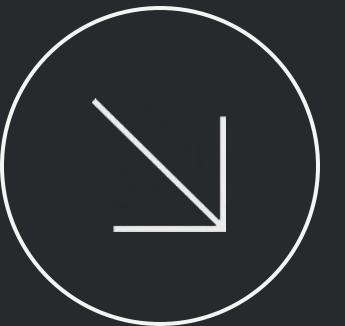


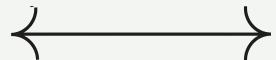
DECEMBER 2022



Assessing General Mental Pressure in Virtual Walking Scenarios Using Human Factors Approach - a Pilot Study



Xintong Wu



Aylar Akbari

Content —

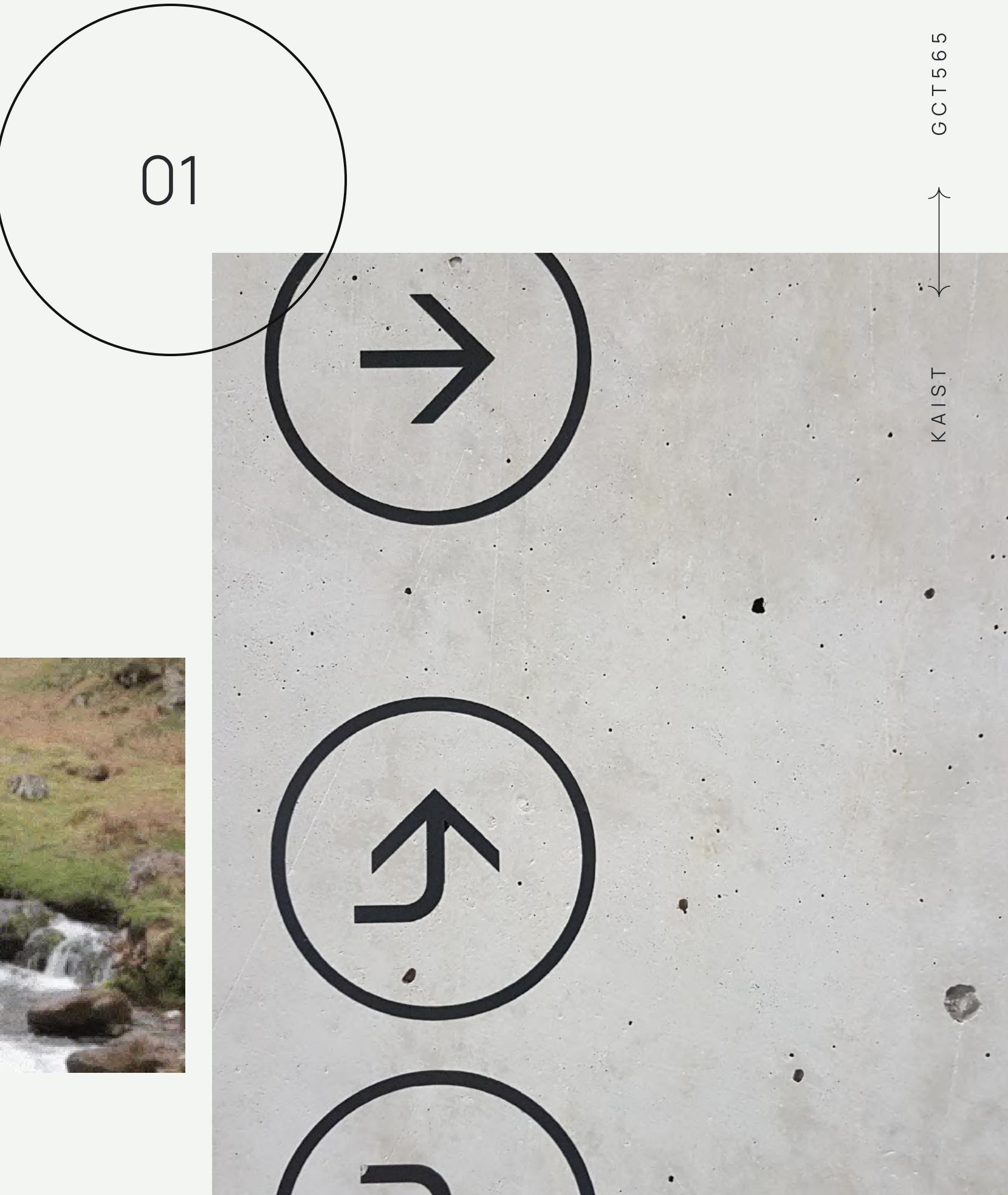
01 Recap on Project

02 Experiment Design

03 Results

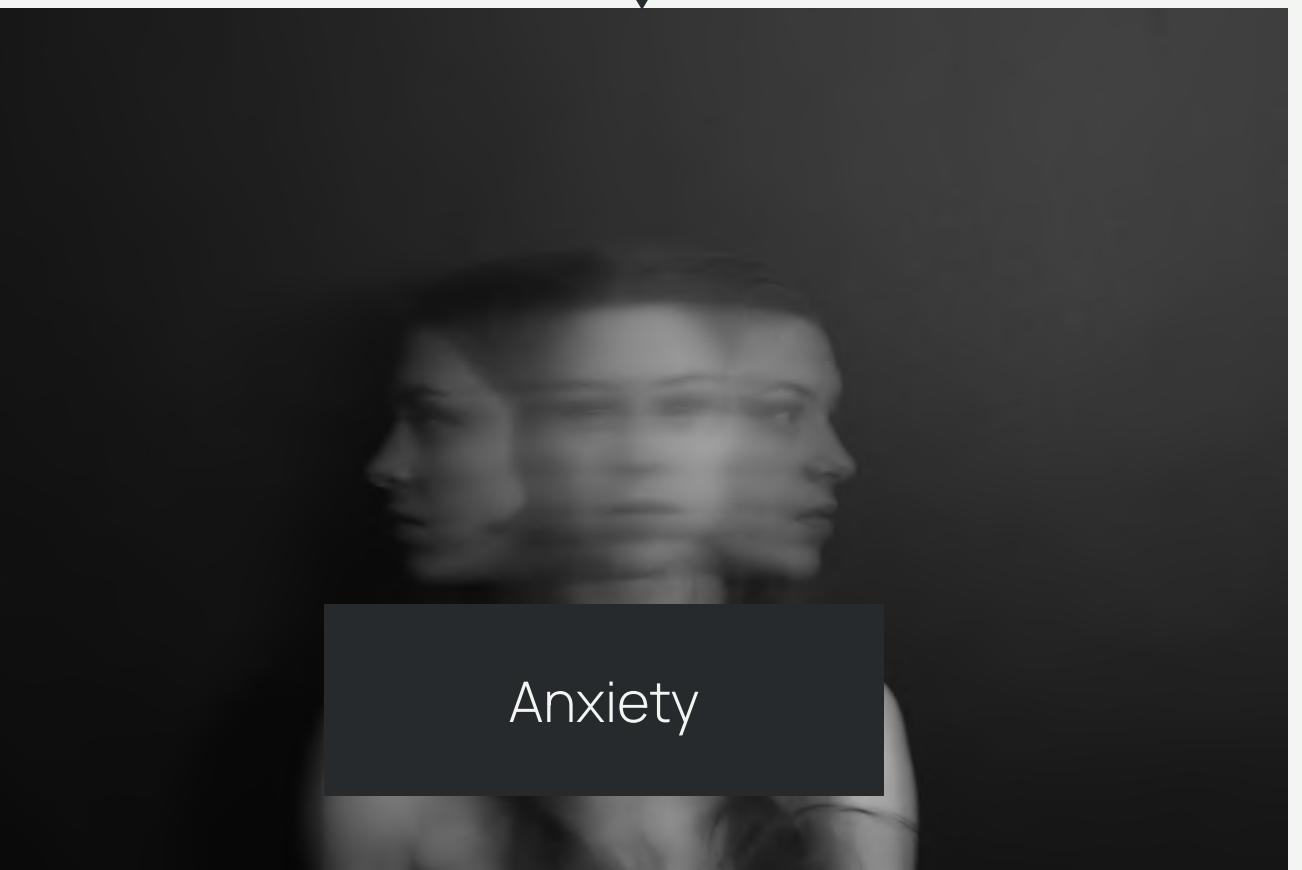
04 Discussion and Future
works

Recap on Project –

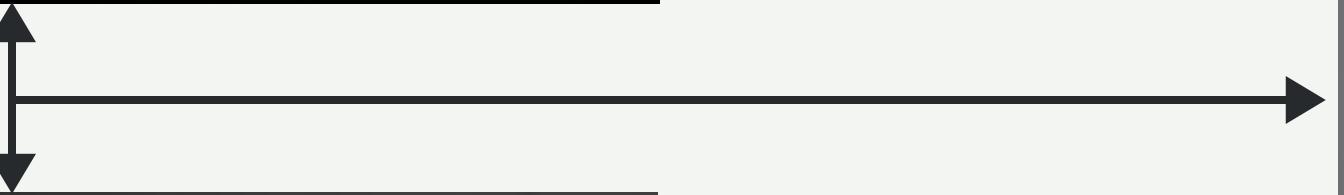




Depression



Anxiety



Mental Pressure

Literature

Mental health is reported to be related with physical activity in myriads of studies.

Walking Psychotherapy As a Health Promotion Strategy to Improve Mental and Physical Health for Patients and Therapists: Clinical Open-Label Feasibility Trial

The Canadian Journal of Psychiatry /
La Revue Canadienne de Psychiatrie
2022, Vol. 67(2), 133-155
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RESEARCH **Open Access**

"Walking alongside:" collaborative practices in mental health and substance use care

Ottar Ness¹, Marit Borg, Randi Semb and Bengt Karlsson

Abstract

Background: Although the importance of collaboration is well established as a principle in research and in theory, what it actually means for practitioners to collaborate in practice, to be partners in a collaborative relationship, has thus far been given less attention. The aim of this study was to identify key characteristics of the ways in which mental health practitioners collaborate with service users and their families in practice.

This article presents a qualitative action research study, with a cooperative inquiry approach that used multi-staged en mental health care and social work practitioners in community mental health and analysis was applied to identify common characteristics.

Major themes related to practitioners' experiences of collaborative practices: (1) walking dialogues, (2) monitoring human relationships, and (3) maneuvering relationships and

ven with the rich knowledgebase that has developed on the merits of collaborative challenging for practitioners to reorient their practice accordingly. The findings of practitioners focus on two types of processes as characterizing collaborative practice: among practitioners and service users and their families and the other focusing on ing health care providers, service sectors, and service users (i.e., inter/infra-system

il health care, Collaborative practices, Co-occurring mental health and substance use decision-making, Action Research, Cooperative Inquiry

'-side: Recovery Colleges in mental health care

Conclusions: It was feasible and acceptable to incorporate outdoor therapies. Weather was the greatest barrier to implementation, walking psychotherapy can clarify if there are psychotherapeutic effects.

Abstract

Aim: This study aimed to examine the cross-sectional and longitudinal associations of three parameters (frequency, duration, and intensity) with overall mental health in older adults.

Methods: A cross-sectional survey was conducted in 2014 with 1255 community-dwelling older adults aged 65 years and older in Taipei, Taiwan. Among them, 408 participants completed the year follow-up survey in 2015. Self-reported outdoor walking during the past 7 days was assessed by asking the frequency, duration, and intensity. Metabolic equivalent (MET) values (2.5- \leq 3.5, 3.5- \leq 4.5, and \geq 4.5 MET) were assigned to the four levels of speed (slow pace, age, brisk, and fast pace) based on the average walking distance per minute. Overall mental health was assessed using the Five-Item Brief Symptom Rating Scale (BSRS-5). Multivariable linear regression models were conducted to explore the cross-sectional and longitudinal associations between outdoor walking and overall mental health, adjusting for socio-demographic factors, activity behaviors, comorbidity and health status.

Background: Physical activity is positively associated with mental health and health-related quality of life. Primary care providers are ideally situated to offer tailored activity interventions, and pedagogies are commonly used as mechanisms to promote behaviour change. However, several recent trials of general-based interventions in primary care settings neither improved patients' quality of life nor reduced anxiety or depression, but these interventions only had significant short-term effects on patients' levels. **Objectives:** Our aim was to explore whether a targeted, context-based approach can improve patients' mental health and quality of life.

Methods: Design: Scoping review.

Data sources: Ovid (Medline), ProQuest, Web of Sci were identified and screened by a team of research reported according to mental health outcome.

Results: For the 8 mental health outcomes (identify reviews and 50 individual papers included). Depressive systematic reviews were reported. Evidence for anxiety being, subjective well-being and social isolation and but no harmful effects were identified. There were no

Are Long-Distance Walks Therapeutic? A Systematic Scoping Review of the Conceptualization of Long-Distance Walking and Its Relation to Mental Health

Martin Mau ¹ , Anders Aaby ¹ , Søren Harvold Klausen ⁵, Kirsten Kaya Roessler ¹

Affiliations + expand

PMID: 34360035 PMCID: PMC8345809 DOI: 10.3390/jphper18157741

ures for many reasons, including long-distance walking may be and the relationship between long- and definitions were also therapeutic effects was discussed. Using a selection of long-distance decided if they examined an adult population. Mental health tal states as well as more specific s were screened and 26 studies e, and 2 were mixed. The findings al health. This was most

Relationship of Exercise and mental Health

Virtual Reality Exposure Therapy (VRET)

VR Walking Scenario

Literature

Mental health is reported to be related with physical activity in myriads of studies.

Cross-sectional and longitudinal associations of outdoor walking with overall mental health in later life

Ying-Ti Chen ¹, Clare Stevenson ², Chih-Hsiang Yang ³, Wen-Jun Sun ⁴, Li-Jung Chen ⁵, Wen Ku ⁶

Walking on sunshine: scoping review of the evidence for walking and mental health

Paul Kelly ¹, Chloë Williamson ¹, Ailsa G Niven ¹, Ruth Hunter ², Nanette Mutrie ¹, Justin Richards ³

Affiliations + expand

PMID: 29858467 DOI: [10.1136/bjsports-2017-098827](https://doi.org/10.1136/bjsports-2017-098827)

Free article

Are Long-Distance Walks Therapeutic? A Systematic Scoping Review of the Conceptualization of Long-Distance Walking and Its Relation to Mental Health

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PMID: 34360035 PMCID: [PMC8345809](https://www.ncbi.nlm.nih.gov/pmc/articles/PMC8345809/) DOI: [10.3390/jerph18157741](https://doi.org/10.3390/jerph18157741)

Free PMC article

Abstract

Long-distance walking is an ancient activity practiced across cultures for many reasons, including the improvement of one's health. It has even been suggested that long-distance walking may be considered a form of psychotherapy. This scoping review examined the relationship between long-distance walking and mental health among adults. Publication trends and definitions were also examined, and the reason why long-distance walking may have therapeutic effects was discussed. Systematic searches in three online databases were performed using a selection of long-distance walking terms. Both quantitative and qualitative studies were included if they examined associations between long-distance walking and mental health in an adult population. Mental health was conceptualized in broad terms, including descriptions of mental states as well as more specific

01

Relationship of Exercise and mental Health

Walking Psychotherapy As a Health Promotion Strategy to Improve Mental and Physical Health for Patients and Therapists: Clinical Open-Label Feasibility Trial

Nicole Koziel, MD, FRCPC¹ , Simone Vigod, MD, MSc, FRCPC¹,

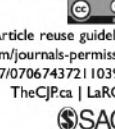
Mental health and quality of life benefits of a pedometer-based walking intervention delivered in a primary care setting

Tomas Vetrovsky^{1,*}, Jozef Cupka², Martin Dudek³, Blanka Kuthanova⁴, Klaudia Vetrovska⁵, Vaclav Capek⁶, and Vaclav Bunc¹

¹Faculty of Physical Education and Sport, Charles University, Prague, Czech Republic; ²Mediciman s.r.o., Prague, Czech Republic; ³Laureus s.r.o., Dobrichovice, Czech Republic; ⁴Praktici Praha 6, s.r.o., Prague, Czech Republic; ⁵Humilitas s.r.o., Beroun, Czech Republic; and ⁶Second Faculty of Medicine, Charles University, Prague, Czech Republic

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Background: Physical activity level is positively associated with mental health and health-related quality of life. Primary care providers are ideally situated to offer physical activity interventions, and pedometers are commonly used as motivational tools to increase walking. However, several recent trials of pedometer-based interventions in primary care settings neither improved patients' quality of life nor reduced anxiety or depression, but these interventions only had relatively modest effects on physical activity levels. **Objective:** Our aim was to assess whether a pedometer-based walking intervention delivered in primary care setting affects anxiety, depression, and health-related quality of life. **Methods:** A quasi-experimental, pre-post, single group study was conducted in 23 physically inactive patients from four general practices who participated in a pedometer-based intervention. The patients were administered the Hospital Anxiety and Depression Scale (HADS) and MOS 36-Item Short-Form Health Survey (SF-36) questionnaires before and after the 3-month intervention. **Results:** Following the intervention, the patients increased their walking volume by 1,676 steps per day ($p < .001$). Both the anxiety (-1.4 , $p = .011$) and depression (-2.4 , $p = .001$) subscales of HADS decreased, while the physical functioning ($+6$, $p = .023$), social functioning ($+9$, $p = .035$), mental health ($+12$, $p = .001$), vitality ($+12$, $p = .003$), and general health ($+7$, $p = .013$) subscales of SF-36 increased. **Conclusions:** Providing physically inactive patients with a pedometer and encouraging them to walk more in a primary care setting was associated with lower anxiety and depression scores, and improved health-related quality of life.

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RESEARCH

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Abstract

Background: Although the importance of collaboration is well established as a principle in research and in theory, p, has ich

Walking side-by-side: Recovery Colleges revolutionising mental health care

Joanne Sommer, Katherine Gill and Jane Stein-Parbury

Abstract

Purpose – The Recovery College model is an innovative approach to providing education to consumers, carers and mental health staff, with the potential to facilitate both personal recovery gains and organisational transformation towards recovery-focused service provision. The purpose of this paper is to explore the experiences of students who attended the South Eastern Sydney Recovery College (SESRC).

Design/methodology/approach – An exploratory, descriptive qualitative design was employed with data collected through seven focus group interviews with consumers and mental health staff who had participated in courses run by the SESRC. Thematic analysis of the data was conducted using both deductive and inductive processes in order to interpret the data.

Findings – All participants were positive about their involvement in the RC. Four themes emerged from the thematic analysis: connection with others, hope for the future, the importance of the lived experience, and changing attitudes and systems.

Originality/value – The outcomes of this study indicate that the SESRC is achieving its aims in relation to both personal recovery gains, and the potential to impact on service transformation. It highlights the centrality of co-production as a fundamental aspect of the Recovery College model. This paper contributes to the emerging evidence base for this model and provides evidence that this model is applicable to the Australian context.

Keywords Recovery, Co-production, Peer education, Self-determination, Service transformation

Paper type Research paper

Literature

Efficacy of VRET for several mental health problems has been reported.

Treatment of acrophobia in virtual reality: The role of immersion and presence

Merel Krijn ^a, Paul M.G Emmelkamp ^a, Roeline Biemond ^a, Cladius de Wilde de Ligny ^a, Martijn J Schuemie ^b, Charles A.P.G van der Mast ^b

A virtual reality exposure therapy (VRET) scenario for the reduction of fear of falling and balance rehabilitation training of elder adults with hip fracture history

Orestis Giotakos, Katerina Tsirgogianni, and Ioannis Tarnanas

Abstract— It is known that elderly who fall can suffer serious injuries. The American Geriatrics Society Panel on Falls Prevention has included in its specific recommendations for single intervention exercises including a component of balance training. Studies have shown that training programs proposed as a promising platform for the development of such retraining applications.

Iterative Participatory Design for VRET Domain Transfer: From Combat Exposure to Military Sexual Trauma



Abstract
This case study describes the expansion of the BRAVE-MIND virtual reality exposure therapy (VRET) system from the domain of combat-related posttraumatic stress disorder (PTSD) to the domain of PTSD due to Military Sexual Trauma (MST). As VRET continues to demonstrate efficacy in treating PTSD across multiple trauma types and anxiety disorders, adapting existing systems and content to new domains while simultaneously maintaining clinical integrity is becoming a high priority. To develop BRAVEMIND-MST we engaged in an iterative participatory design process with psychologists, engineers, and artists. This first-person account of our collaborative development process focuses on three key areas (1) VR Environment, (2) User-Avatar State,

Virtual Reality Exposure Therapy (VRET) for Anxiety Due to Fear of COVID-19 Infection: A Case Series

This article was published in the following Dove Press journal: *Neuropsychiatric Disease and Treatment*

> *Front Psychol.* 2021 Jul 15;12:671871. doi: 10.3389/fpsyg.2021.671871. eCollection 2021.

Virtual Reality Exposure Therapy for Fear of Heights: Clinicians' Attitudes Become More Positive After Trying VRET

Elise Rimer ¹, Lars Vågsholm Husby ¹, Stian Solem ¹
Affiliations + expand
PMID: 34335386 PMCID: PMC8319686 DOI: 10.3389/fpsyg.2021.671871
[Free PMC article](#)

Abstract

Background: Virtual reality exposure therapy (VRET) has the potential to solve logistic challenges when treating specific phobias. However, VRET has yet to see a large-scale implementation in clinical settings despite positive findings in treatment trials. This may partly be due to attitudes and lack of experience among clinicians, but also because of expensive and stationary VR solutions.

Objective: This study tested whether modern, wireless, commercially available VR equipment with controller-free hand tracking could induce and reduce discomfort using scenarios designed for fear of heights. Also, the study tested if clinicians' attitudes toward using VR in therapy changed after trying it themselves.

Method: Attitudes to using VR in therapy and discomfort ratings were assessed for 74 clinicians

02

Virtual Reality Exposure Therapy (VRET)

Evolution of VRET to Assist in the Treatment of Phobias: a systematic review

Julie S. Pereira ¹, Leonardo M. Faêda ¹, Alessandra M. Coelho ¹
Instituto Federal do Sudeste de Minas Gerais Universidade Federal de Viçosa Instituto Federal do Sudeste de Minas Gerais Rio Pomba, MG, Brazil Viçosa, MG, Brazil juliespereira7@gmail.com leonardo.faeda@gmail.com alessandra.coelho@ifsudestemg.edu.br

Virtual Reality Exposure Therapy for Fear of Heights: Clinicians' Attitudes Become More Positive After Trying VRET

Elise Rimer ¹, Lars Vågsholm Husby ¹, Stian Solem ¹

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Method: Attitudes to using VR in therapy and discomfort ratings were assessed for 74 clinicians

Literature

VR walking scenarios have been studied and shown to be effective in reducing mental health problems.

Weather, light, and traffic can all affect the exercise experience. Those reporting cost, weather, and personal barriers to physical activity are less likely to exercise, thus increasing their sedentary behavior (Salmon, Owen, Crawford, Bauman, & Sallis, 2003).

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Sections ▾ All journals All articles

Can Simulated Nature Support Mental Health? Comparing Short, Single-Doses of 360-Degree Nature Videos in Virtual Reality With the Outdoors

Matthew H. E. M. Browning^{1*}, Katherine J. Mimnaugh^{1,2,4}, Carena J. van Riper², Heidemarie K. Laurent³ and Steven M. LaVelle⁴

Pitch

03

VR Walking Scenario

Influence of hearing your steps and environmental sounds in VR while walking

Angelika C. Kern*
Technische Universität Darmstadt

Wolfgang Ellermeier
Technische Universität Darmstadt

ABSTRACT

Presence, the feeling of ‘being there’ in a virtual environment (VE) is seen as a basic requirement for VE environments.

Does Virtual Reality Enhance the Management of Stress When Paired With Exercise? An Exploratory Study

Thomas G. Plante
Santa Clara University and Stanford University School of Medicine

Arianna Aldridge, Denise Su, Ryan Bogdan, Martha Belo, and Kamran Kahn
Santa Clara University

feedback. The question was which sounds would enhance presence most: Would it be enough to just cancel the noise from the lab, particularly the treadmill-sounds, to isolate the user from

n step sounds were presented in addition to Noise? Would a soundscape that fits the virtual environment ater effect? Or will the combination of virtual steps and e produce the best sense of presence?

is a partial replication of an earlier study conducted by t authors [8]. Since in that study, presenting footstep l not improve presence significantly, the present study enhanced version of the algorithm estimating the ' of a footstep being made. Furthermore, rather than questionnaire items from various sources in an eclectic i the present study an established, and thoroughly presence questionnaire was used, the IPQ [9].

»D

Participants

Participants took part in the study, three of which had to be due to technical difficulties during the presentation of world. Therefore, data analysis was conducted on 40 s (11 males, 29 females) with ages ranging from 18 to $M=22.95$, $SD=4.44$). The participants were all students, them studying psychology. Due to the technical its of the treadmill, the participants were allowed a height of 185cm, as not to touch the front of the

The purpose of the present study was to assess the psychological benefits of virtual reality paired with aerobic exercise in a laboratory setting. In this study, 154 introductory psychology students were randomly assigned to 1 of 4 20-min conditions (a) walking outside around campus, (b) walking on a laboratory treadmill combined with virtual reality to experience both virtual and actual exercise, (c) walking on the laboratory treadmill without virtual

Research Gaps –

01

Lack of combination of multidimensional subjective and objective human factors approach for the assessment of mental pressure.

02

Previous research on mental pressure is based on specific scenarios and causes, and there is a lack of research on general mental pressure.

Research Hypotheses –

01

Virtual walks would reduce the mental pressure and enhance the psychological well-being of subjects.

02

The improvement level of mental pressure would be affected by the subjects' familiarity with the virtual walking scenarios.

03

The improvement level of the mental pressure would be affected by subjects' involvement in the virtual walking scenarios.

Research Objectives —

01

To study which objective physiological indicators can reflect the change of mental pressure in real-time.

02

To evaluate the levels of mental pressure from several aspects through multiple feasible physiological assessment methods.

03

To explore the best combination of VR factors to minimize the mental pressure.

Measurements –

Psychological Measurements

01

AD-ACL

What and why?

- The AD-ACL (Thayer, 1960, 1978, 1986) is a brief and frequently used self-report checklist designed to measure momentary mood states including, energy, calmness, tension, and tiredness.
- Thayer (1978, 1986) reported that the AD-ACL has adequate reliability and has been validated in a number of psychophysiological and biopsychological investigations involving exercise.

02

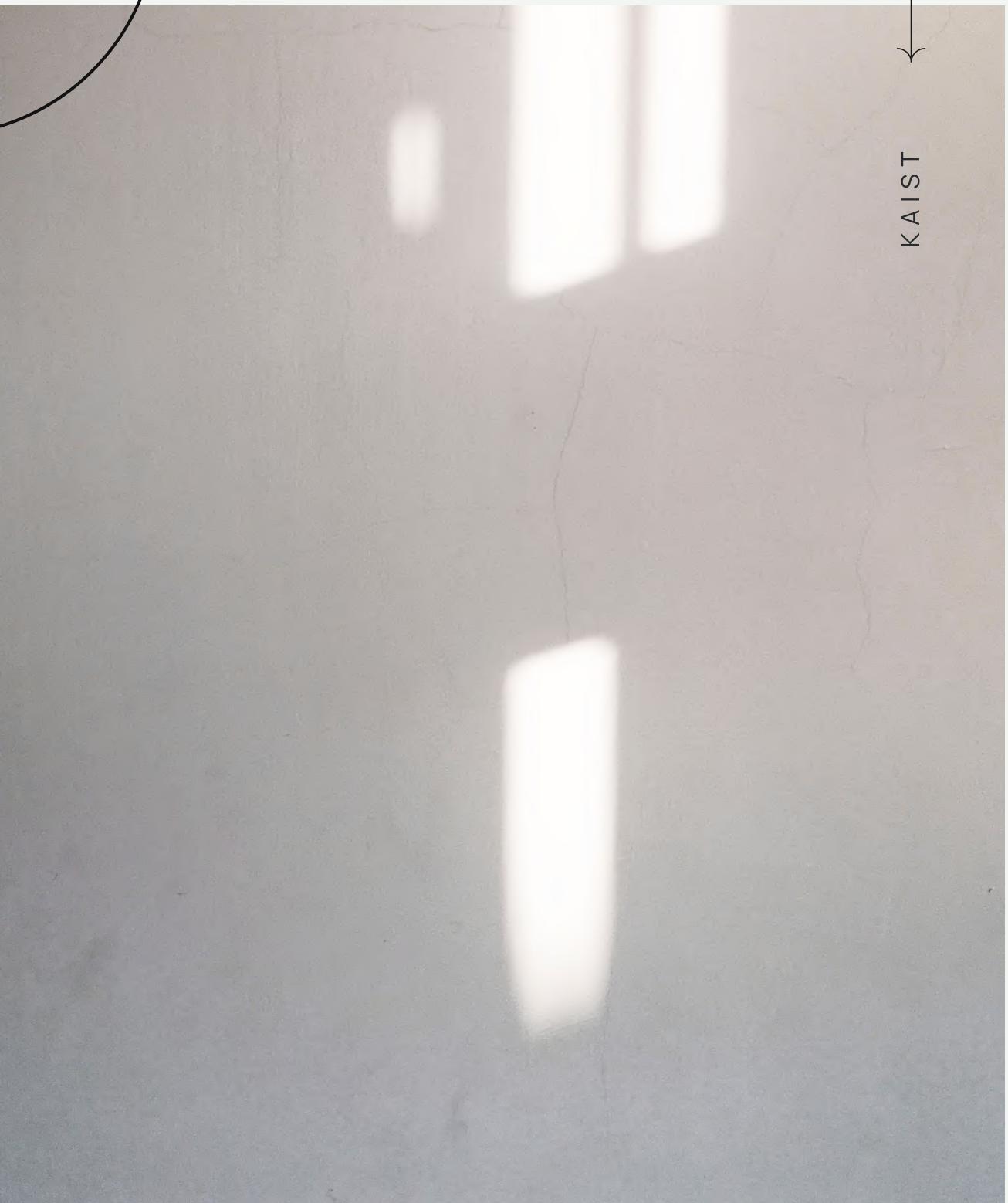
Subjective Units of Distress Scale (SUDS)

What and why?

- The Subjective Units of Distress Scale (SUDS; Wolpe, 1969) is defined as the self-rated current anxiety between 0 (a state of absolute calmness) and 100 (the worst anxiety ever experienced). The SUDS can be used to measure feelings and other internal experiences, such as anxiety, anger, agitation, stress or other painful feelings.
- The SUDS measure showed convergent validity with state anxiety(Kim, Bae, & Park, 2008) (APA PsycTests Database Record © 2019 APA, all rights reserved)

Experiment Design

02



Questionnaires

AD-ACL

Activation-Deactivation adjective check list

SUDS

Subjective Units of Distress Scale

AD-ACL

Dimension	Items
Energy	Active
	Lively
	Energetic
	Vigorous
	Full-of-pep
Wakefulness	Sleepy
	Drowsy
	Tired
	Wide-awake
	Wakeful
Tension	Tense
	Clutched-up
	Fearful
	Jittery
	Intense
Calmness	Calm
	At-rest
	Still
	quiet
	placid

Questionnaires

AD-ACL

Activation-Deactivation adjective check list

SUDS

Subjective Units of Distress Scale

SUDS



Panoramic Videos

KAIST VR:

recorded by Insta 360 X3

Countryside VR:

searched on Youtube

Almost the same resolution (5.7K)



Conditions

Two factors, three levels
Between-subject design

KAIST VR

Walk inside a
familiar virtual
campus env.

Treadmill

K-T

Countryside VR

Walk inside an
unfamiliar virt.
suburb env.

C-T

Non-VR
Without VR

N-T

Standstill

K-S

C-S

N-S

Protocol

18 subjects, 3 for each condition
In random order

Hardware:

HTC VIVE PRO EYE
Polar H10

Pitch



Results

03

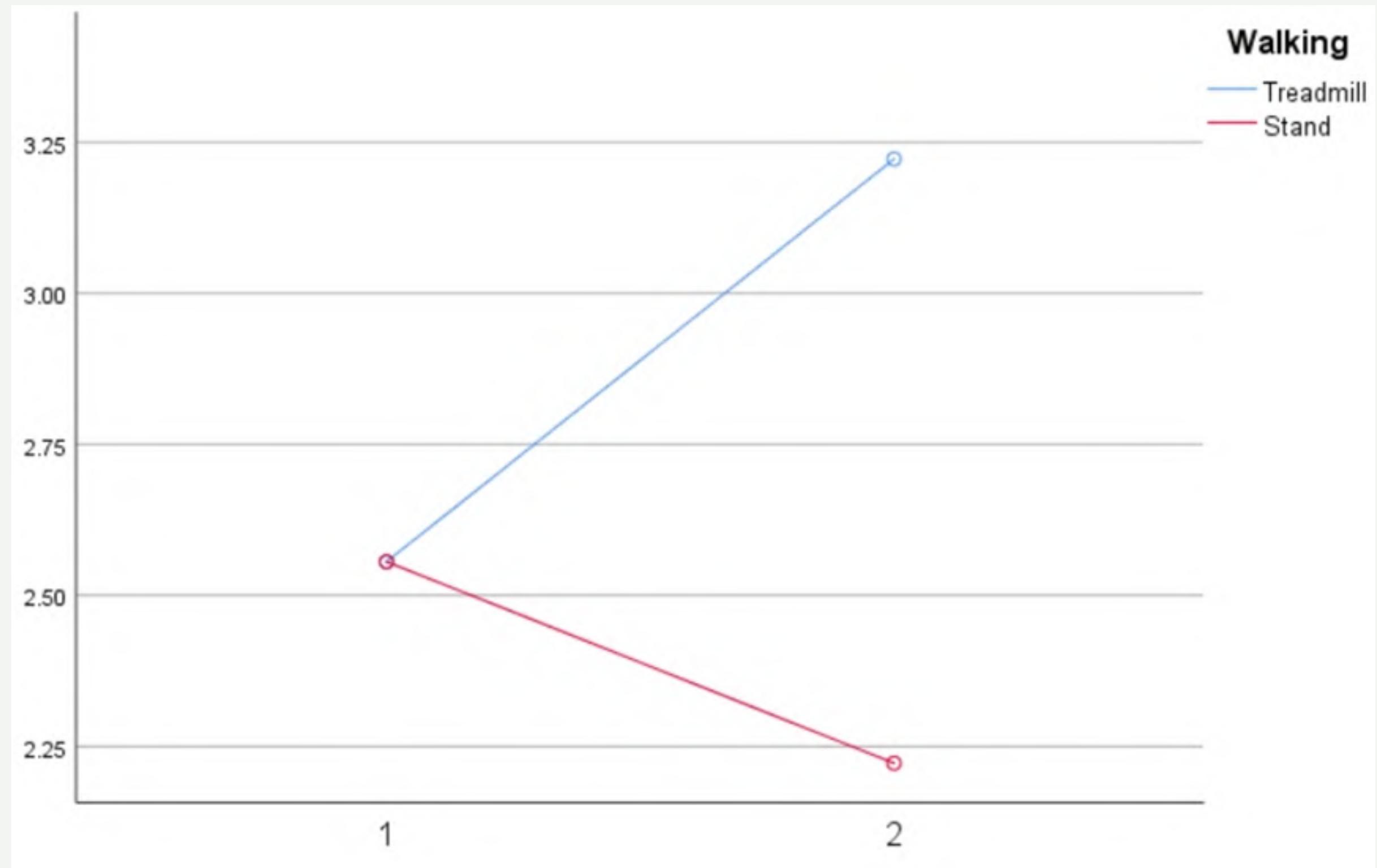


AD-ACL

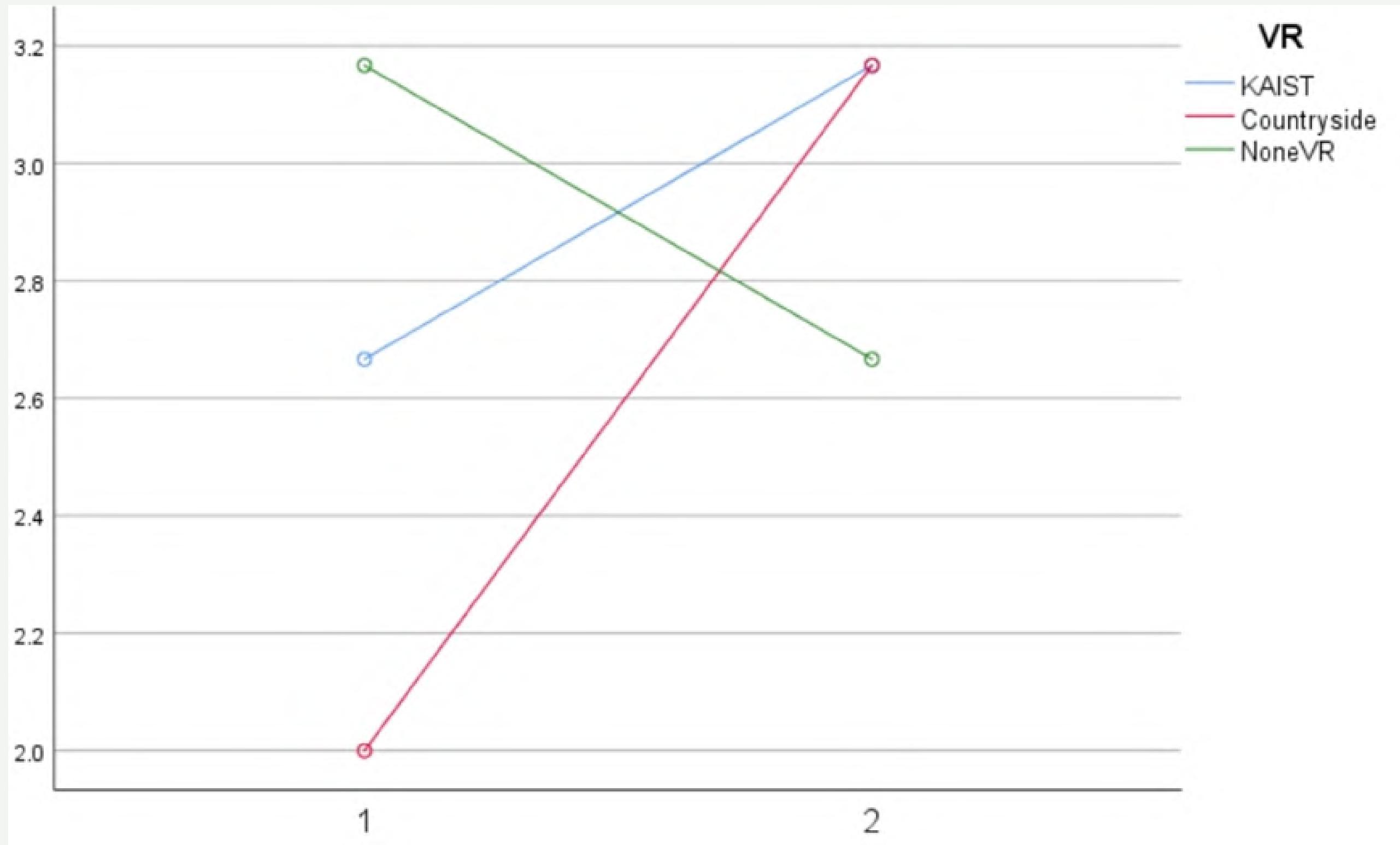
*: p < 0.05

	Pre		Post	
	Mean	SD	Mean	SD
Active	2.78	0.808	2.78	0.808
Lively	2.67	0.767	2.94	0.998
Energetic	2.61	0.979	2.72	0.895
Vigorous	2.67	0.907	2.78	0.943
Full-of-pep	2.56	0.784	2.44	0.984
Sleepy	1.94	0.998	1.72	0.752
Drowsy	2.06	0.998	1.78	0.878
Tired	2.22	1.060	1.83	0.786
Wide-awake	2.22	0.943	2.56	1.149
Wakeful*	2.56	0.922	2.72	1.074
Tense	1.94	0.802	1.61	0.608
Clutched-up	1.44	0.616	1.44	0.616
Fearful	1.33	0.594	1.33	0.594
Jittery	1.50	0.707	1.39	0.608
Intense	1.67	0.907	1.5	0.786
Calm	2.78	0.808	2.94	0.802
At-rest*	2.61	0.916	3	0.686
Still	2.72	0.958	2.72	0.826
Quiet	2.56	0.784	2.61	0.916
Placid*	2.44	0.856	2.83	0.707

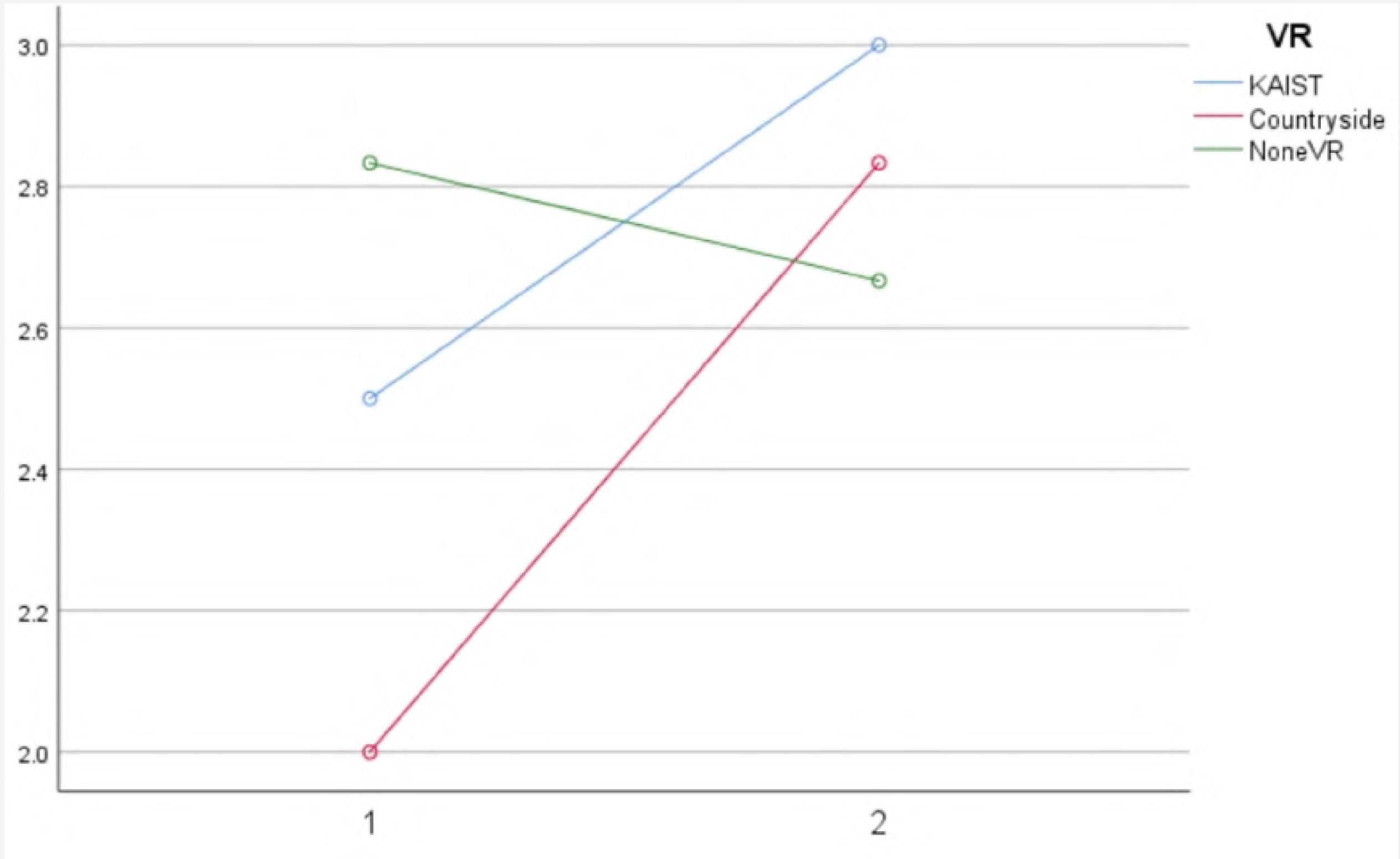
Wakeful



At-rest

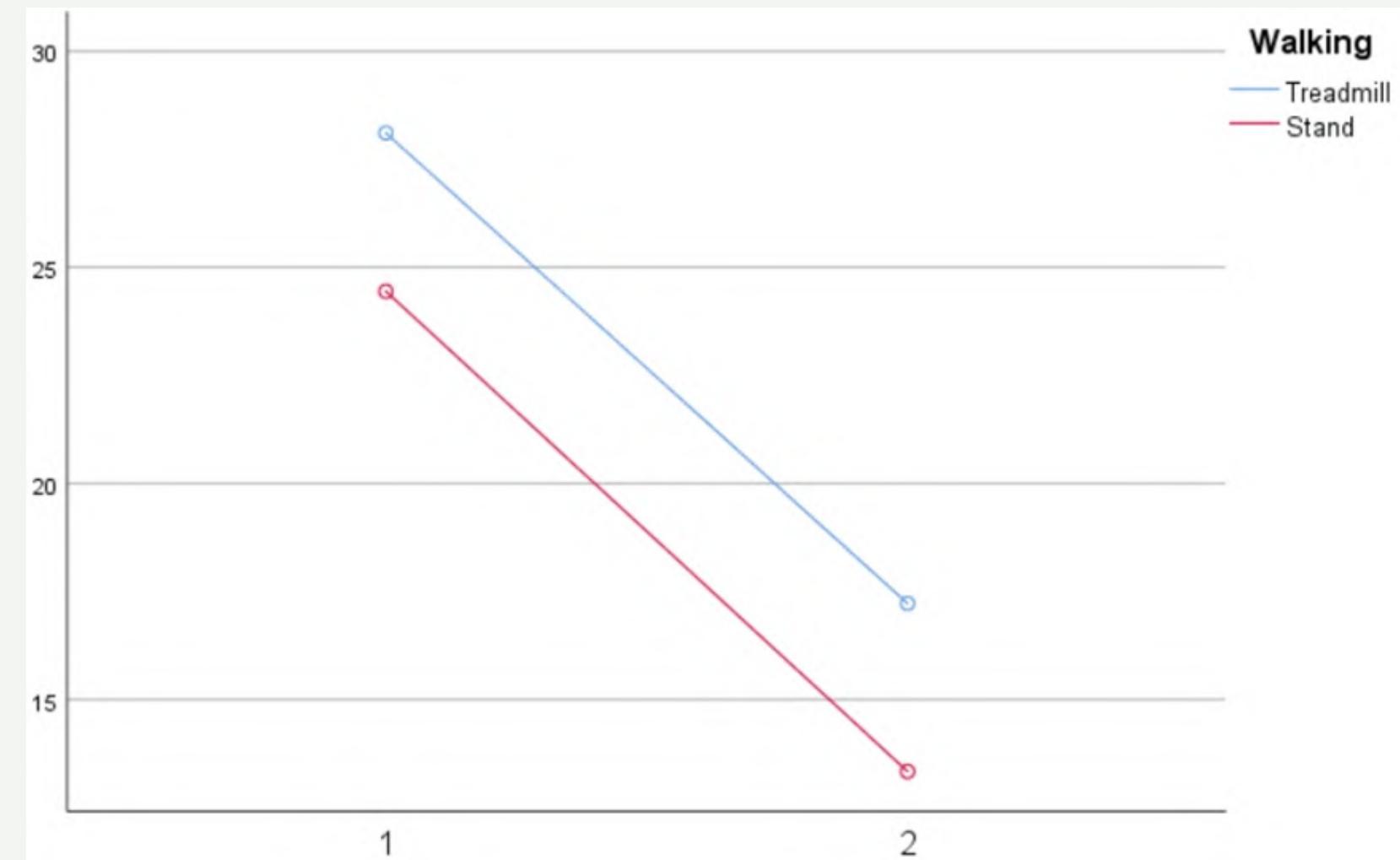
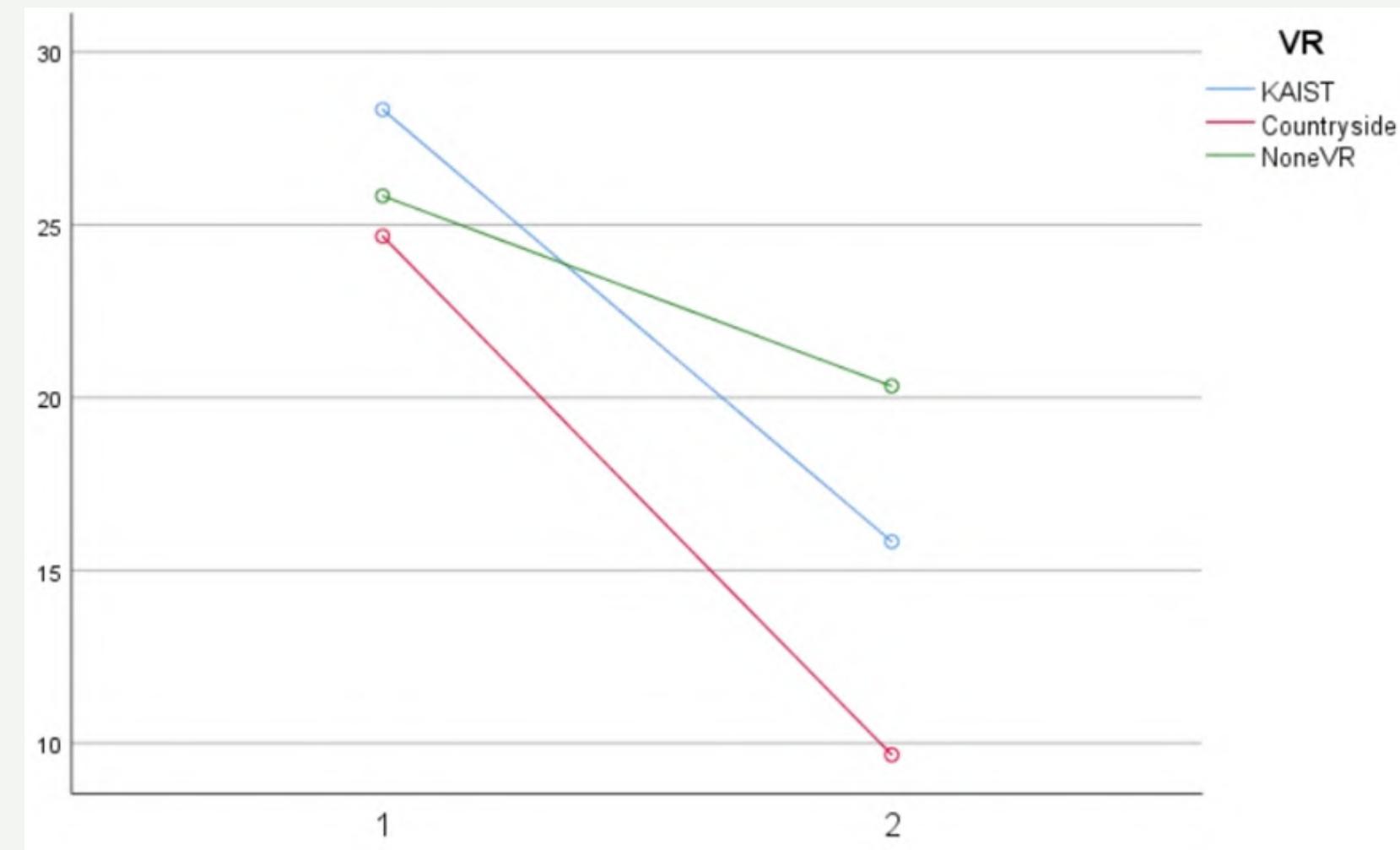


Placid



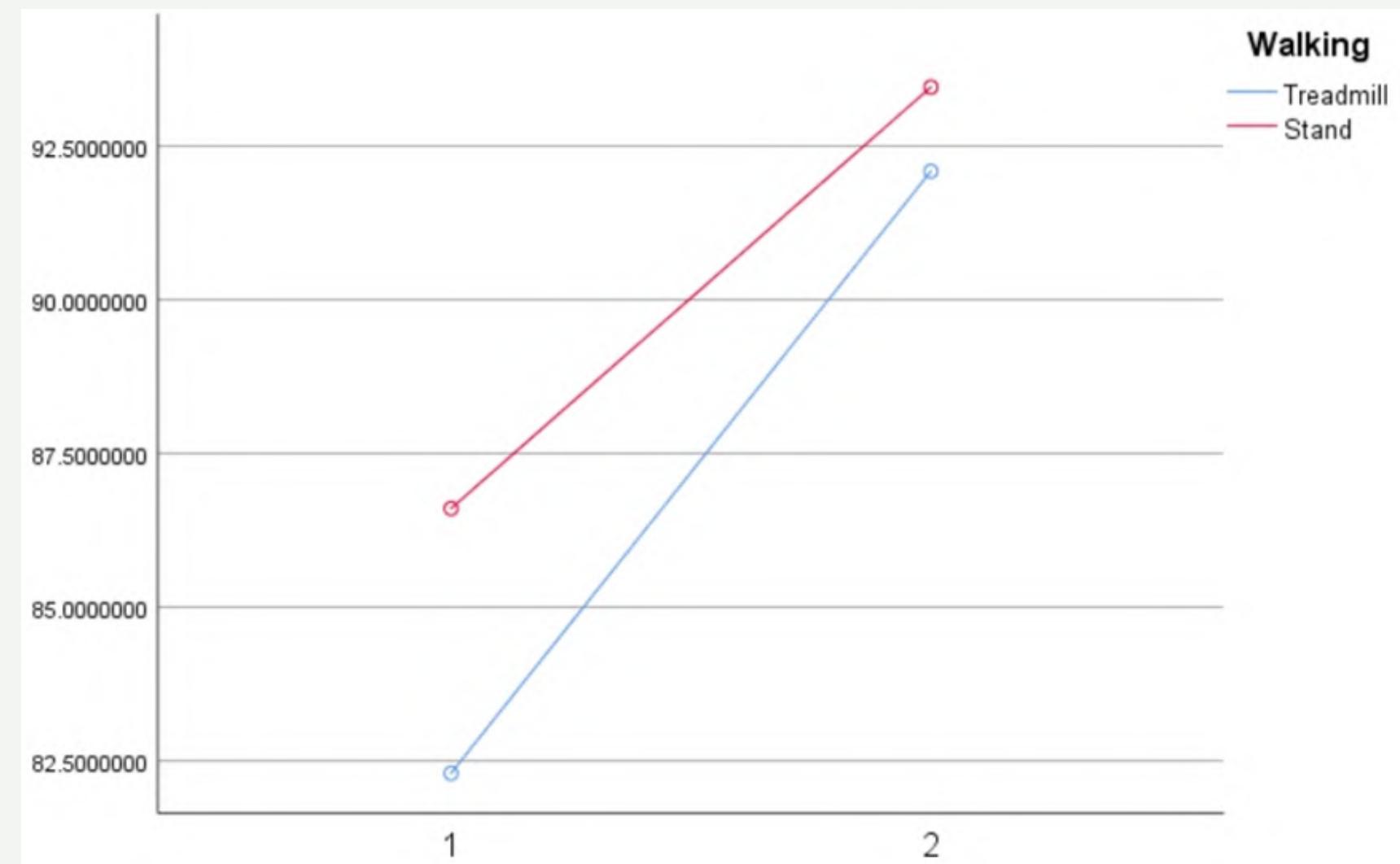
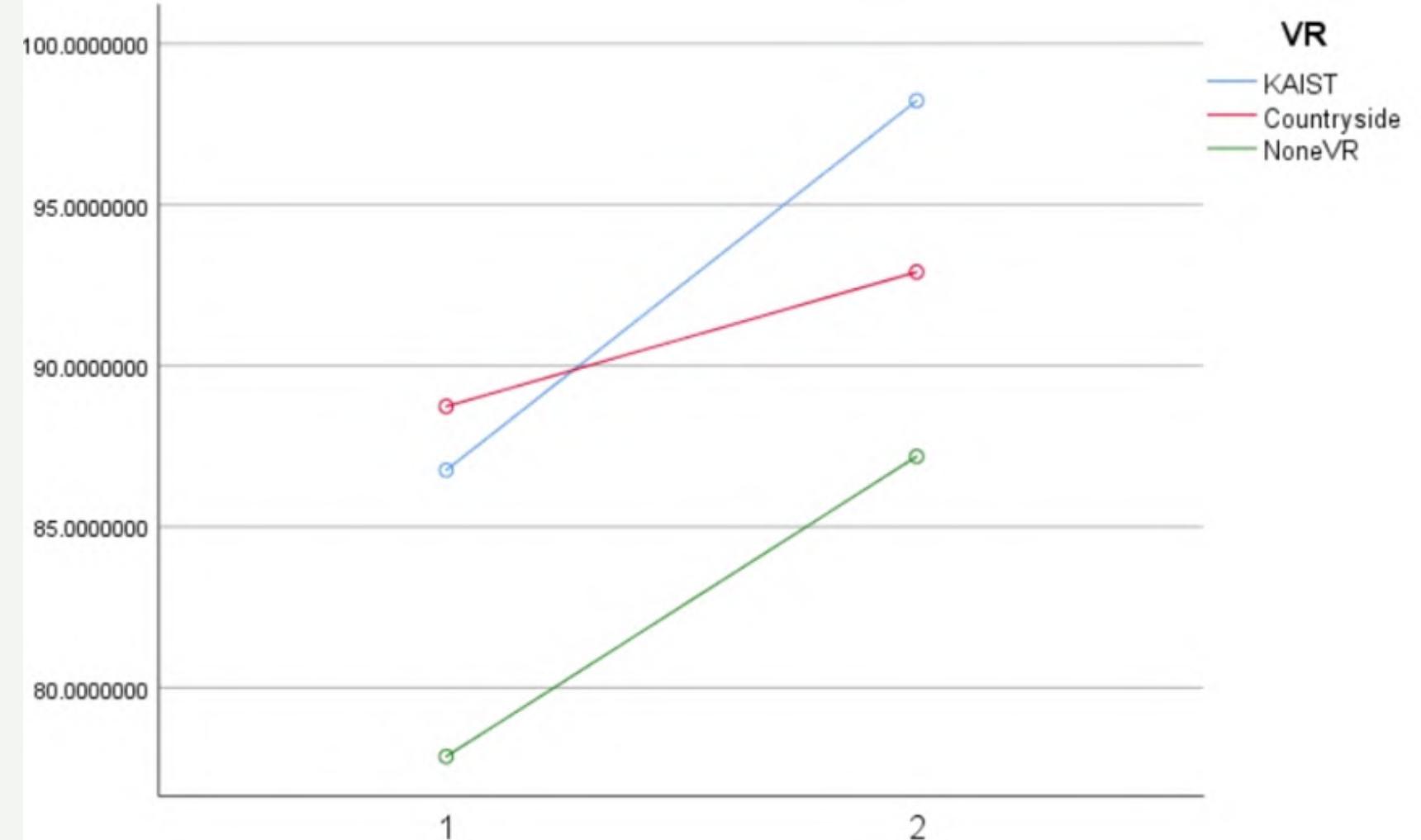
SUDS

p=0.001



Heart rate

p=0.002



Discussion & Future work

04



Discussion

01

Virtual walking can reduce mental stress and increase psychological well-being by making participants feel **at-rest** and **placid**

02

Unfamiliar scenarios are more effective in reducing mental stress

03

The effect of involvement (walking or standing in VR) on the reduction of mental stress has not been found

Contribution

01

Novelty: combining subjective mental pressure evaluations with physiological data in VR-settings

02

Seeking to unravel the potential connections of subjectively sensed mental pressure and physiological factors to measure mental pressure

03

The outcome would serve as a stepping stone and guideline for future research in healthcare industry to design VR-based solutions for people with depression and anxiety disorder

Future works



Duration and Sessions

longer walks(15-60) and also multiple sessions have been reported to be more effective



Walk along

Add Avatars or connect VRs of different people to walk together



More Control

Provide more interaction for user through self-paced treadmill and also user controlled VR scenario

Q&A —



04

