

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

Gepubliceerd: 25-10-2017 Laatste bijgewerkt: 07-12-2022

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

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

Samenvatting

ID

NL-OMON22120

Bron

Nationaal Trial Register

Verkorte titel

VR-GAIME

Aandoening

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

Ondersteuning

Primaire sponsor: Vrije Universiteit Amsterdam

Pompestichting

Overige ondersteuning: European Research Council

Onderzoeksproduct en/of interventie

Uitkomstmaten

Primaire uitkomstmaten

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

Toelichting onderzoek

Achtergrond van het onderzoek

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.

Doel van het onderzoek

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

Onderzoekopzet

Screening regarding in- and exclusion criteria

Baseline measurement

Start treatment (total duration of 12 weeks)

Half-way measurement

End of treatment measurement

Onderzoeksproduct en/of interventie

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

Contactpersonen

Publiek

Danique Smeijers

[default]

The Netherlands

Wetenschappelijk

Danique Smeijers

[default]

The Netherlands

Deelname eisen

Belangrijkste voorwaarden om deel te mogen nemen (Inclusiecriteria)

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

Belangrijkste redenen om niet deel te kunnen nemen (Exclusiecriteria)

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

Onderzoeksopzet

Opzet

Type:	Interventie onderzoek
Onderzoeksmodel:	Parallel
Toewijzing:	Gerandomiseerd
Blinding:	Dubbelblind
Controle:	Placebo

Deelname

Nederland	
Status:	Werving gestart
(Verwachte) startdatum:	29-01-2018
Aantal proefpersonen:	60
Type:	Verwachte startdatum

Ethische beoordeling

Positief advies	
Datum:	25-10-2017
Soort:	Eerste indiening

Registraties

Opgevolgd door onderstaande (mogelijk meer actuele) registratie

Geen registraties gevonden.

Andere (mogelijk minder actuele) registraties in dit register

Geen registraties gevonden.

In overige registers

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

Resultaten