



Conferința Diaspora în Cercetarea Științifică și Învățământul Superior din România

București, 21-24 Septembrie 2010

Psihologie și Tehnologie

**Roboterapie, Tehnologiile Virtuale și Informatică:
Implicații și Aplicații în Științele Cognitive Clinice
Cadru General al Workshopului**

Professor, Ph.D., Daniel DAVID

- Babeș-Bolyai University, Romania
- Mount Sinai School of Medicine, USA (adjunct professor)

**Consultant (materiale/prezentare): Dr. Albert Rizzo, Institute for Creative
Technology/University of Southern California; prezentare in 2007 la UBB**

Scopul Workshop-ului

- **Workshop-ul va explora dezvoltările interdisciplinare de frontieră privind relația dintre Psihologie și Tehnologie, mai precis între robotică, tehnologii virtuale și informatice pe de o parte și științele cognitive clinice (ex. psihodiagnostic, psihologie clinică/psihoterapie) pe de altă parte. Implicațiile vor fi discutate atât la nivelul mecanismelor etiopatogenetice ale sănătății și bolii, cât și la nivelul tehnologiilor psihologice de tratament (inclusiv reabilitare), de promovare a sănătății mintale și de optimizare psihologică a (minții) subiectului uman (ex. optimizarea memoriei, învățării, deciziei, autocontrolului emoțional și comportamental, calității vieții și funcționării sociale).**
- **Abordarea va fi una interdisciplinară, la Workshop participând psihologi, informaticieni, ingineri, medici, biologi, precum și alți specialiști implicați în domeniu.**
- **Vom ținti și crearea unei rețele internaționale în domeniu, care să susțină aplicații de granturi și colaborări.**
- **Vom prezenta Platforma de excelență în roboterapie și psihoterapie prin realitate virtuală existentă în țară – Platform for Robotherapy and Virtual Reality Psychotherapy (<http://www.psytech.ro>) – și vom analiza cum poate fi ea utilizată pentru cercetări, servicii și activități didactice internaționale.**

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Agenda

- **Despre noi...**
- **Cadrul Științific General și Fundamente ale Tematicii Workshop-ului**



BABEŞ-BOLYAI UNIVERSITY



- **Its history starts in 1581**
- **Motto: “Truth Through Justice and Scientific Work” sau “Traditio Nostra Unacum Europae Virtutibus Splendet”**
- **Today:**
 - **the most diversified (in terms of specializations) and the most complex higher education institution in Romania**
 - **+ 50 000 students**
 - bachelor/master/doctoral/postdoctoral
 - **Three main lines of studies**
 - Romanian; Hungarian; German; Others: (e.g., Hebrew, Chinese)
 - **Ranking**
 - First in Romania – according to (a) the National Council for Research (CNCSIS 2005-2010); (b) Kienbaum Management Consultants
 - 600+ in “Times” Ranking (UBB-500 Project)
 - **Schools of Excellence:**
 - Chemistry (organometallic)
 - Physics (nanotechnology, computational)
 - Geology
 - Biology (genetics and molecular)
 - (Clinical) Cognitive Sciences
 - European Philosophy/Logics/Argumentation



About the Clinical Program

- **Department of Clinical Psychology and Psychotherapy**
 - Its history starts from Wundt-Goangă-Roșca-Radu-today...
 - Ranked on the first place in Romania by the Romanian Association of Researchers “Ad-Astra”
 - Undergraduate
 - Graduate
 - Master
 - Doctoral
 - Postgraduate/Postdoctoral



- **Fours research programs**

- **Robotics/robotherapy and Virtual reality assessment and psychotherapy. Program director: Dr. Daniel DAVID. Infrastructure: The Platform for Robotics/Robotherapy and Virtual Reality Therapy (www.psytech.ro) (Centers and Laboratories)**
- **Biological models (e.g., ethological, evolutionary) of psychopathology. Program director: Dr. Alina RUSU/Dr. Ovidiu ANDRONESI. Infrastructure: The Platform for Advanced Imaging - fMRI/EEG - in Clinical Cognitive Sciences and the Clinical Research Unit**
- **Infant, child, and adolescent psychopathology: Health promotion and treatment Program directors: Dr. Viorel LUPU (associate member), Dr. Daniel DAVID, and Dr. Anca DOBREAN. Infrastructure: The Clinical Research Unit**
- **Adult and Old Age Psychopathology: Health promotion and treatment. Program director: Dr. Aurora SZENTAGOTAI. Infrastructure: The Clinical Research Unit**



Babeş-Bolyai University
Department of Clinical Psychology
and Psychotherapy

The International Institute for the Advanced Studies
of Psychotherapy and Applied Mental Health



www.clinicalpsychology.ro

www.psychotherapy.ro



Head of Department / Director of Institute

Division of Education

Division of Research

Division of Professional Training and Services

Bachelor's Degree	Master's Degree	Doctorate Degree PhD	Post-doc. Program (research)	Post-univ. continuing education
"Albert Ellis" Educational Laboratory for Clinical Psychology and Psychotherapy				

Program Rotherapy and Virtual reality assessment and psychotherapy	Program Biological models of psychopathology	Program Infant, child, and adolescent psychopathology: Health promotion and treatment	Program Adult and elder psychopathology: Health promotion and treatment.
Robototherapy and Virtual Reality Psychotherapy Platform (Centers and Laboratories)	Advanced Imaging - fMRI/ EEG - in Cognitive and Clinical Sciences Platform (Centers and Laboratories)	Clinical Research Unit	
Journal of Cognitive and Behavioral Psychotherapies Thomson ISI/SSCI - Web of Science PSYCHINFO, IBBS, EBSCO, PROQUEST			

"Babeş-Bolyai Psy-Tech" Psychological Clinic www.clinicadepsihologie.ro
Romanian Center for Psychological Assessment and Evidence-based Psychotherapies Founded in collaboration with the Romanian Association for Cognitive and behavioral Psychotherapies

Note: The Institute is the spearhead of the Department of Clinical Psychology and Psychotherapy in the international-level competition.

About Department/Institute

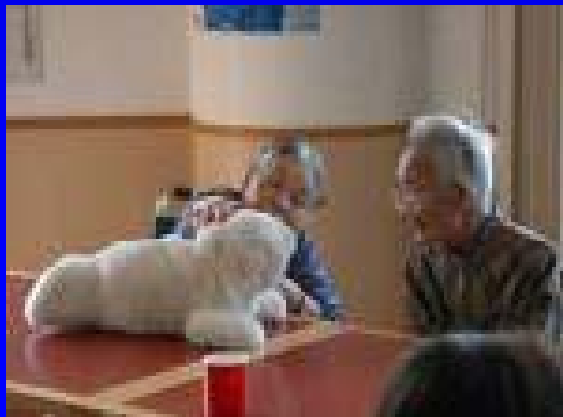
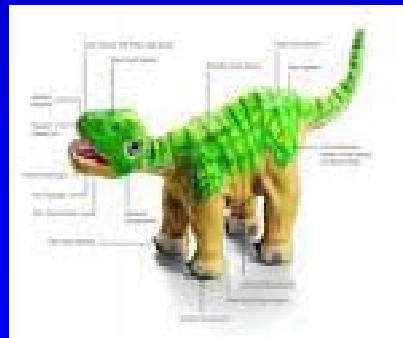
- **Paradigms:**
 - **Evidence-based (e.g., Clinical trials)**
 - Efficacy/effectiveness
 - Theory/mechanism of change
 - Cost-effectiveness
 - **Clinical Cognitive science (cognitive-behavioral therapies)**
 - Knowledge
 - Computational
 - Algorithmic-representational
 - Implementational (neurobiological)

About Department/Institute

- **The team:**
 - **Psychologists, physicians, biologists, sociologists, computer scientists**
 - **Trained both in Romania and abroad (USA, UK, France)**

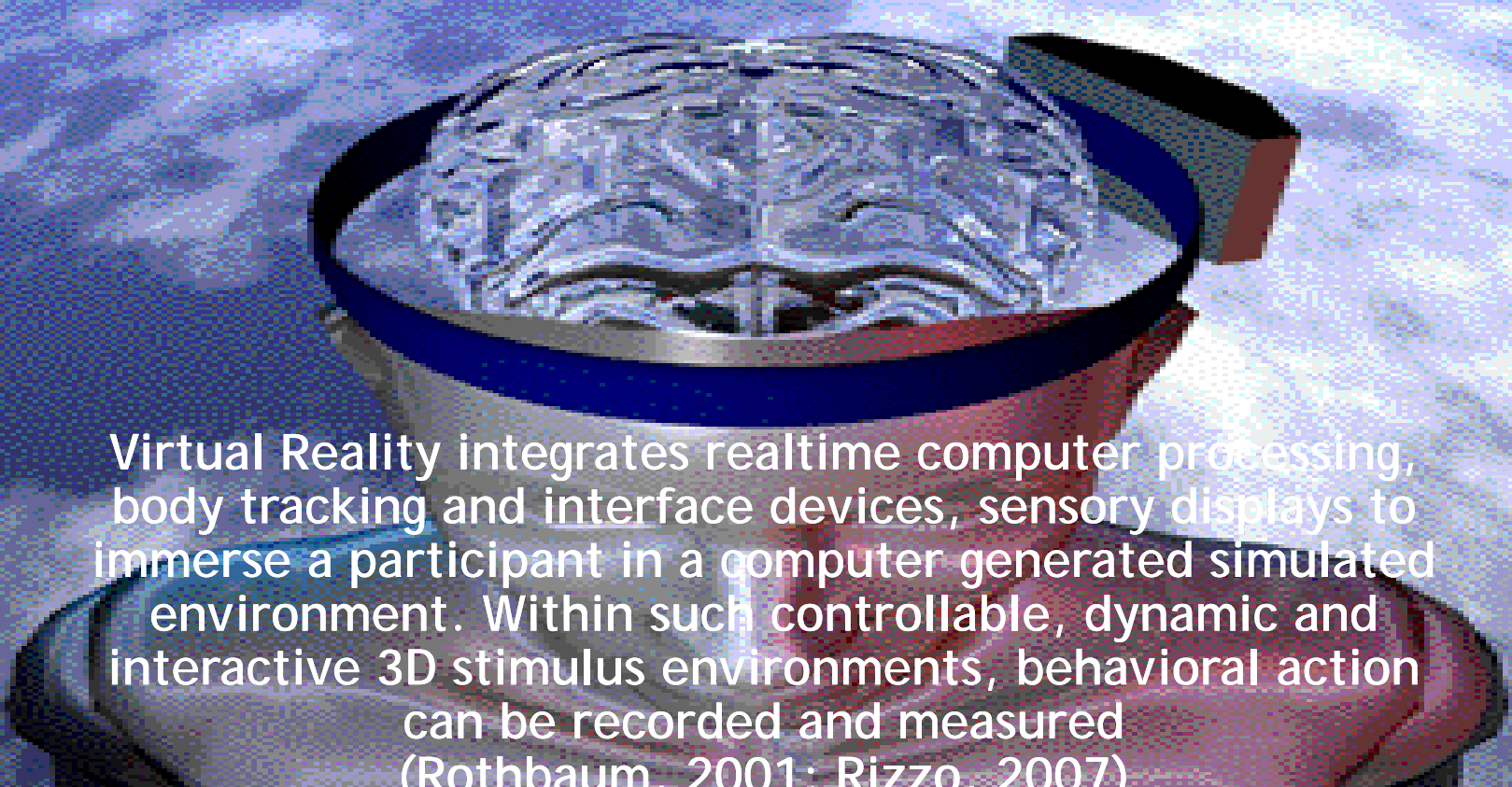
About Department/Institute

- **Robotherapy and Virtual Reality Therapy Platform**
 - **Robotherapy (examples from international studies)**



About Department/Institute

- **Robotherapy and Virtual Reality Therapy Platform**
 - **Virtual Reality - Definition**



Virtual Reality integrates realtime computer processing, body tracking and interface devices, sensory displays to immerse a participant in a computer generated simulated environment. Within such controllable, dynamic and interactive 3D stimulus environments, behavioral action can be recorded and measured
(Rothbaum, 2001; Rizzo, 2007)

About Department/Institute

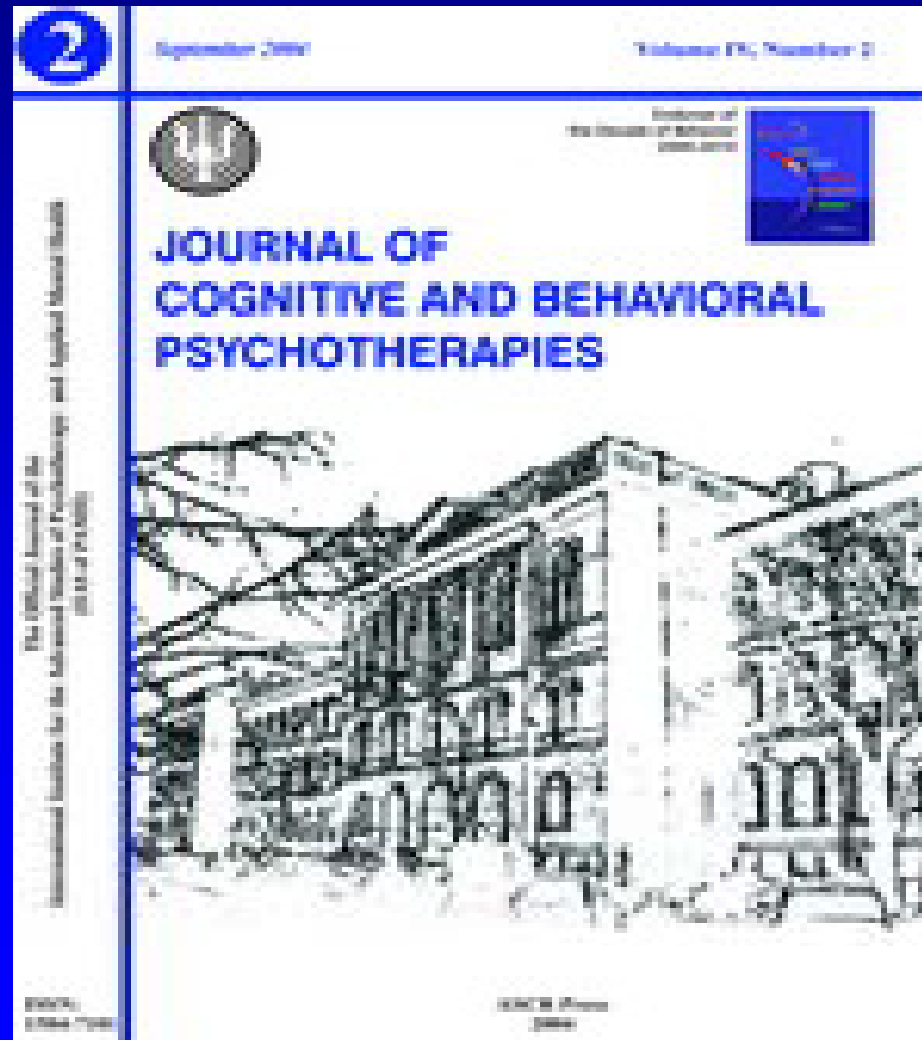
Five top VR Laboratories, all equipped with the latest technology (see at <http://www.psytech.ro>):

- (1) "*Stress Control*" Lab. (set up based on the collaboration with Virtually Better, USA);
- (2) "*Virtual Classroom*" Lab. (set up based on the collaboration with Institute for Creative Technology, USA);
- (3) "*Pain Control*" Lab. (set up based on the collaboration with Imprintit, USA);
- (4) "*Data*" Lab. (mainly related to Robotherapy);
- (5) "*Star Trek –Holodeck*" Lab. (set up in collaboration with Eon Reality, USA).

A Sample of our International Contributions

- David, D., Lynn, S., & Ellis, A. (in press). Rational and irrational beliefs in human functioning and disturbances. London: Oxford University Press.
- David, D., Schnur, J., și Birk, J. (2004). Functional and dysfunctional emotions in Ellis' cognitive theory; An empirical analysis. *Cognition and Emotion*, 18, 869-880.
- David, D., Montgomery, GH., Macavei, B., & Bovbjerg, D. (2005). An empirical investigation of Albert Ellis' binary model of distress. *Journal of Clinical Psychology*, 61, 499-516.
- David, D., & Szentagotai, A. (2006). Cognition in cognitive-behavioral psychotherapies; toward an integrative model. *Clinical Psychology Review*., 26, 284-298.
- David, D., Montgomery, GH., & Bovbjerg, DH. (2006). Relations between coping responses and optimism-pessimism in predicting anticipatory psychological distress in surgical breast cancer patients *Personality and Individual Differences*, 40, 203-213.
- Rescorla, L., Achenbach, T. M., Ivanova, M., Dumenci, L., A., Almqvist, F., Bilenberg, N., Bird, H., Broberg, A., Domuta, A., Döpfner, M., Erol, N., Forns, M., Hannesdomir, H., Kanbayashi, Y., Lambert, M., Leung, P., Minaci, A., Mulatu, M., Novik, T., Oh, K., Roussos, A., Sawyer, M., Simsek, Z., Steinhausen, H. C., Weintraub, S., Winkler-Metzke, Ch., Wolanczyk, T., Zilber, N., Zukauskiene, R., & Verhulst, F., (2007). Epidemiological Comparisons of Problems and Positive Qualities Reported by Adolescents in 24 Cultures. *Journal of Consulting and Clinical Psychology*, 75, 2, 351-358.
- Rescorla, L., Achenbach, T. M., Ginzburg, S., Ivanova, M., Dumenci, L., A., Almqvist, F., Bathiche, M., Bilenberg, N., Bird, H., Domuta, A., Erol, N., Fombonne, E., Fonseca, A., Frigerio, A., Kanbayashi, Y., Lambert, M., Liu, X., Leung, P., Minaei, A., Roussos, A., Simsek, Z., Weintraub,, S., Wolanczyk, T., Zubrick, S., Zukauskiene, R., Verhulst, F. (2007). Consistency of Teachers-Reported Problem for Students in 21 Cultures. *School Psychology Review*, 36, 1, 91-110.
- Rusu, A.S., Krackow, S. (2005). Agonistic onset reflects dispersal propensity and emotional changes in maturing male wild house mice (*Mus domesticus*). *Journal of Comparative Psychology*, 119: 58-66.
- Rusu, A.S., Krackow, S. (2004). Kin-preferential cooperation, dominance-dependent reproductive skew, and competition for mates in communally nesting female house mice. *Behavioral Ecology and Sociobiology*, 56: 298-305.
- Rusu, A.S., Koenig, B., Krackow, S. (2004). Pre-reproductive alliance formation in female wild house mice (*Mus domesticus*): the effects of familiarity and age-disparity. *Acta Ethologica*, 6: 53-58.

About the Department/Institute



About Virtual Reality...

About Virtual Reality

“...a way for humans to, interact with computers and visualize complex data in a more ecological fashion – 3D environments.”

Virtual Reality integrates realtime computer processing, body tracking and interface devices, sensory displays to immerse a participant in a computer generated environment. Within such controllable, dynamic and interactive 3D environments, behavioral action can be rigorously recorded and measured (Rothbaum, 2001; Rizzo, 2007)

FUNDAMENTAL ELEMENTS (Rizzo, 2007)

- Immersion/Presence
- Interactivity



Psychology - Assessment

Assessment

- **Psychological factors:**
 - Clinical symptoms/signs
 - Etiopathogenetic factors
- **Psychological test**
 - A standardized measure of a sample of behaviors
 - Sample to Population
 - Predictors (sample; Lab)-Criteria

Problems

Based on Elkind et al. 2001 analysis

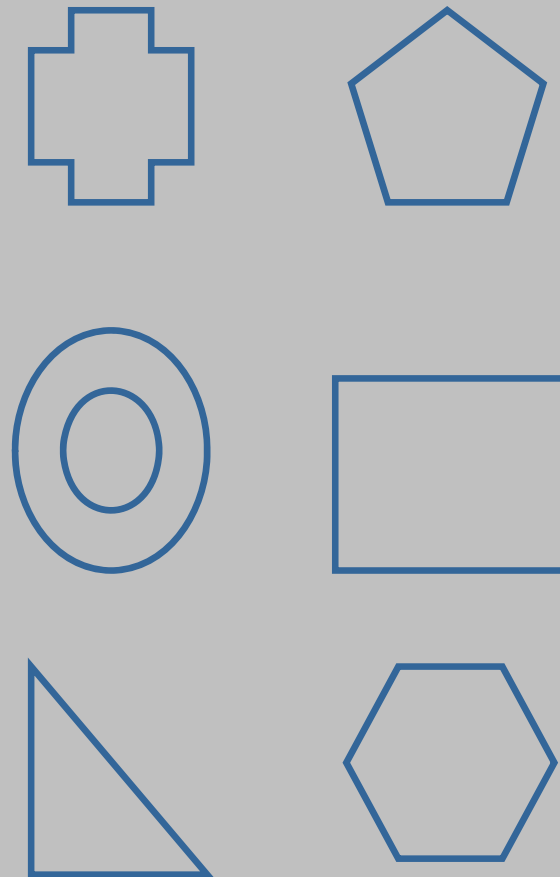
- “...Neuropsychologists and other clinicians often comment on the minimal relationship that frequently exists between formal assessments of executive functions, analysis of findings, recommendations, and the person's real-life functioning. The authors' believe that current assessments of executive functions do not transfer easily to real-world behavior. There are limitations in the current examinations and in the settings in which they are given. The tests are artificial and the test settings lack the usual stresses, distractions, and multiple demands common to real life. The interactions are unlike what they experience in everyday life. The examiner often, but unintentionally orients the participant to relevant information that in turn can help the person compensate for the difficulties with executive control processes and bias the findings...”
 - **A Simulated Reality Scenario Compared with the Computerized Wisconsin Card Sorting Test: An Analysis of Preliminary Results**
 - James S. Elkind, Erica Rubin, Saul Rosenthal, Barry Skoff, Penny Prather. *CyberPsychology & Behavior*. August 2001, 4(4): 489-496. doi:10.1089/109493101750527042.

Memory Assessment (Rizzo, 2007)

Verbal

1. Apple
2. Car
3. Pear
4. Motorcycle
5. Orange
6. Bicycle
7. Banana
8. Subway

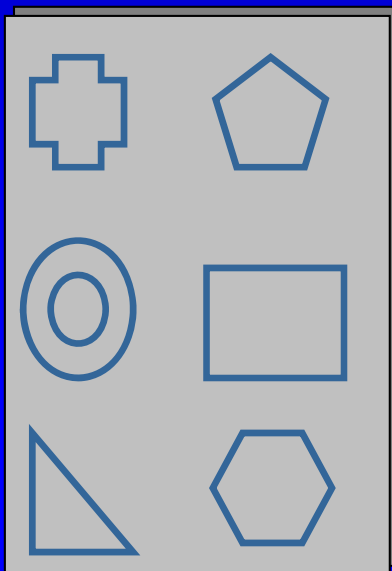
Visual



Generalization of Ability

(Rizzo, 2007)

1. Apple
2. Car
3. Pear
4. Banana



Generalization of Ability

(Rizzo, 2007)

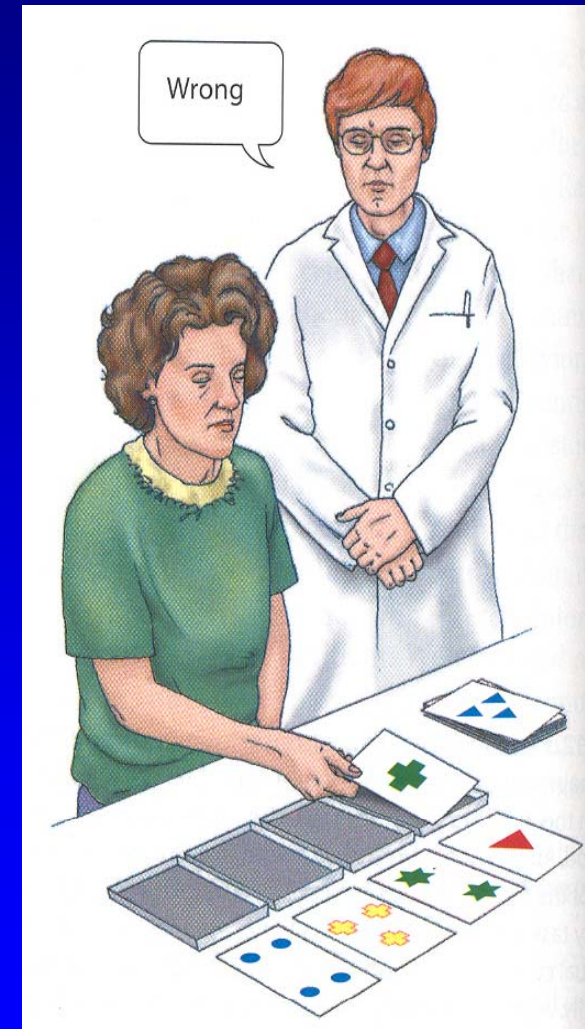
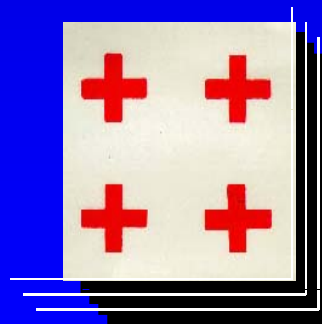
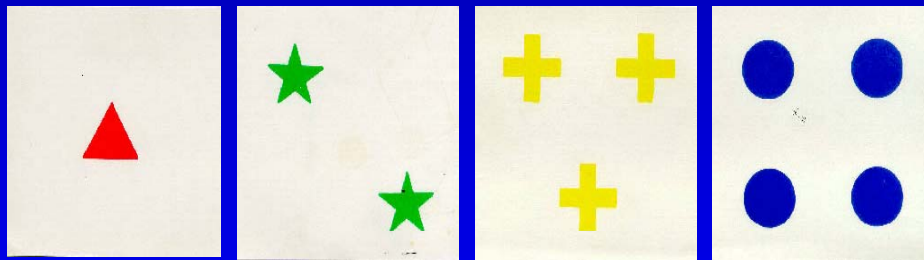
1. Apple
2. Car
3. Pear
4. Banana



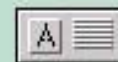
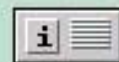
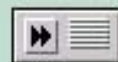
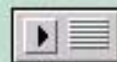
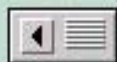
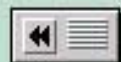
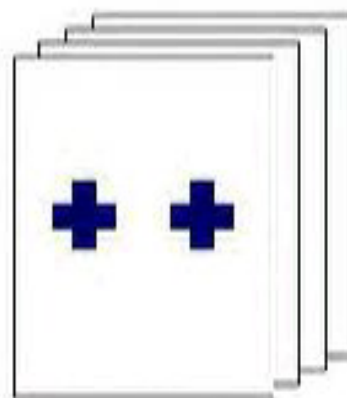
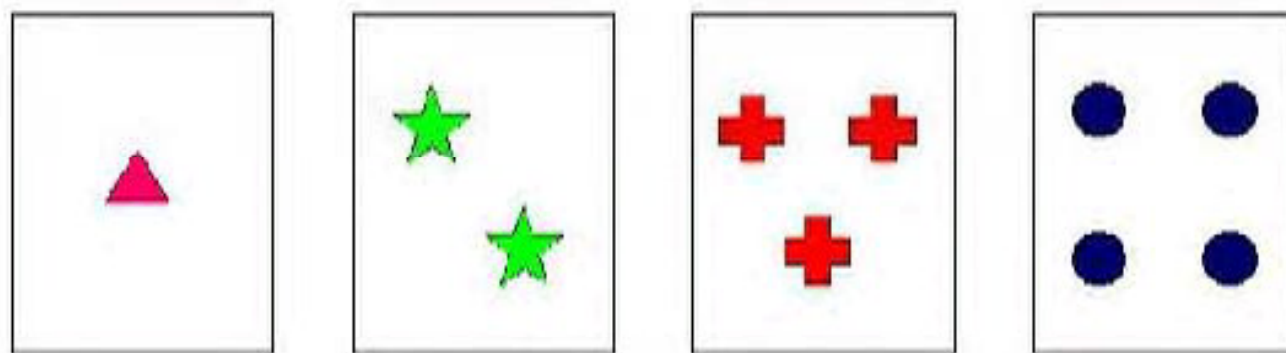
Wisconsin Card Sorting Task

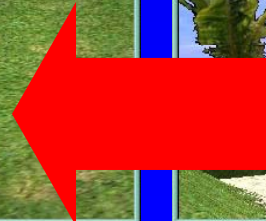
(Rizzo, 2007)

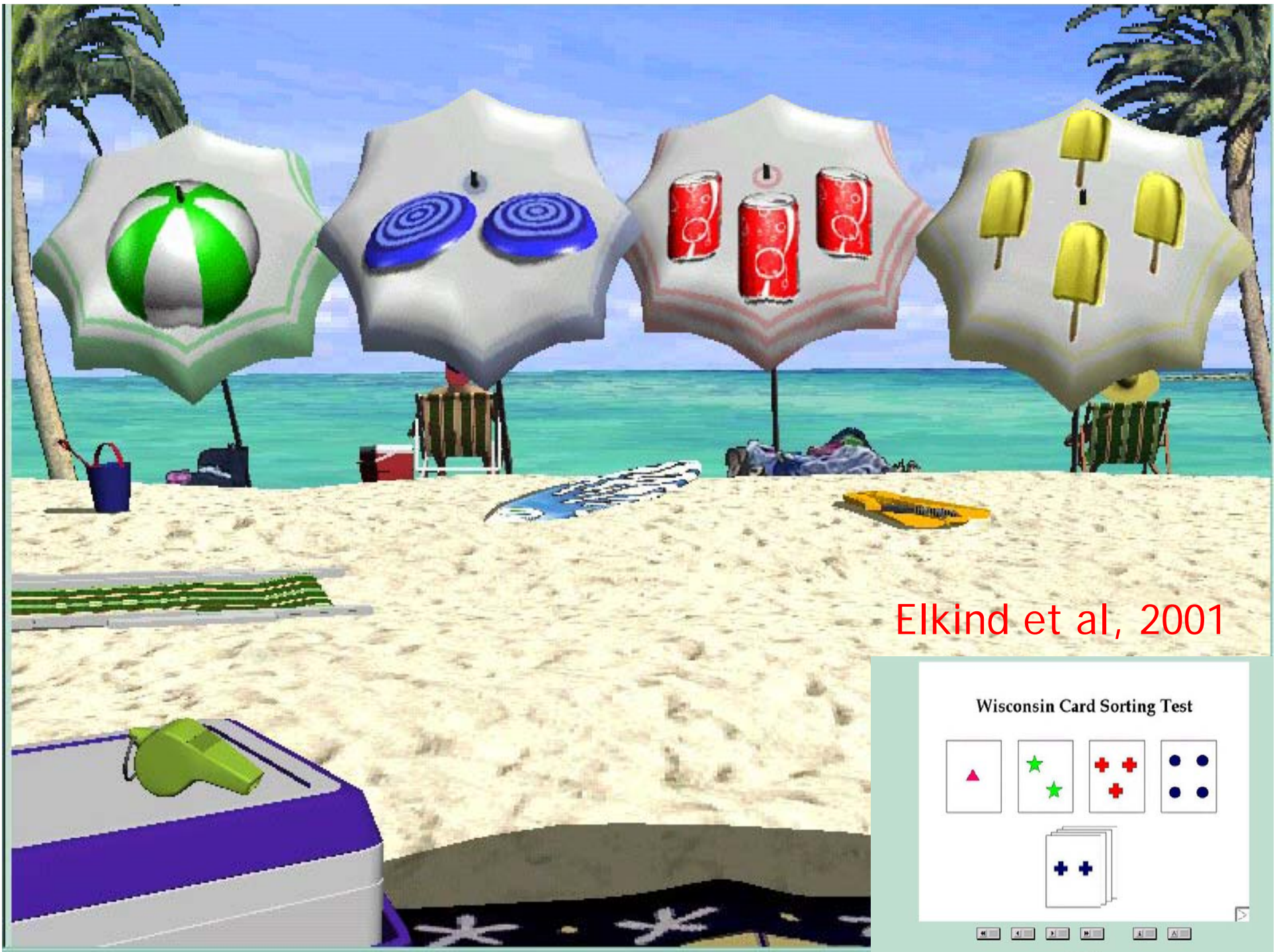
- Weinberger et al., 1986



Wisconsin Card Sorting Test







Elkind et al, 2001

LFAM was a more difficult, but more enjoyable and engaging task than the WCST (Rizzo, 2007)

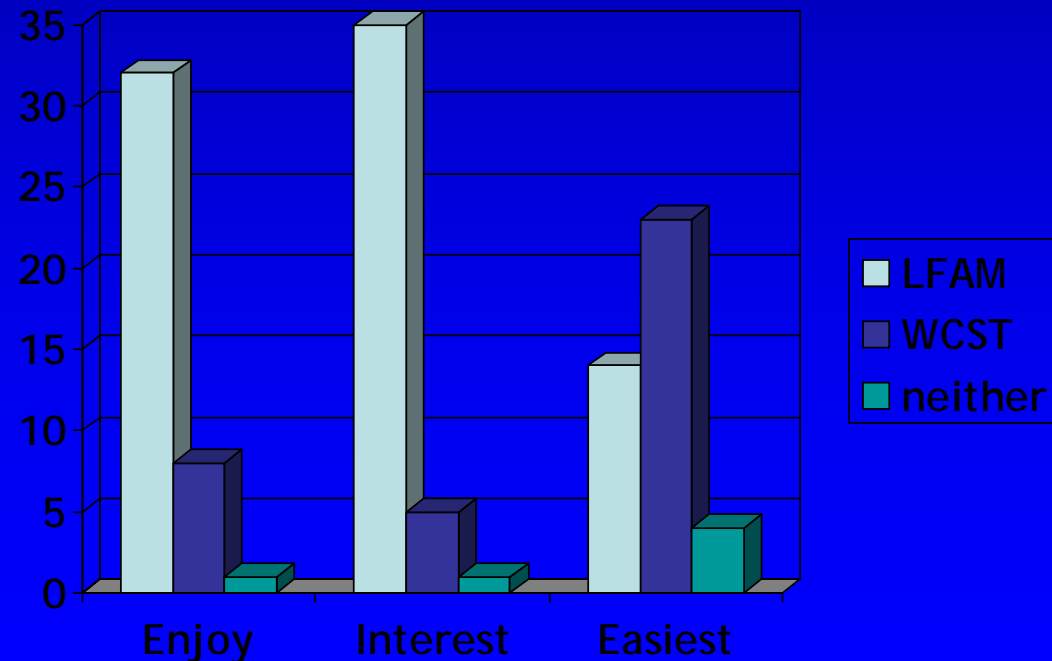
Elkind et al., 2001

Subjective Data:

More enjoyable

More interesting

More difficult



Virtual Classroom

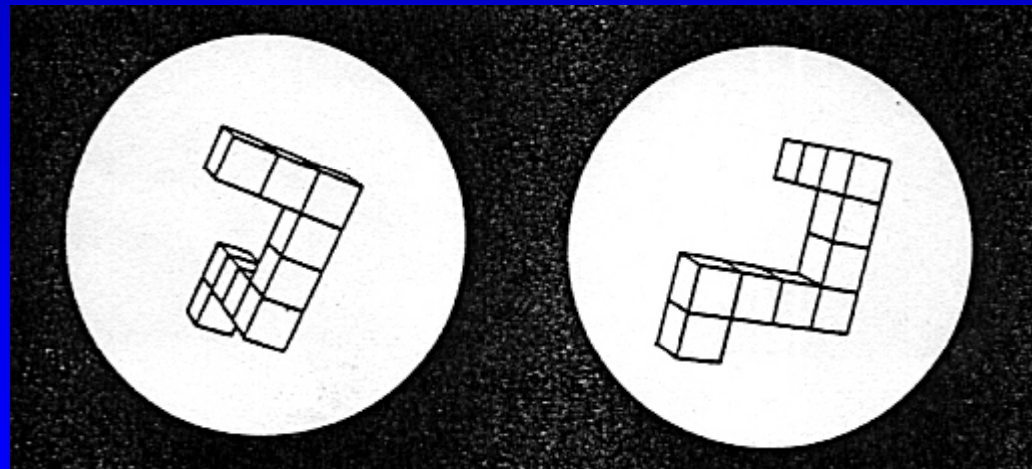
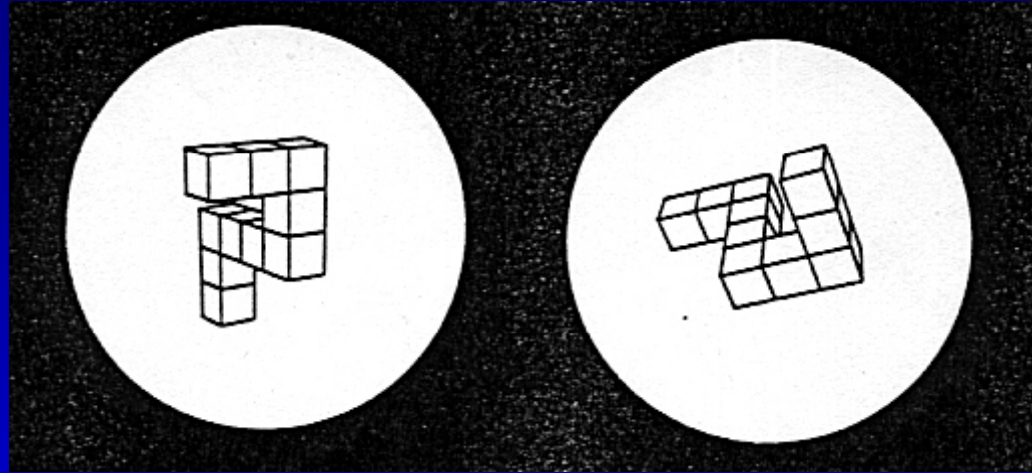


Virtual Classroom

The screenshot displays the 'Virtual Classroom' software interface. At the top, there is a menu bar with 'File', 'Edit', 'Environments', 'Participants', 'RunTime', and 'Help'. Below the menu is a toolbar with various icons for file operations and navigation. The main interface is divided into several sections:

- Environment Tab:** Contains a list of 'Env Objects' including Static Objects, Dynamic Objects, and Avatars (Teacher, Student 1, Student 2). Under Student 2, there are properties for Position (1.14 33.1 12.1), Facing (132.1), and Personality (engaging). An 'Actions' section has two dropdown menus: 'Action 1' (Dree book) and 'Action 2' (Drop book, Turn around and talk, Pass note left, Pass note right, Open book, Close book, Stand up, Walk...).
- Participants Tab:** Shows a top-down view of a classroom layout with 12 student avatars arranged in a grid. One avatar is labeled 'Student 2' and has a red diamond icon next to it.
- Current Action Log:** A list of actions being performed in the environment, including 'Environment initialized', 'letter sequence start', 'generic ambient sounds 3 start', 'Student 1 action 1coughing Start', 'Student 1 action 1coughing stop', 'Paper Airplane start', 'Student 2 action book start' (highlighted in green), 'Student 3 action 1whisper start', 'Student 2 action book stop', 'Paper airplane stop', 'Student 3 action whisper stop', and 'Teacher speaks Phrase 3'.
- Participant Perspective:** A small window showing a 3D perspective view of the classroom with desks, a whiteboard, and a teacher's desk.
- Control Panel:** Located at the bottom, it includes buttons for 'Rwd', 'Play', 'FF', 'Stop', 'Pause', 'Next', 'Prev', a digital timer showing '00:21:12', and buttons for 'Preview', 'Accept Action', and 'Cancel Action'.

Mental Rotation Task



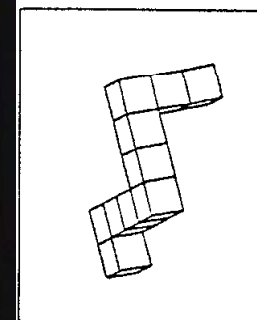
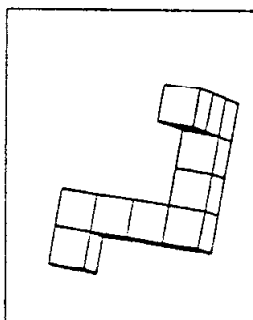
Shepard and Metzler, 1971

Mental Rotations Task (MRT)

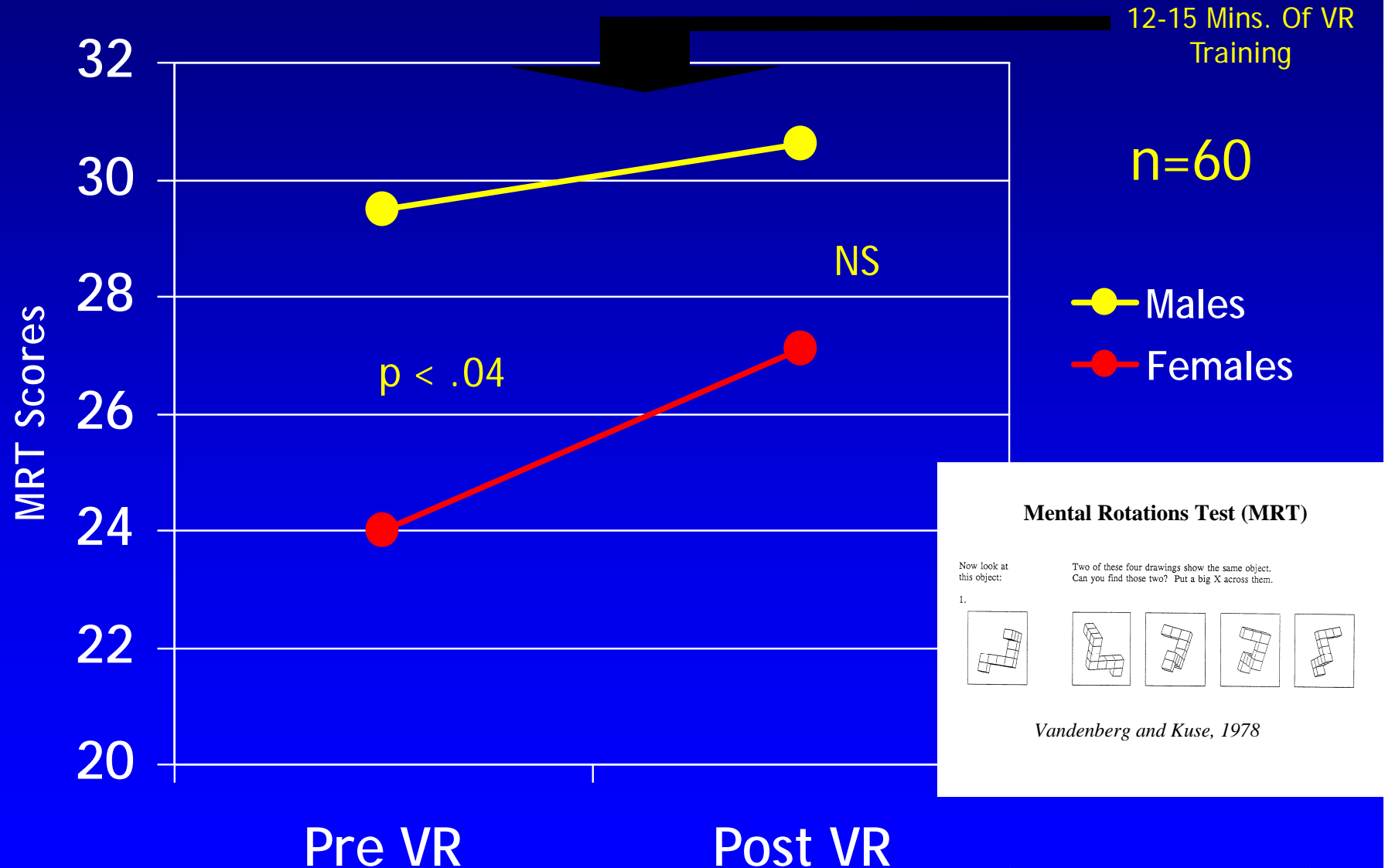
(Vandenberg and Kuse, 1978)

Now look at
this object:

1.

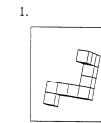


Mental Rotation Scores - Pre/Post VR for *Males vs. Females* (Rizzo, 2007)

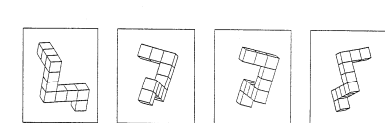


Mental Rotations Test (MRT)

Now look at this object:



Two of these four drawings show the same object. Can you find those two? Put a big X across them.



1.

Vandenberg and Kuse, 1978

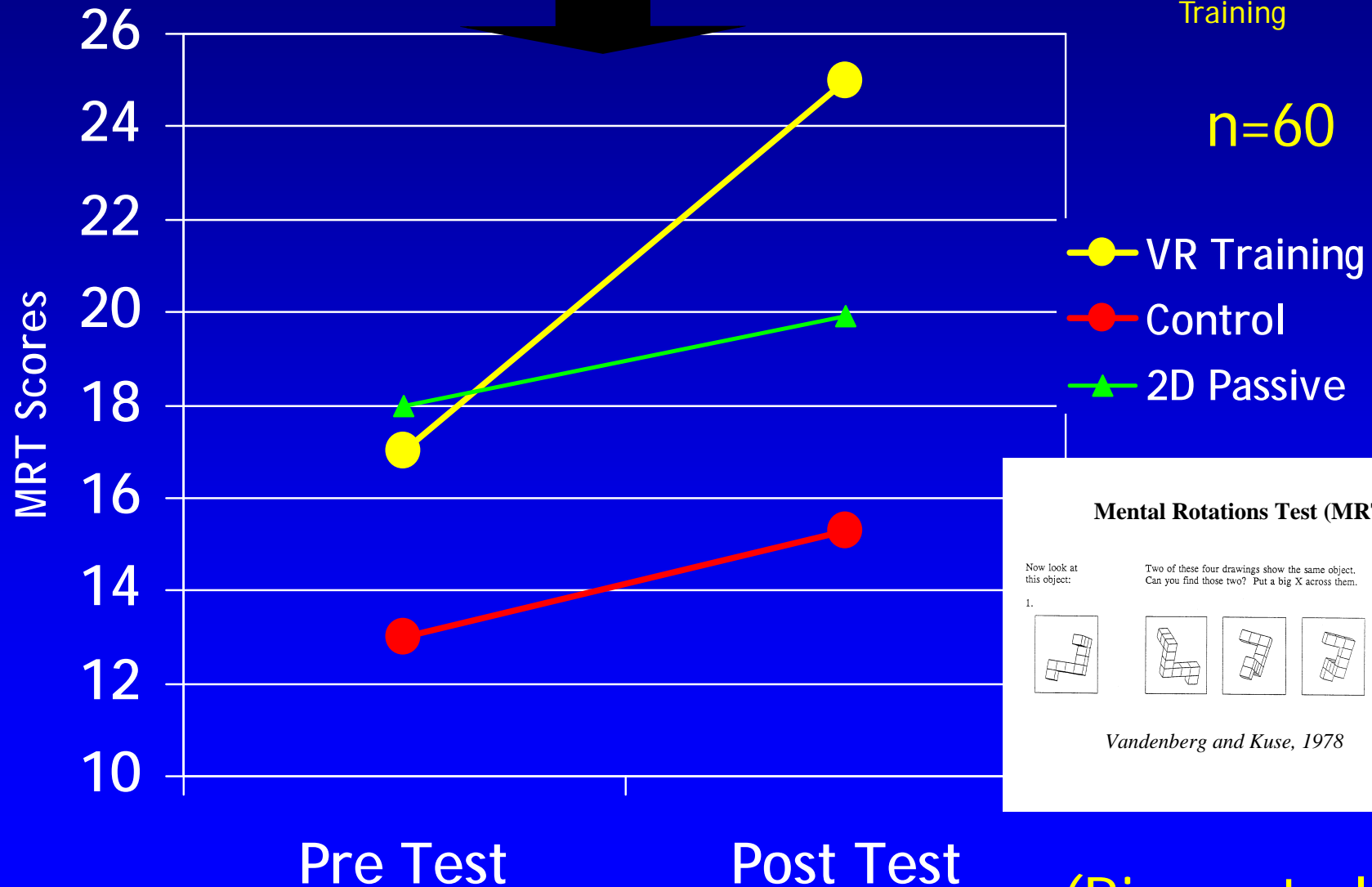
(Rizzo et al.)

Mental Rotation Scores - VR vs. Control group for *poor initial performers (male & females combined)*

(Rizzo, 2007)

12-15 Mins. Of VR Training

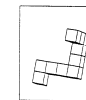
n=60



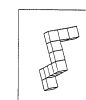
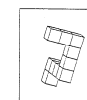
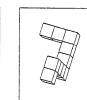
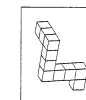
Mental Rotations Test (MRT)

Now look at this object:

1.



Two of these four drawings show the same object. Can you find those two? Put a big X across them.



Vandenberg and Kuse, 1978

(Rizzo et al.)

Lessons...

- **Classical assessments:**
 - **Do not measure the criterion**
 - **Measure the predictor in order to have an idea about the criterion**
 - **A better control!**
 - **Are not ecological (sample to population)**
 - **Miss some processes**
 - **Do not have a formative/dynamic component**

Psychology - Psychotherapy

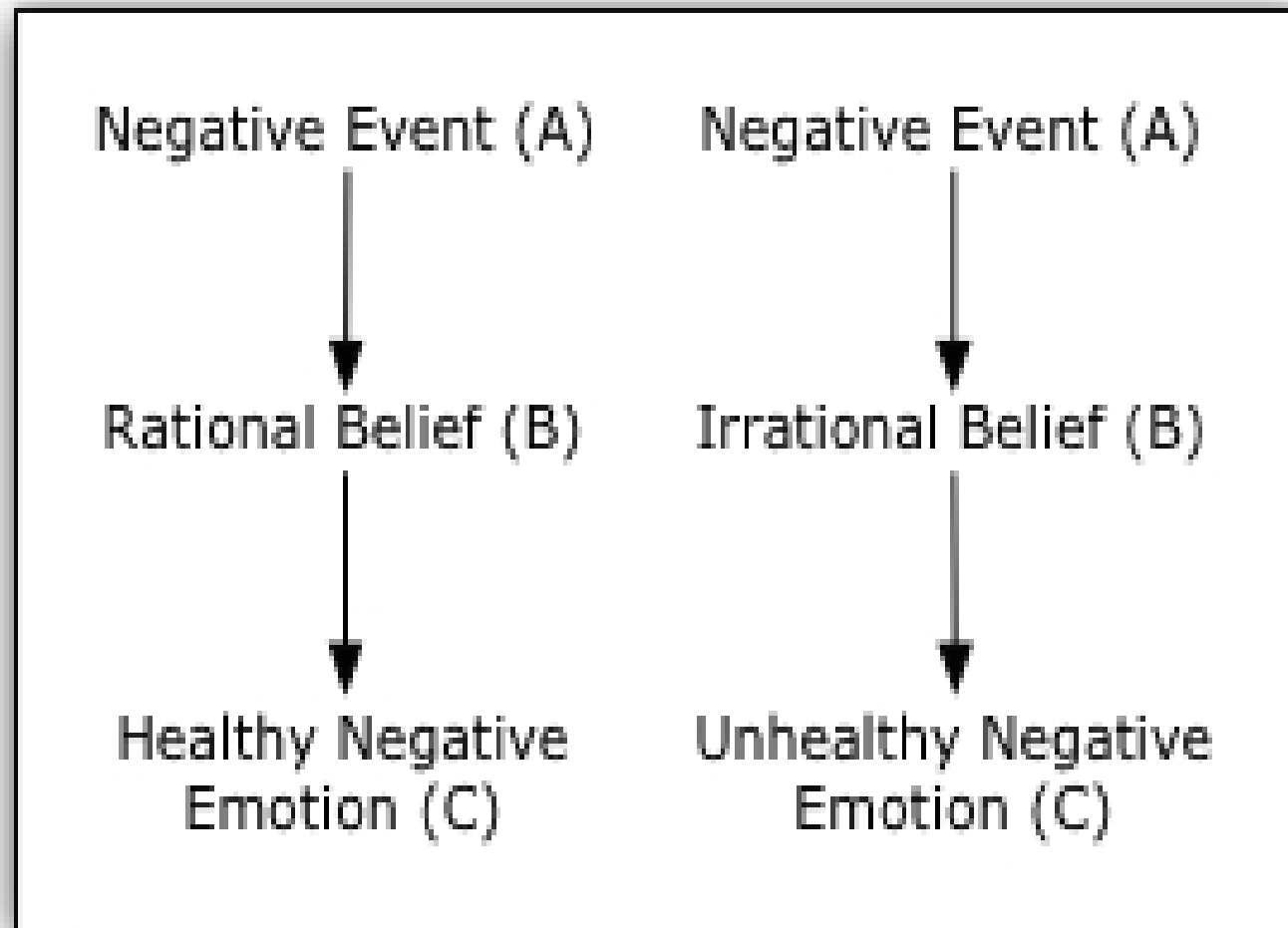
Psychotherapy

- **Psychotherapy – psychological intervention for:**
 - Health promotion
 - Treatment of mental disorders and/or other disorders which involved psychological factors in their etiopathogenetic mechanisms

Virtual Reality in Psychotherapy

- **Activating events to prime, in a controlled environment:**
 - Behaviors
 - Cognitions
 - Emotions
 - Physiological reactions
- **Cognitive restructuring**
- **Behavioral modifications**
 - Exposure
 - Systematic desensitization

Ellis & Beck's models



Social Phobia

Légeron, Roy, Klinger et al., 2003



Cue Exposure: Virtual Crackhouse (Astur et al)



Virtual Vietnam PTSD Studies

- **Ready et al. (1998) – Atlanta VA - pilot study**
 - 34% decrease in clinician-rated PTSD symptoms
 - 45% decrease in self-rated PTSD symptoms
- **Rothbaum et al. (1999) - case study + 6-month Follow-up**
- **Rothbaum et al. (2001) – clinical trial (n=16)**



Psychology - Rehabilitation

Cognitive Rehabilitation

“...The therapeutic process of increasing or improving an individuals capacity to process and use information in order to allow an increased functioning in everyday life...”

(Solhberg & Mateer, 1989)

Restorative Approach (Rizzo, 2007)

- Brain – the Muscle Analogy
- Systematic Drill and Practice
- Immediate Feedback
- Hierarchical Presentation
- Repetitive

Functional Approach (Rizzo, 2007)

- Focuses on the stepwise training of observable behaviors, skills, and IADLs
- Training in targeted work environments, kitchens, factories, homes, offices, etc.

Limitations of current cognitive approaches (Rizzo, 2007)

- RESTORATIVE/COMPENSATORY...
...uncertainty of how interventions apply to the “real world”!
- FUNCTIONAL.....limited control and therefore difficult to replicate and establish validity & reliability data for good science!

SOLUTION!

“...Virtual Environments that provide systematic restorative training within the context of functionally relevant, ecological valid, simulated environments!...”

(Rizzo, 2007)

Flexible reconfiguration of this “Archetypic” scenario for other purposes: (Rizzo, 2007)



Virtual Earthquake safety training tool for children with developmental and learning disabilities. (Aristotle University of Thessalonica, Greece)



PATHNODES
1596.95,295.87,-2308.00
1386.32,229.29,-2297.19
0.00,0.00,0.00
85119.3193,0
RND:17.54,176.88



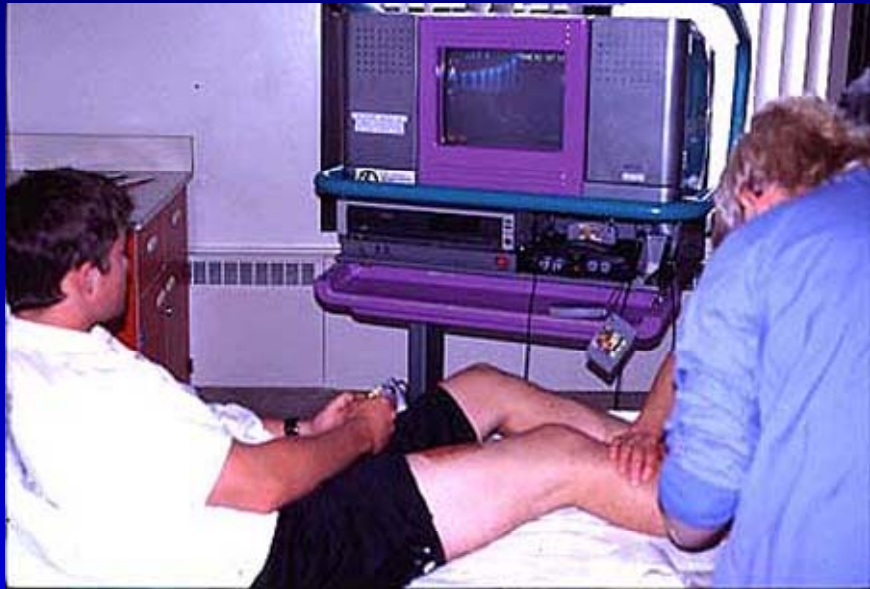
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PATHNODES
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Psychology - Somatic Medicine

Comparison: Video game and VR for Pain



Video game during wound care



In VR during wound care

Hoffman, Doctor, Patterson, Carrougner & Furness, T.A. III (2000). Use of virtual reality for adjunctive treatment of adolescent burn pain during wound care: A case report. Pain.

Rationale for VR/Games

Pain Distraction

Limited-Capacity of Attention

(e.g., Broadbent, 1958; Shiffrin & Schneider, 1977)

Attention and Pain (Rizzo, 2007)

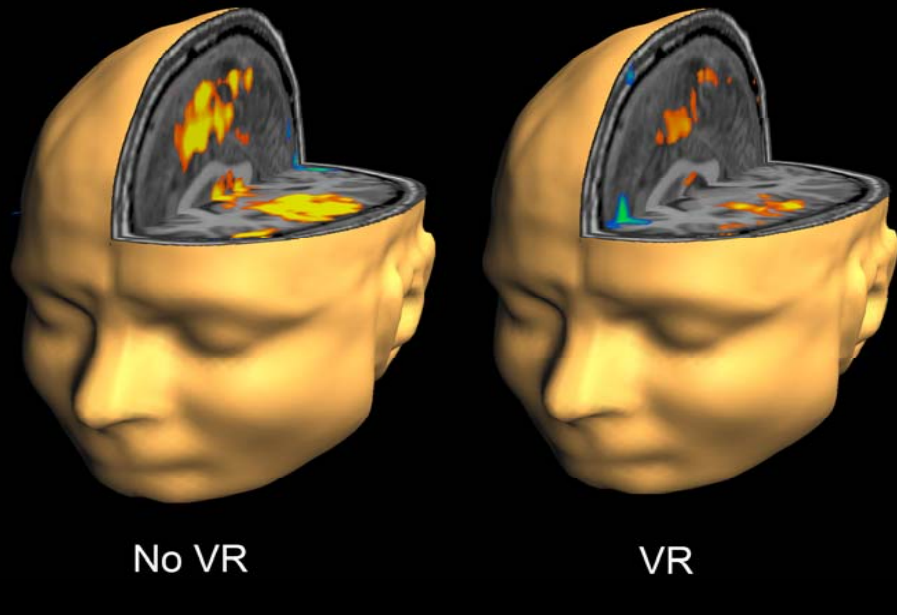
- Pain perception requires attending to noxious stimuli
- Pain can be reduced by distributing attention
- Effectiveness related to intensity, novelty, & unpredictability of distracting stimuli (McCaul & Malott, 1984).
- VR/Games are based upon attentional resources
- HMD prevents visual perception of environment



Burn Wound Care & Physical Therapy (Hoffman et al.)

fMRI VR Pain Distraction (Hoffman et al.)

Pain Related Brain Activity is reduced during VR



Reduced Activation in: Primary & Secondary Somatosensory Cortex, Anterior Cingulate, Thalamus and Insula

Other Applications



Figure 5. Stroke patient exercising on the Rutgers Ankle system

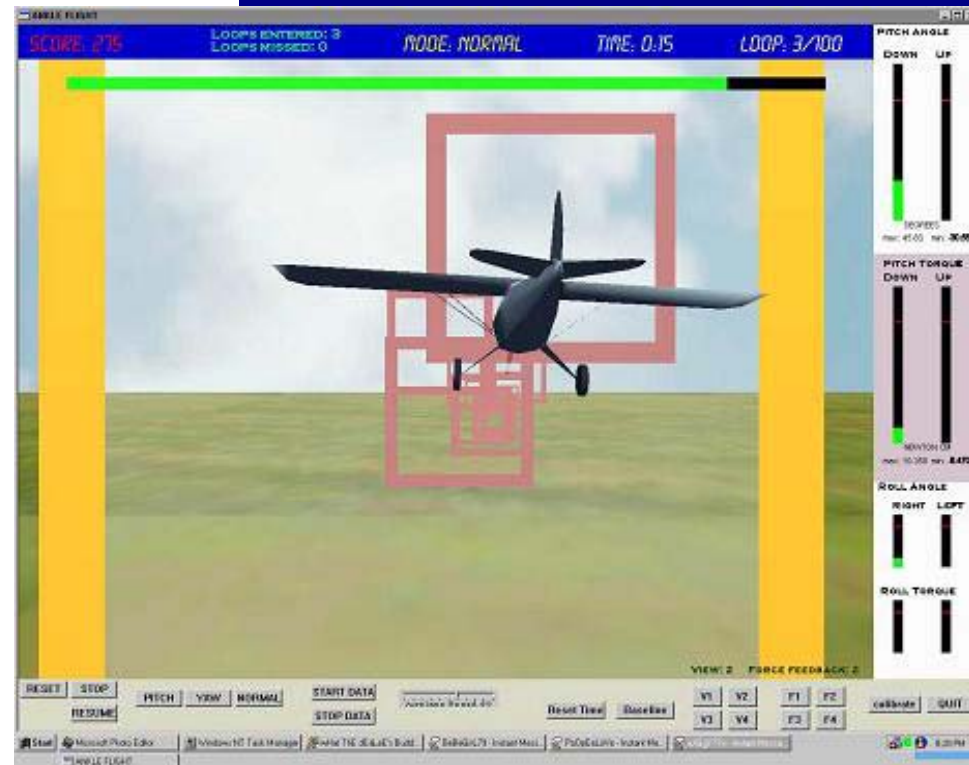


Figure 4. Exercise screen showing the airplane piloted by the patient's ankle

(Burdea et al.)