University of Huddersfield Repository

Kola, Susanna and Walsh, Jane C.

Virtual Reality and Audiovisual Technology in the Management of Acute Pain – A review of the literature

Original Citation


This version is available at http://eprints.hud.ac.uk/9765/

The University Repository is a digital collection of the research output of the University, available on Open Access. Copyright and Moral Rights for the items on this site are retained by the individual author and/or other copyright owners. Users may access full items free of charge; copies of full text items generally can be reproduced, displayed or performed and given to third parties in any format or medium for personal research or study, educational or not-for-profit purposes without prior permission or charge, provided:

- The authors, title and full bibliographic details is credited in any copy;
- A hyperlink and/or URL is included for the original metadata page; and
- The content is not changed in any way.

For more information, including our policy and submission procedure, please contact the Repository Team at: E.mailbox@hud.ac.uk.

http://eprints.hud.ac.uk/
Virtual Reality and Audiovisual Technology in the Management of Acute Pain – A review of the literature

Susie Kola & Jane C. Walsh
Department of Psychology, NUI Galway
Attention and Pain

- Focus of attention shown to have a mediational role in the perception of pain

- **Distraction**
  - Reduced pain perception (e.g., Devine & Spanos, 1990)
  - Increased pain tolerance (e.g. Piira et al., 2005; James & Hardardottir, 2002)

- **Limited Capacity Resource Theory of Attention** (Kahneman, 1973)
  - Attention is of limited capacity
  - Distraction reduces the available resources to process pain stimulus
Virtual Reality and Audio-Visual Distraction

- Technological advances in recent years have led to use of audio-visual and VR technology in acute pain management
  - Audio-visual: virtual i-glasses with headphones, 2D images
  - VR: highly immersive 3D environments

- Stimuli include fantasy worlds, video games, special 2D and 3D videos, simulated 3D ‘virtual’ real life situations
Summary of Evidence

- Audiovisual and virtual reality distraction has been used in a variety of settings with positive results

- **Medical procedures**
  - Burn wound cleaning (Hoffman et al., 2000, 2001)
  - Colonoscopy (Lee et al., 2004)
  - Flexible sigmoidoscopy (Lembo et al., 1998)
  - Routine gastric testing (Kozarek et al., 1997)
  - Cleaning and dressing of leg ulcers (Tse et al., 2003)
Summary of Evidence

- **Medical Procedures with Pediatric Patients**
  - Port access procedure, virtual reality distraction vs. control (Wolitzky et al., 2005)
  - Port access procedure, virtual reality distraction vs. non-VR distraction vs. control (Gershon et al., 2004)

But

- Lumbar puncture with conscious sedation found no significant difference between those in VR distraction compared to control (Sander et al., 2002)
Summary of Evidence

- **Dental Procedures**
  - Dental scaling (Frere et al., 2001)

  **But**
  - No significant difference in perceived pain intensity or pain unpleasantness in patients undergoing dental scaling with audiovisual distraction and N₂O or audiovisual distraction and no distraction (Bentsen, Wenzel & Svensson, 2003)
  - No significant difference in pain intensity or pain unpleasantness between patients having teeth drilled with audiovisual distraction compared with control (Bentsen, Svensson, & Wenzel, 2001)
Summary of Evidence

- **Experimental studies**
  - Blood pressure ischemia pain (Tse et al., 2002)
  - Blood pressure ischemia pain – in last two minutes randomised to enter virtual reality world or not (Hoffman et al., 2003)
  - Thermal pain to foot, Hi-Tech vs. Lo-Tech VR (Hoffman et al., 2004)
Limitations

- Very small sample sizes
- Poor outcome measures
- Lack of adequate and equivalent control groups
- Different protocols used makes it difficult to compare studies
- Lack of standardisation in virtual reality and audiovisual devices and software used
- In some studies, patients have received some form of analgesia or sedation
The studies to date strongly suggest that both virtual reality and audiovisual technology can be a very promising analgesic distraction technique. However,
- Larger scale randomised controlled trials needed
- Comparison groups need to be more adequate and equivalent
- Inclusion of individual difference variables