VIRTUAL REALITY EXPOSURE THERAPY IN ANXIETY DISORDERS: A QUANTITATIVE META-ANALYSIS

(David Opris, Sebastian Pintea, Azucena García-Palacios, Cristina Botella, Stefan Szamosközi, and Daniel David)

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Anton Görgl Bsc 0826681

Introduction

- Est. 13,6% of EU population has anxiety disorders (18,1% US)
- Exposure based treatments
 - Form of cognitive behavior therapy (CBT)
 - Among most effective evidence based treatments

Virtual reality exposure therapy (VRET)

- Systematic exposure to feared stimuli within a relevant context and setting
- Standalone or combined with classic therapy
 - Cognitive-behavioral therapy (CBT)
 - Change thoughts, believes, attitudes
 - Behavioral therapy (BT)
 - Exposure therapy
 - VRET

Previous meta-analysis

- VRET as standalone
 - Esp. not combined with evidence based interventions
- Often no control group
- Often no randomized clinical trail
- Small number of studies
- Sometimes not state of the art therapy

• Meyerbröker K, Emmelkamp P. Virtual reality exposure therapy in anxiety disorders: a systematic review of process-and-outcome studies. Depress Anxiety 2010;27:933–944.

• Powers M, Emmelkamp P. Virtual reality exposure therapy for anxiety disorders: a meta-analysis. J Anxiety Disord 2008;22:561–569.

This meta-analysis

- VRET combined with CBT or BT
- Control:
 - Classic evidence based interventions
 - CBT / Group CBT
 - often combined with in vivo exposure
 - Imaginal exposure
 - Waitlist
- 21 Articles from 2000 2011

Primary outcomes

- Determine effects of therapy
- Behavioral measurements
 - e.g. actual flights
- Clinical improvement measures
 - Reduction of panic attacks in a timeframe
 - Reduction of severity of panic attacks
- Questionnaires and scales.

Fear of flight – primary outcomes

- Fear of flying inventory
- questionnaire on attitudes toward flying
- fear of flying scale
- general fear of flying questionnaire
- flight anxiety situations questionnaire
- flight anxiety modality questionnaire

Timeline

- 1995: Release Nintendo Virtual Boy
- 2000: Rothbaum B, Hodges L, Smith S, et al. A controlled study of virtual reality exposure therapy for the fear of flying. J Consult Clin Psychol 2000;68:1020–1026.
- 2009: Difede J, Cukor J, Jayasinghe N, et al. Virtual reality exposure therapy for the treatment of posttraumatic stress disorder following September 11, 2001. J Clin Psychiatry 2007;68:1639–1647.
- 2011: Tortella-Feliu M, Botella C, Llabre's J, et al. Virtual reality versus computer-aided exposure treatments for fear of flying. Behav Modif 2011;35:3–30.
- 2012: Oculus Rift Kickstarter
- 2016: Release Oculus Rift CV1 and HTC vive

A controlled study of virtual reality exposure therapy for the fear of flying.

Rothbaum B, Hodges L, Smith S, et al. J Consult Clin Psychol 2000;68:1020–1026.

Method

- 45 / 49 subjects completed (15 per group finished)
- 3 Groups, random assignment
 - VRET
 - Standard exposure
 - Waitlist
- Follow ups
 - Pen and Paper measures after 6 and 12 months
 - Actual 1,5h flight (group of 5)

Method

- 8 individual sessions over 6 weeks
- First 4 Sessions identical for VRET and in vivo
 - 1h each
 - Cognitive restructuring against irrational thoughts
 - "this plane is going to crash"
 - "I will panic and embarrass myself / have a heart attack"

VRET

- Sitting in Plane
 - Window seat
 - Look around
- Simulation
 - Take-off, landing
 - Flying in calm and stormy weather
 - Ambient sound
 - Weather, flight attendants,
 - Vibration though chair
- Allowed to progress at own pace



In vivo

- At airport
- 2 Sessions combined due to travel time
- Session 5, 6: Preflight stimuli
 - Ticketing, parked planes, waiting area
- Session 7, 8: on stationary airplane
 - Imagining takeoff, cruising, landing

Hardware

- Pentium II 300MHz
- 128 MB RAM
- Fire GL 1000 GPU
- Virtual Research VR6 HMD with headset
- ThunderSeat
 - embedded 100W Subwoofer
 - Noise and vibration
 - Airplane seatbelt

Virtual Research VR6

- 1998
- LCD 640x480 60hz non-interlaced, per eye
- Head tracking: 3rd Party solution, not included
- Focus plane: 3ft (91cm), fixed



ThunderSeat

- Developed for military air combat trainers
- 15-100W subwoofer in base for vibration

Virtual Reality Exposure Therapy for the Treatment of Posttraumatic Stress Disorder Following September 11, 2001

Difede J, Cukor J, Jayasinghe N, et al. J Clin Psychiatry 2007;68: 1639–1647

Hardware

- Dell 530 workstation
- Dual 2 Ghz CPUs
- 2GB RAM
- Wildcat 5110 GPU
- Kaiser XL-50 VR helmet
- Polhemus Fastrak position tracking

Kaiser XL-50 VR helmet

- 1024x768 60hz LCD per eye
- 40° horizontal FOV, 30° vertical
- Tracking: not included



Polhemus Fastrak

- 6 DOF
- 120Hz update rate
- 4ms latency
- Accuracy: 0.03 inch (0.76mm) and 0,15°
- Standard range: 4-6ft, (122-182cm)
 - Extendible with long range transmitters
- Tracks with magnetic field

Method

- Waitlist
- VRET
 - Up to 14 sessions (mean= 7,5 StdDev=3,6)
 - Min 6 weeks
 - 45 min / session in VR
 - Asked to recite trauma as if it were happening again
 - Questions about experience from therapist

VRET scenarios

- Jet flies over WTC, no crash. Street sounds.
- Jet hits building,
 - no explosion
 - explosion, no sound effect
 - explosion with sound
- Burning and smoking building with hole
 - no screaming
 - Screaming
 - Screaming and people jumping
- 2nd plane in 2nd tower with audible explosion
- 2nd Tower collapses with dust cloud
- 1st Tower collapses with dust cloud
- Full Sequence

Result

- Treatment showed significant improvement over non-treatment (Waitlist)
- 5/10 patients had participated in imaginal exposure therapy without improvements before VRET. After VRET they showed over 25% in symptoms reduction.

Fear of public speaking

- VRET
 - Auditorium with audience and speaking podium
 - Significant improvements
 - Self report, heart rate
- Control
 - Trivial VR scene
 - No meaningful change



Fig. 2 Virtual classroom for the fear of public speaking (*Courtesy of* Virtually Better)

PTSD - Vietnam

- Virtual Jungle clearing
 - Jungle sounds
 - Gunfire
 - Helicopter
 - Screams
 - Explosions

Fig. 3 Virtual Vietnam scenarios (Courtesy of Virtually Better)

- Interior of Huey helicopter
 - Flying over terrains

Cohen's d

- No effect (0 0,2)
- Low effect (0,2 0,5)
- Medium effect (0,5 0,8)
- Large effect (>0,8)
- Groups of same size and variance: $D = \frac{\mu_1 \mu_2}{\sigma}$.
- Cohen's D: weighted average mean

Aggregated results (grouped by disorder)

Study

Rothbaum et al. Rothbaum et al. Wiederhold et al. Mühlberger et al. Rothbaum et al. Rothbaum et al. Krijn et al. Choi et al. Botella et al. Botella et al. Peñate et al. Pitti et al. Klinger et al. Wallach et al. Wallach et al. Robillard et al. Robillard et al. García-Palacios et al. Michaliszyn et al. St-Jacques et al. Emmelkamp et al. Krijn et al. Difede et al.

Disorder Fear of flying Panic disorder/agoraphobia Panic disorder/agoraphobia Panic disorder/agoraphobia Panic disorder/agoraphobia Panic disorder/agoraphobia Social phobia Social phobia Social phobia Social phobia Social phobia Arachnophobia Arachnophobia Arachnophobia Acrophobia Acrophobia PTSD

Treatment	Comparison	N Cohen's d		
VRE+CBT	IVE+CBT	<i>30</i>	0,1	
VRE+CBT	Waitlist	30	0,64	
VRE+BT	IMEx	30	0,46	
VRE+CBT	CBT	37	1,28	
VRE+CBT	IVE+CBT	54	-0,06	
VRE+CBT	Waitlist	54	0,47	
VRE+BT	CBT	45	0,41	
VRE+CBT	IVE+CBT	40	-0,45	
VRE+CBT	IVE+CBT	24	-0,16	
VRE+CBT	Waitlist	25	1,74	
VRE+CBT	IVE+CBT	28	0,33	
VRE+CBT	IVE+CBT	27	0,15	
VRE+CBT	IVE+GrCBT	36	-0,18	
VRE+CBT	IMEx+CBT	58	0,34	
VRE+CBT	Waitlist	58	0,85	
VRE+CBT	IVE+CBT	30	0,12	
VRE+CBT	Waitlist	29	1,34	
VRE+BT	Waitlist	23	<i>2,3</i> 8	
VRE+CBT	IVE+CBT	32	-0,26	
VRE+CBT	IVE+CBT	31	0,01	
VRE+BT	IVE	33	0,24	
VRE+BT	Waitlist	28	1,11	
VRE+BT	Waitlist	21	1,82	

Aggregated results (grouped by comparison treatment)

Study	Disorder	Treatment	Comparison	NC	ohen's d
Rothbaum et al.	Fear of flying	VRE+CBT	Waitlist	54	0,47
Rothbaum et al.	Fear of flying	VRE+CBT	Waitlist	30	0,64
Wallach et al.	Social phobia	VRE+CBT	Waitlist	58	0,85
Krijn et al.	Acrophobia	VRE+BT	Waitlist	28	1,11
Robillard et al.	Social phobia	VRE+CBT	Waitlist	29	1,34
Botella et al.	Panic disorder/agoraphobia	VRE+CBT	Waitlist	25	1,74
Difede et al.	PTSD	VRE+BT	Waitlist	21	1,82
García-Palacios et al.	Arachnophobia	VRE+BT	Waitlist	23	2,38
Choi et al.	Panic disorder/agoraphobia	VRE+CBT	IVE+CBT	40	-0,45
Michaliszyn et al.	Arachnophobia	VRE+CBT	IVE+CBT	32	-0,26
Klinger et al.	Social phobia	VRE+CBT	IVE+GrCBT	36	-0,18
Botella et al.	Panic disorder/agoraphobia	VRE+CBT	IVE+CBT	24	-0,16
Rothbaum et al.	Fear of flying	VRE+CBT	IVE+CBT	54	-0,06
St-Jacques et al.	Arachnophobia	VRE+CBT	IVE+CBT	31	0,01
Rothbaum et al.	Fear of flying	VRE+CBT	IVE+CBT	30	0,1
Robillard et al.	Social phobia	VRE+CBT	IVE+CBT	30	0,12
Pitti et al.	Panic disorder/agoraphobia	VRE+CBT	IVE+CBT	27	0,15
Emmelkamp et al.	Acrophobia	VRE+BT	IVE	33	0,24
Peñate et al.	Panic disorder/agoraphobia	VRE+CBT	IVE+CBT	28	0,33
Wallach et al.	Social phobia	VRE+CBT	IMEx+CBT	58	0,34
Wiederhold et al.	Fear of flying	VRE+BT	IMEx	30	0,46
Krijn et al.	Fear of flying	VRE+BT	CBT	45	0,41
Mühlberger et al.	Fear of flving	VRE+CBT	CBT	37	1.28

Choi et al. Peñate et al. Panic disorder/agoraphobia Panic disorder/agoraphobia

VRE+CBT IVE+CBT VRE+CBT IVE+CBT 40 **-**0,45 28 **0**,33 ?

Choi et al. (2005)

- Evaluation (6 month follow-up)
 - End state functioning
 - 4 weeks panic free
 - panic severity rating < 2 / 9
 - Pen & Paper
 - Medication discontinuation
- Treatment
 - Panic Control Program (Control)
 - 12x 2h group session, weekly
 - 1 9 theory / training
 - 10 12 in vivo
 - VRET
 - 4x 2h group, weekly
 - + 3x 30 min VR individually
 - Last session in vivo

Peñate et al. (2008)

- Evaluation
 - Pen & Paper
 - Physiological (pulse, skin resistance)
 - Behavioral avoidance
 - Time until in vivo aborted (max 10min)
- Treatment
 - Both 11x 45min individual sessions weekly
 - Session 1-3 theory / training
 - CBT (Control)
 - Sessions 4-11 in vivo
 - VRET
 - 2,5m x 2m 1024x768 projection screen
 + polarized 3D glasses
 - Sessions 4-11 alternating VR / IVE (4x each)
 - 15-20 min in VR each session

VRET vs. waitlist

- Overall large statistically significant effect.
 D=1,12 Var D=0,34 P<5%
- Social phobia: D=1,01 Var D=0,05 P<5%
- Fear of Flight: D=0,53 Var D=0,007 P<5%

VRET vs. classic evidence based interventions

- Post treatment, Primary outcome level
 - No overall effect (D=0,16 Var D=0,16 P>5%)
 - Positive effect in fear of flying (D=0,4 Var D=0,01 P>5%)
 - Result not statistically significant
- Post treatment, behavioral level
 - No overall effect (D=-0,03 Var D=0,07 P>5%)
 - Arachnophobia negative effect(D=-0,27 Var D=0,07 P>5%)
 - Result not statistically significant
- Post treatment, real life assessment
 - Panic disorder (D=-0,22 Var D=0,02 P<5%)
 - statistically significant, favoring classical interventions.

VRET vs. classic evidence based interventions

- Follow-up after 3 6 months, primary outcome
 - Overall no effect (D=-0,02 Var D=0,18)
- Follow-up after 12 months, primary outcome
 - Overall no effect (D=-0,11 Var D=0,01)
- Follow-up, behavioral level
 - Overall low effect (D=0,24 Var D=0,09 P>5%)
 - Flight: D=0,33 Var D=0,08 P<5%
- Follow up, clinical improvement
 - Panic disorder: D=-0,2 Var D=0,02 P>5%

Dose response

- Linear relationship between number of sessions and effect size of each study
- Weighted linear regression
- Result:
 - Correlation between Sessions and effect size.

Dropout rate

- VRET: 16/174
- In vivo: 20/181
- Overall no difference

Conclusion

- Not meant to show effect of VRET by itself
- VRET together with evidence based interventions
- Similar results as evidence based interventions without VR component
 - Slight benefit for classic approach for clinical measures for panic disorders
 - Slight benefit for VRET for fear of flight in follow-ups for primary outcome and real life impact

Advantages VRET

- Can be performed in therapists office
 - Convenient, safe
 - Better control over content and pace
- Repeatable
- Customizable
- Cost effective (plane tickets)

Advantages VRET

- PTSD treatment
 - Help recall otherwise inaccessible traumatic memories required to solve problem
 - In vivo impossible (9/11, WTC no longer exists)
 - In vivo unsafe (combat related PTSD)
- Can increase likelihood to seek treatment
 - Seems less intimidating to face fears in VR than RL

Dropouts

- No significant difference between VRET and classical
- Reasons rarely mentioned in papers
- Sometimes no emotional reaction to the VR environment
 - Drop out or
 - Moved to in vivo
- Sometimes no reaction to classic therapy, but VR

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