the subjective and objective output scores, as well as the autonomic effects, will be significantly higher in OCD patients as compared to healthy controls.

Study design

- Participation will take up to two hours. OCD patients will be called the day after to evaluate side-effects.

Intervention

Virtual reality game

Contacts

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Eligibility criteria

Inclusion criteria

- Diagnosis of primary OCD by DSM-IV criteria, confirmed by the Structured Clinical Interview for Diagnostic and Statistical Manual for Mental Disorders (SCID, DSM-IV)

- Age between 18-65

- Written informed consent of the subject

Exclusion criteria

- Severe neurological disorders (including seizures) and cardiovascular disorders, as derived from medical history

- Mental retardation

- Severe comorbid axis I disorders including schizophrenia like disorders and bipolar disorder

- Alcohol or substance abuse (including benzodiazepines) during the last 6 months

- Use of alcohol or benzodiazepines in the 24 hours prior to investigation or recreational drugs in the 72 hours prior to investigation

- Abnormal hearing and uncorrected vision

Study design

Design

Study type:	Interventional
Intervention model:	Parallel
Allocation:	Non-randomized controlled trial
Masking:	Open (masking not used)
Control:	Active

Recruitment

NL

Recruitment status:	Recruiting
Start date (anticipated):	24-02-2014
Enrollment:	54
Type:	Anticipated

Ethics review

Positive opinion

Date:	24-07-2016

Application type: First submission

Study registrations

Followed up by the following (possibly more current) registration

ID: 44773
Bron: ToetsingOnline
Titel:

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

No registrations found.

In other registers

Register	ID
NTR-new	NL5579
NTR-old	NTR5935
CCMO	NL46697.018.13
OMON	NL-OMON44773

Study results