A virtual reality game for OCD

Gepubliceerd: 24-07-2016 Laatst bijgewerkt: 19-03-2025

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...

Ethische beoordeling	Positief advies
Status	Werving gestart
Type aandoening	-
Onderzoekstype	Interventie onderzoek

Samenvatting

ID

NL-OMON24956

Bron
Nationaal Trial Register

Verkorte titel
A virtual reality game for OCD

Aandoening

Obsessive-Compulsive Disorder

Ondersteuning

Primaire sponsor: Academic Medical Centre (AMC), Amsterdam
Overige ondersteuning: Academic Medical Centre (AMC), Amsterdam

Onderzoeksproduct en/of interventie

Uitkomstmaten

Primaire uitkomstmaten

- Self-reported experienced emotional responses during the game, subdivided in anxiety, unrest, insecurity and control need.
- Number of compulsions performed in the VR-game

Toelichting onderzoek

Achtergrond van het onderzoek

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.

Doel van het onderzoek

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.

Onderzoeksopzet

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

Onderzoeksproduct en/of interventie

Virtual reality game

Contactpersonen

Publiek

Meibergdreef 9

Martine van Bennekom
Amsterdam 1105 AZ
The Netherlands

Wetenschappelijk

Meibergdreef 9

Martine van Bennekom
Amsterdam 1105 AZ
The Netherlands

Deelname eisen

Belangrijkste voorwaarden om deel te mogen nemen (Inclusiecriteria)

- 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

Belangrijkste redenen om niet deel te kunnen nemen (Exclusiecriteria)

- 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

Onderzoeksopzet

Opzet

Type:	Interventie onderzoek
Onderzoeksmodel:	Parallel
Toewijzing:	Niet-gerandomiseerd
Blindering:	Open / niet geblindeerd
Controle:	Actieve controle groep

Deelname

Nederland

Status:	Werving gestart
(Verwachte) startdatum:	24-02-2014
Aantal proefpersonen:	54
Type:	Verwachte startdatum

Ethische beoordeling

Positief advies

Datum:	24-07-2016
Soort:	Eerste indiening

Registraties

Opgevolgd door onderstaande (mogelijk meer actuele) registratie

ID: 44773
Bron: ToetsingOnline
Titel:

Andere (mogelijk minder actuele) registraties in dit register

Geen registraties gevonden.

In overige registers

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

Resultaten