

# **Evoking Social Evaluative Threat Through Dance in a Virtual Environment**

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### Introduction and Objective

- · The stress response can be objectively measured
- · Elevated heart rate (HR) and low respiratory sinus arrhythmia (RSA) indicates a stress response
- Cortisol is a major stress biomarker<sup>1</sup>, rising in response to stressful stimuli
- Stressors incorporating elements of unpredictability, uncontrollability, and social evaluative threat (SET) are known to elicit rises cortisol levels<sup>2</sup>
- Competitive dance has been shown to trigger a stress response reflected by cortisol levels<sup>5</sup>
- Psychological stress experiments have extended to the realm of virtual reality (VR) environments<sup>4</sup>
- We hypothesized that our competitive VR dance will elicit a measurable stress response

### Objective:

Collect cortisol, RSA, and HR data to measure stress response from SET via dancing in VR

### Methods and Measures

### Outcome measures:

- HR via ambulatory electrocardiogram
- RSA derived from HR data
- Cortisol via enzyme-immunoassay

### Experimental task:

- Control task involved throwing objects around a virtual room.
- Stress task involved dancing in front of a virtual audience 3 times.

### Participants:

· 18 participants ranging in age from 18 to 40 years old

# Hook up electrodes Saliva sample #1 **VR Baseline Task** Saliva sample #2 VR Dance-off stressor Saliva sample #'s 3, 4, 5 & 6 at 15 min intervals

### **Social Evaluative Threat**

Social evaluative threat (SET), is the feeling of being judged. Existing evidence suggests that SET can elicit a powerful stress response, especially cortisol.<sup>2</sup>



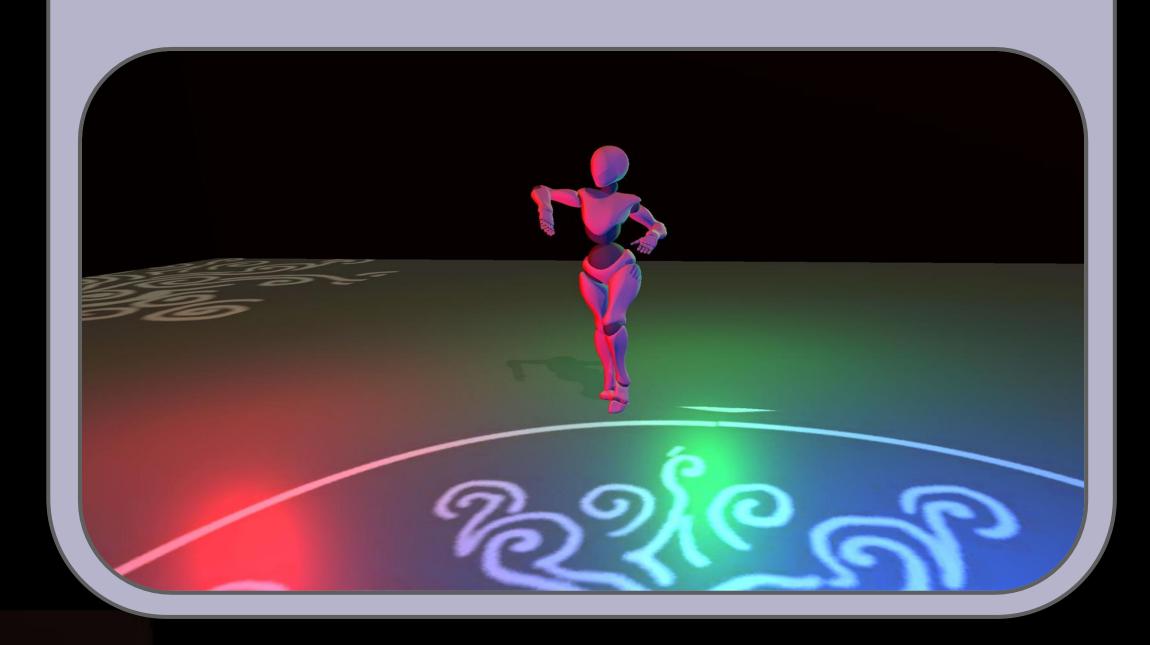
### Uncontrollability

Uncontrollability is an essential component because it causes anxiety, increasing the activity in the amygdala.<sup>2</sup>

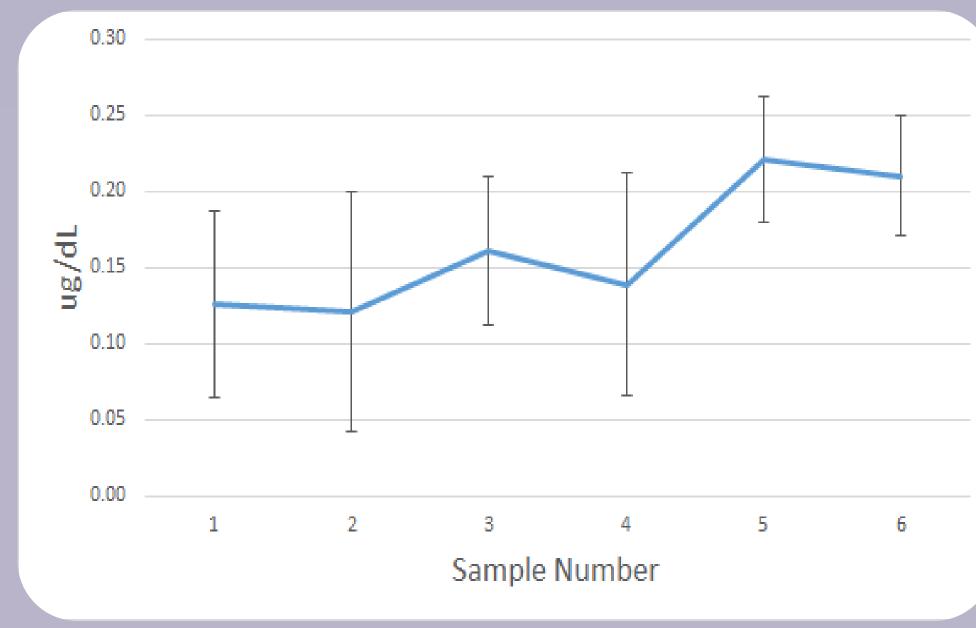


### Unpredictability

Unpredictability, has been proven to to be a powerful ingredient in stress tasks.<sup>3</sup>



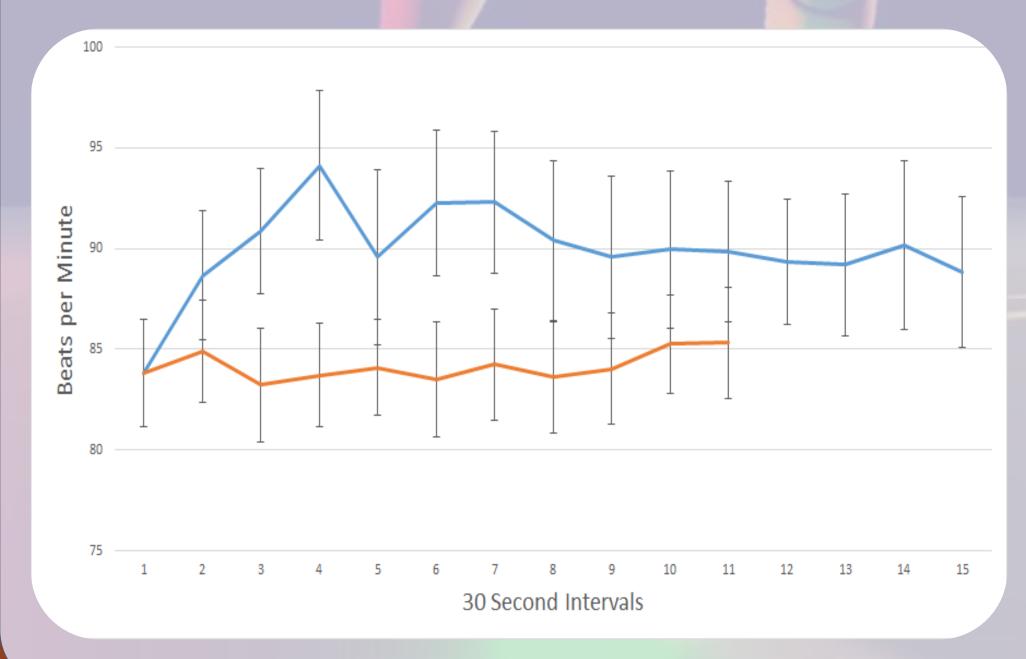
### **Cortisol Reactivity p = 0.104**



RSA Reactivity p= 0.003

# 30 Second Intervals

HR Reactivity p= 0.001



### Discussion

- Results suggest that VR can be used to provoke a stress response
- · Stressor task was more successful at triggering an autonomic response, but the HPA axis was also triggered in a majority of participants
- We suspect that the arrival and the electrode installation event may have also triggered a stress response
- Future work
- o Alternative VR stress tasks
- o Minimizing noise in the data
- o Analyze pre-ejection period data

## Citations:

- . (Shirtcliff, Peres, Dismukes, Lee, & Phan, 2014; Rohleder, Beulen, Chen, Wolf, & Kirschbaum, 2007; Boyce & Ellis, 2005)
- . (Dickerson & Kemeny, 2004; Rohleder, Beulen, Chen, Wolf, & Kirschbaum, 2007; Corbett & Simon, 2015)
- (Mason 1968; Corbett & Simon, 2015)
- . (Slater, Pertaub, Barker, & Clark, 2006)
- 5. (Rohleder, Beulen, Chen, Wolf, & Kirschbaum, 2007)

