

Investigating face and body perception in humans with naturalistic, more ecologically valid stimuli

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Introduction

- Translating classical laboratory-based setups into the real world (the wild) represents a major challenge in neuroscience.
- Using ecologically valid conditions to study brain functioning is still a pressing issue within cognitive neuroscience [1]–[3]
- Neuroscience in the wild involves many significant changes in how we design, conduct, and analyze ecologically valid experiments [4]
- Faces are often perceived in natural scenes
- Classical experiments investigating face perception in humans usually involve static, controlled laboratory setups and highly manipulated/edited stimuli [5][6]
- Previous research on face perception has used natural scenes [7] and real-life free-viewing scenarios as stimuli revealing unknown EEG signatures of face processing [8]
- There is still a lack of studies investigating the implications of using naturalistic, unedited images to study face perception.

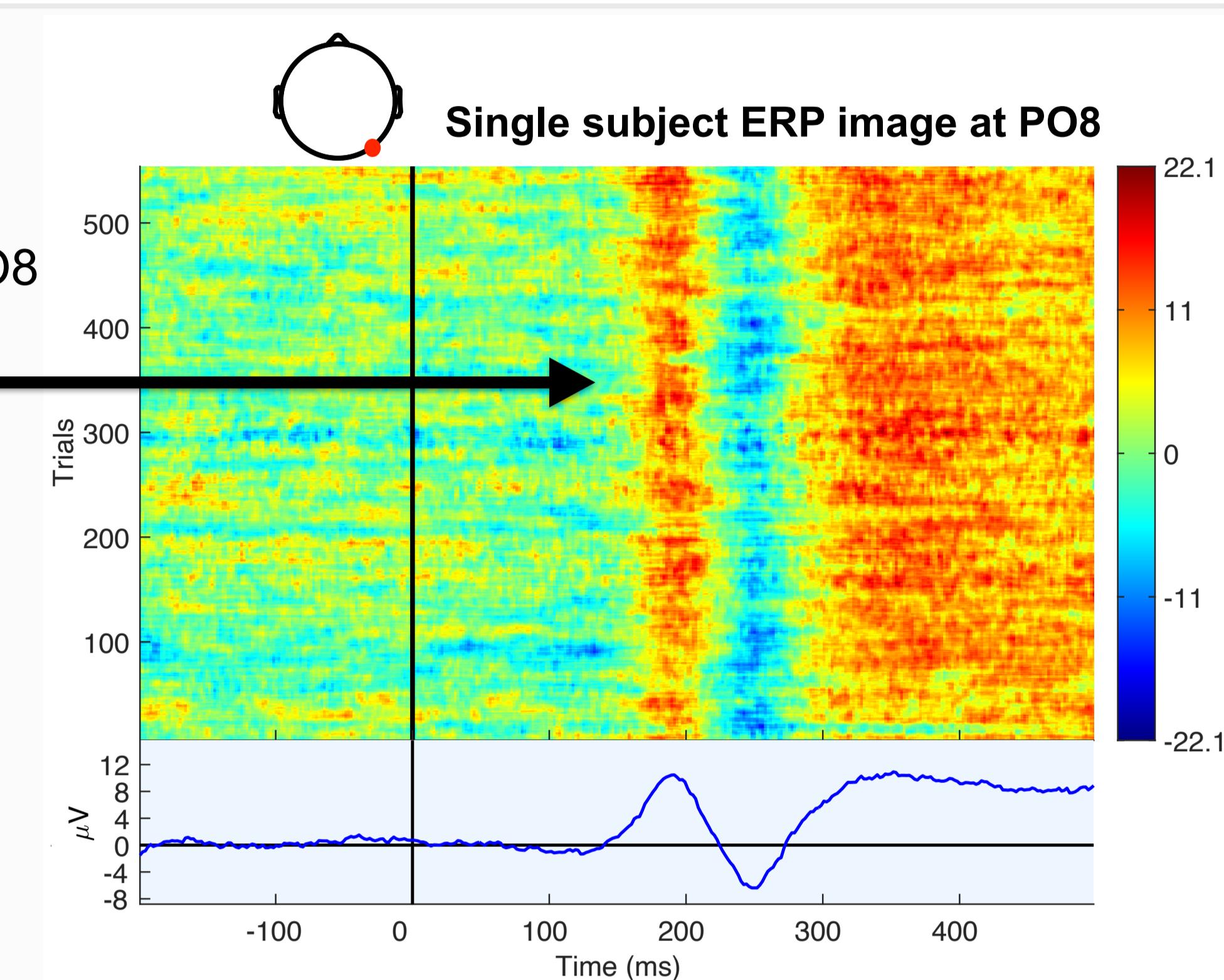
Goal:

- Translate a classical experimental paradigm into the wild
- Create an intermediate setup that combines EEG and VR
- Investigate ERP responses to faces and bodies compared to objects using images retrieved from previous gazes during a walk in a virtual city.



Fig. C

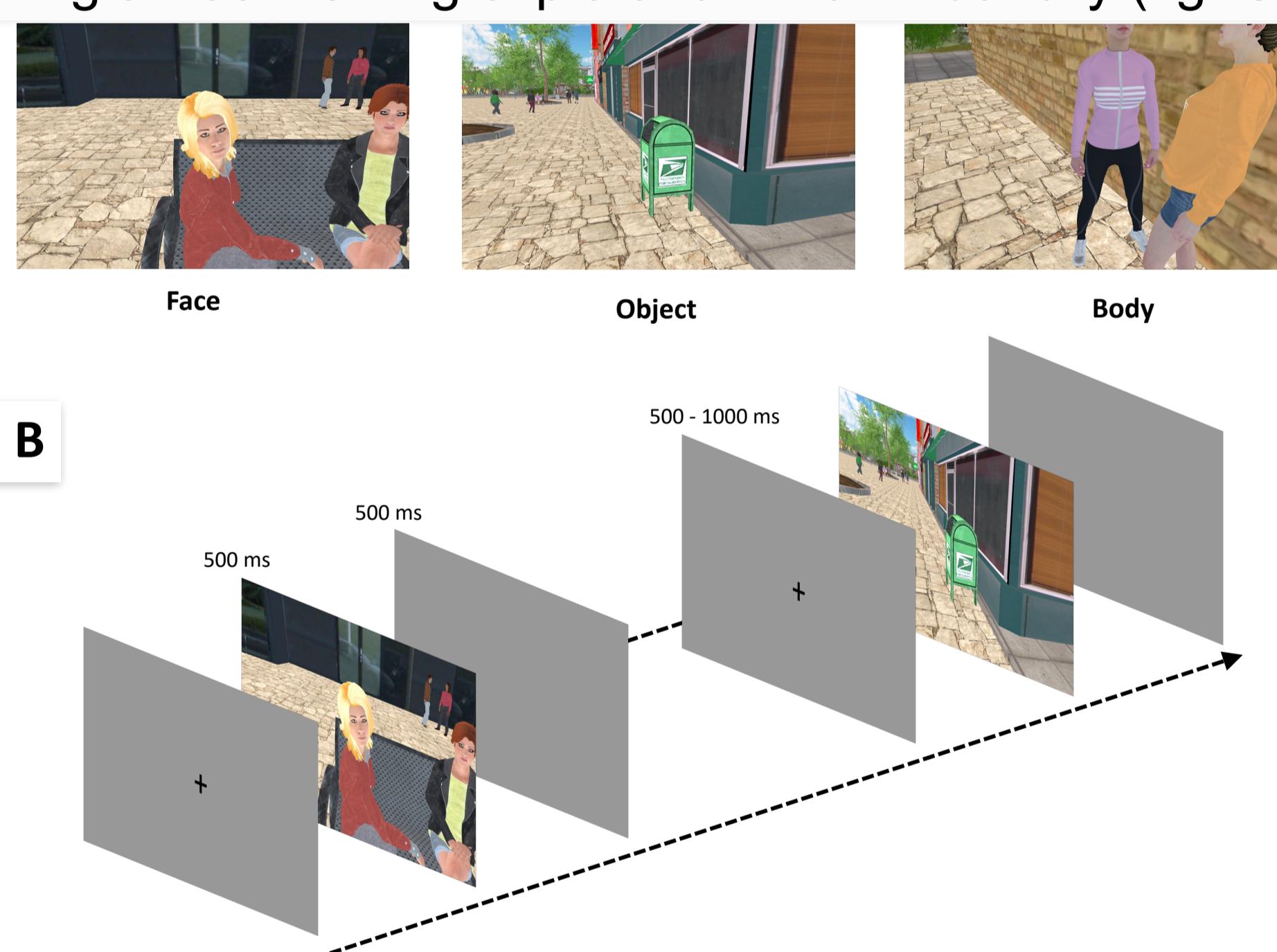
Results



- Single-trial ERP image at PO8 shows positive and negative face-related potentials vertically aligned after stimulus onset.

Methods

- We combined EEG and VR (fig. A) to investigate ERP responses to faces and bodies (N170) using naturalistic images (fig. B) retrieved from participants' previous gazes during a free-viewing exploration in a virtual city (fig. C).



- We aligned EEG and VR streams' timestamps to identify stimulus onset (fig. D)

Unity and EEG streams at start of recording time

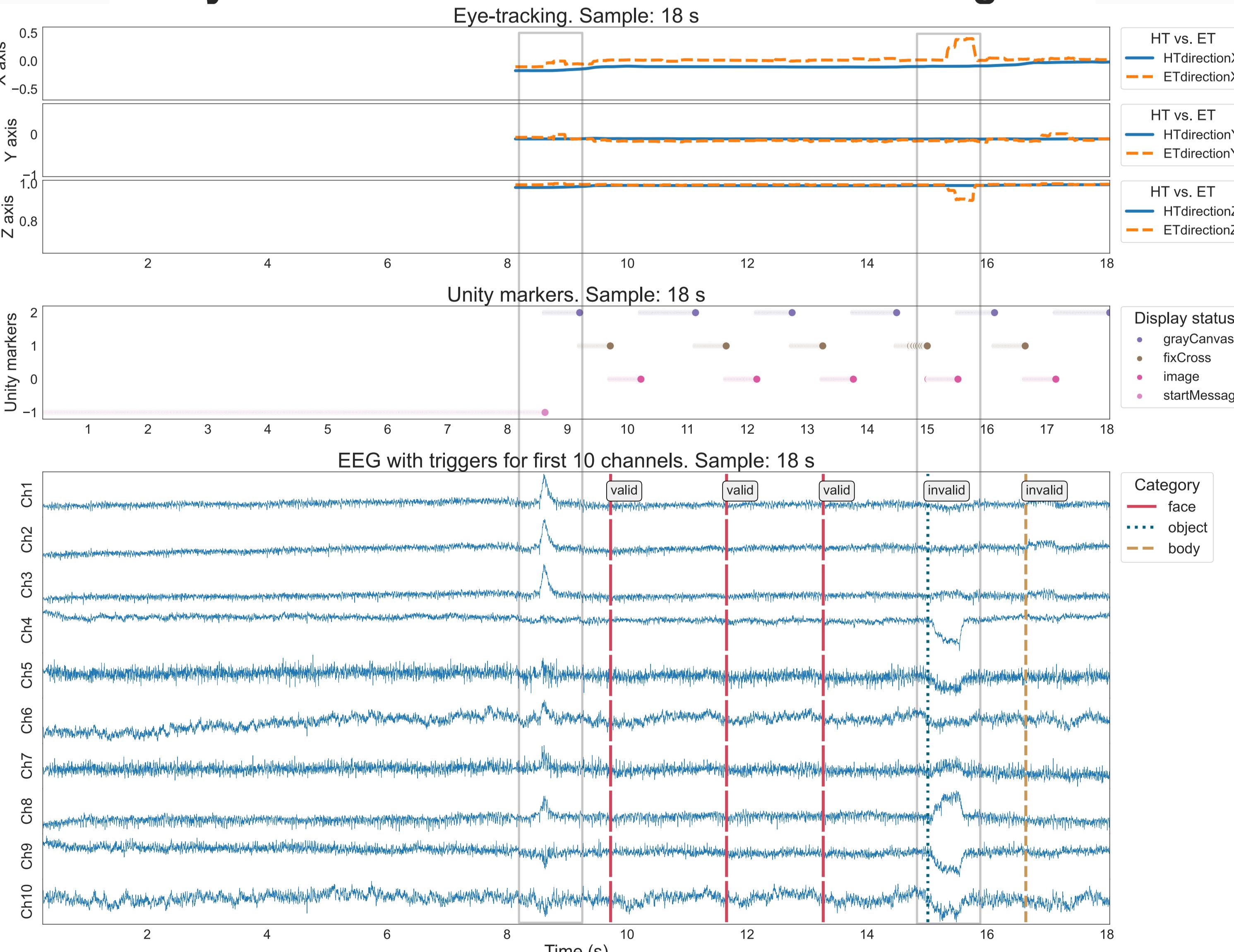
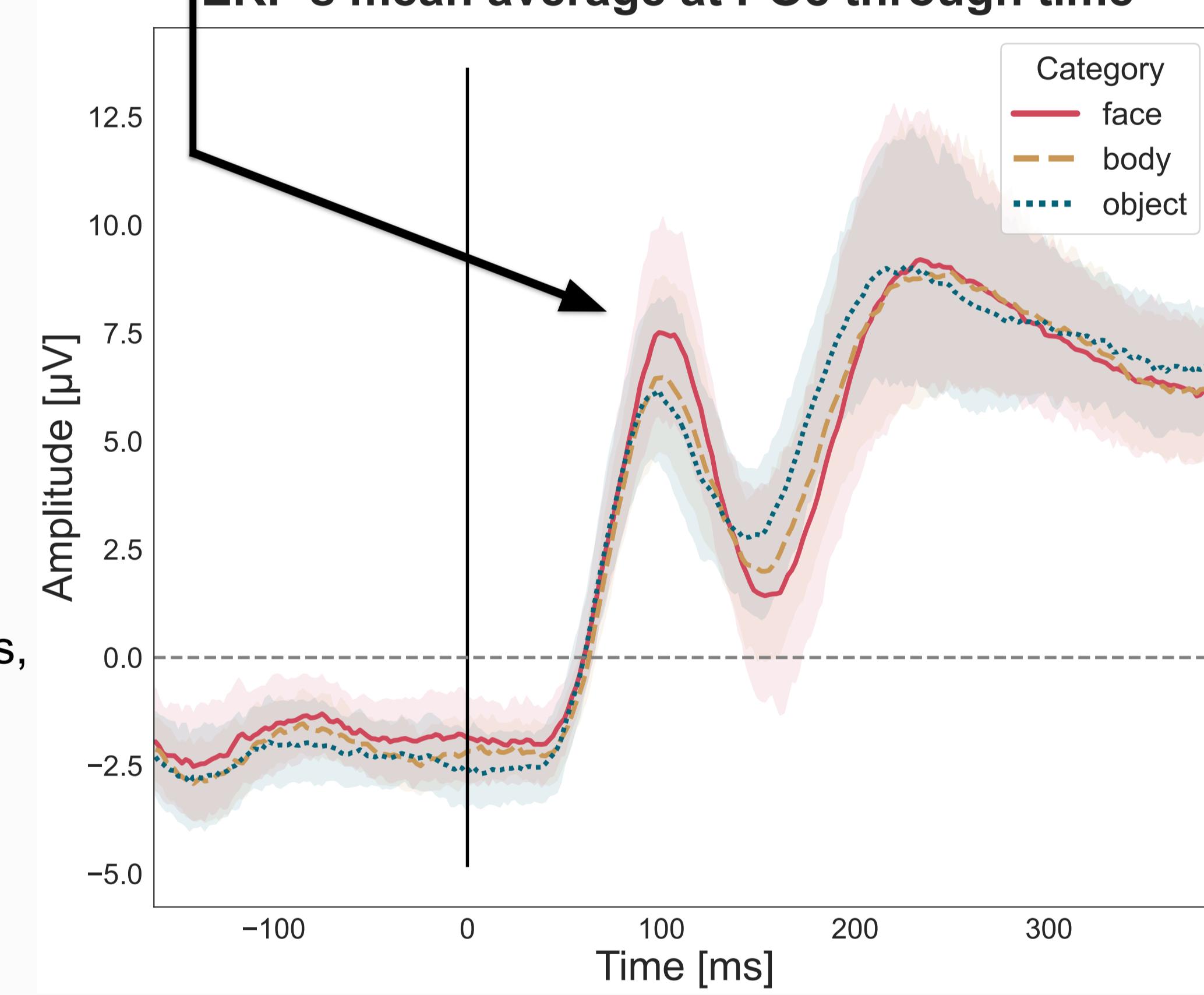


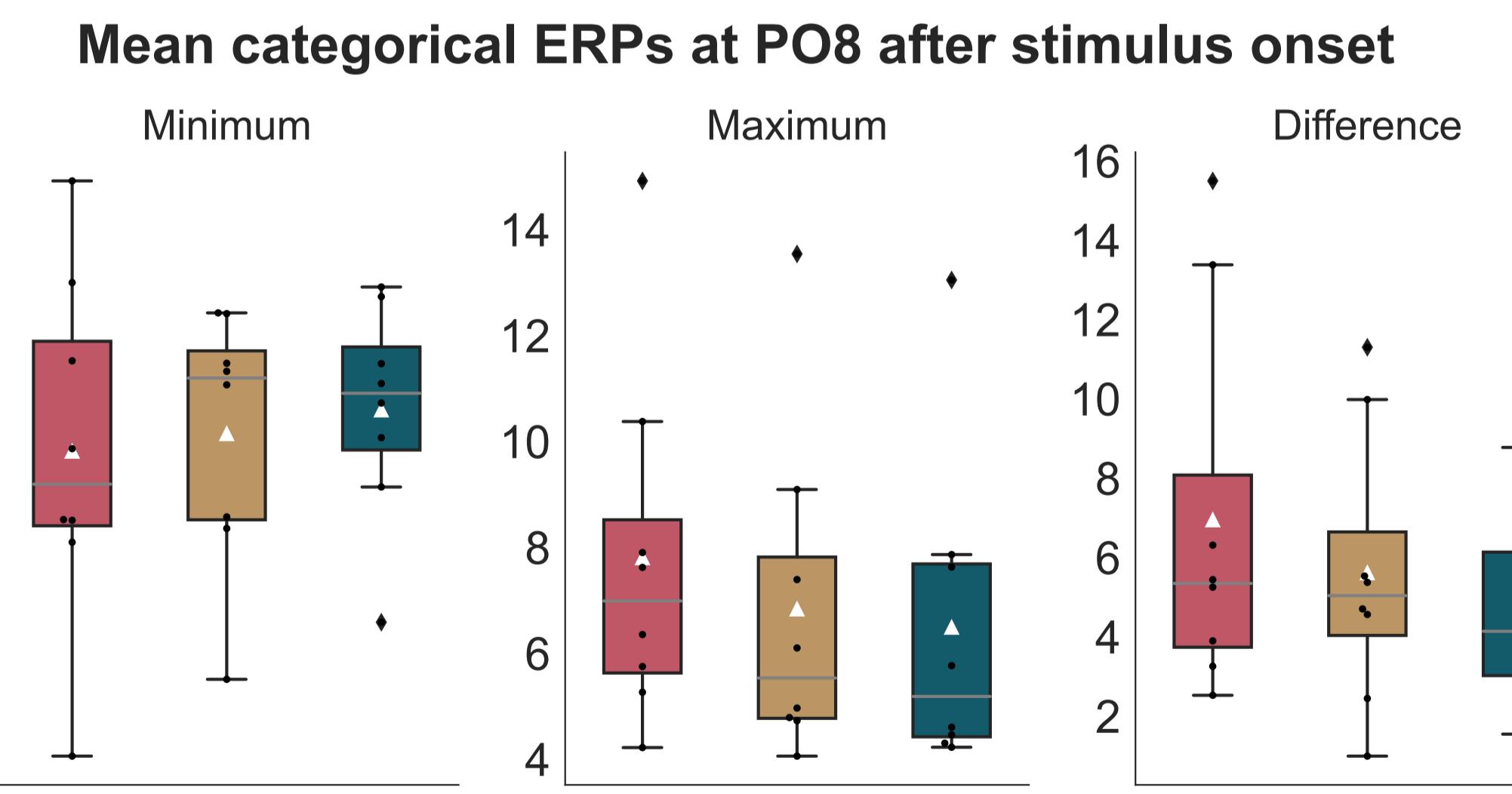
Fig. D

- Preliminary results (8 subjects) show a robust mean ERP to faces at PO8 with positivity of 7.8 microvolts at 100 ms and a drop in activity to 0.8 microvolts at 167 ms (N170).



- Comparing faces to objects, the positivity was changed after about six microvolts, and the drop in activity differed by about one microvolt.

- Average ERPs to faces have the strongest maximum and minimum activity with a larger difference in amplitude.
- ERPs to bodies are stronger compared to objects, but weaker than faces.



Conclusion & Discussion

- We successfully translated a classical experimental paradigm into a more practical setup combining EEG and VR that can inform and inspire subsequent fully wild investigations.
- We reproduced previous findings associated with a negative ERP component sensitive to faces from a different experimental design perspective.
- This methodological approach sets the stage for wilder, more dynamic investigations.

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