

LOOKING FOR VOLUNTEERS

STUDY OF THE ACTIVATION OF BRAIN NETWORKS OF EMOTIONS WITH VIRTUAL REALITY VIDEO GAME

Participate in our study on the organization and communication between different areas of the brain during emotional scenes attained through a virtual reality video game!

You will have a **training session** in a mock experimental setting and the **experimental session** with behavioral, physiological and brain activation (fMRI) measures.

All data will be treated confidentially. Participation in the study provides no medical benefit. The study was authorized by the cantonal ethics committee (#BASEC: 2018-02006).

Eligibility: 18-40 years old; no history of neurological/psychiatric disorder; right-handed; compatibility with magnetic resonance scanner (MRI; pre-screening will be performed); proficiency level of English

Duration: Depending on the stage of the study, the experiment is split into 1 or 2 sessions:

- Day 1: Familiarization with the game and playing a demo version + Questionnaires (1h) or
- Day 1: Familiarization with the game (outside the MR-scanner; 30 min)
- Day 2: Playing the game inside the MR scanner + Questionnaires (2h)

Compensation: CHF 75

Where: (according to protocol's phases)

- Campus Biotech - Chemin des Mines 9, 1202 Geneva
- Brain Behaviour Laboratory - Rue Michel-Servet 1, 1206 Geneva
- Immersive Interaction Group - EPFL-IC-IIG, Station 14, 1015 Lausanne



ARE YOU INTERESTED?

FOR MORE INFORMATION, PLEASE CONTACT THE
INVESTIGATORS RESPONSIBLE FOR RUNNING THE STUDY,
MARTINA NONNI AND **NANA TIAN** BY SENDING AN EMAIL TO

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