

Virtual Reality Game for Aggressive Impulse Management (VR-GAIME)

No registrations found.

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

Summary

ID

NL-OMON22120

Source

Nationaal Trial Register

Brief title

VR-GAIME

Health condition

Aggressive behavior
Aggression
Aggression regulation
Aggression treatment
Agressief gedrag
Agressie
Agressie regulatie
Agressie behandeling
Virtual reality

Sponsors and support

Primary sponsor: Vrije Universiteit Amsterdam
Pompestichting

Source(s) of monetary or material Support: European Research Council

Intervention

Outcome measures

Primary outcome

Aggressive behavior measured before, half-way and end of treatment

Secondary outcome

Aggressive impulses

Hostile interpretation bias

Approach/avoidance tendencies

Reactive/proactive aggression

Trait aggression

State/trait anger

Psychopathy

Experience of distinct emotions

Study description

Background summary

Recent research has linked chronic anger management problems to reactive increases in approach motivation to socially threatening stimuli. This opens the door to a new generation of anger management interventions targeting the motivational component of anger. Laboratory findings indicate that training avoidance movements to angry faces may lower anger and aggression among healthy participants, especially those high in trait anger. The proposed study extends this training to a sample with clinically relevant aggression problems. To enrich the training, it has been made into a virtual reality game. The effectiveness of the Virtual Reality Game for Aggressive Impulse ManagEment (VR-GAIME) will be tested in a randomized controlled trial among forensic psychiatric outpatients with aggression regulation problems. Participants who receive general aggression treatment will play either the VR-GAIME or a placebo game. Anger will be assessed using self-report and aggressive impulses via self-report, a validated laboratory paradigm and clinician ratings. We predict that the combination of the VR-GAIME and general aggression treatment will be more successful in reducing aggressive behavior.

Study objective

We predict that the combination of the VR-GAIME and general aggression treatment will be more successful in reducing aggressive behavior.

Study design

Screening regarding in- and exclusion criteria

Baseline measurement

Start treatment (total duration of 12 weeks)

Half-way measurement

End of treatment measurement

Intervention

Aggression regulation in combination with a virtual reality game to train the automatic tendency to approach social threat

VR-GAIME will be provided alongside the first 5 sessions of the general aggression treatment. Half of the participants will receive a placebo game in which avoidance behavior will not be trained

Contacts

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Eligibility criteria

Inclusion criteria

- 1) male seks
- 2) aggression regulation treatment is indicated

Exclusion criteria

- 1) current major depression
- 2) current severe addiction
- 3) lifetime bipolar disorder
- 4) lifetime psychosis

Study design

Design

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

Recruitment

NL	
Recruitment status:	Recruiting
Start date (anticipated):	29-01-2018
Enrollment:	60
Type:	Anticipated

Ethics review

Positive opinion

Date: 25-10-2017
Application type: First submission

Study registrations

Followed up by the following (possibly more current) registration

No registrations found.

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

No registrations found.

In other registers

Register	ID
NTR-new	NL6801
NTR-old	NTR6986
Other	ERC : ART (693623)

Study results