Impact of Virtual Reality Therapy on Social Anxiety

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Abstract

This quantitative look at investigated the impact of Virtual Reality Therapy (VRT) on social tension, inspecting changes in signs and functional consequences among one hundred fifty members. Participant demographics found out a various but balanced pattern with a mean age of 28. Four, an same gender distribution, and ranging intervals of social tension diagnosis. Utilizing the Social Anxiety Scale (SAS), results indicated a sizeable discount in social anxiety signs and symptoms put up-VRT, with mean scores decreasing from sixty five.2 publish-intervention and further to 48.7 at one-month observe-up. The Functional Outcome Questionnaire (FOQ) highlighted enhancements in each day functioning, with suggest ratings increasing from 32.5 at baseline to 38. Nine publish-intervention and persevering with to forty-one.2 at follow-up. The declining widespread deviations across exams underscored the consistency of nice consequences. These findings endorse that VRT no longer simplest successfully mitigated social tension signs however additionally undoubtedly impacted contributors' practical abilities. The sustained improvements discovered at observe-up imply the potential durability of VRT's healing outcomes. While acknowledging study limitations, this research contributes treasured insights into the promising role of VRT in comprehensive social anxiety remedy, calling for further exploration and integration into mainstream therapeutic practices.

Keywords: Virtual Reality Therapy, Social Anxiety, Therapeutic Interventions, Mental Health

Introduction

Social anxiety ailment (SAD) stands as one of the maximum normal and debilitating mental health situations, affecting individuals across numerous age organizations and backgrounds (Broaden, 2023). Individuals grappling with social tension often revel in extreme fear and soreness in social conditions, main to avoidance behaviors that may drastically impair each day functioning and excellent of life. As the field of clinical psychology maintains to adapt, researchers and practitioners are exploring revolutionary therapeutic modalities to enhance the effectiveness of interventions for social anxiety. One such promising road is the utilization of Virtual Reality Therapy (VRT), a generation-driven method that immerses people in simulated environments to target and alleviate symptoms of social tension (Yap & Al, 2024).

The advent of digital fact (VR) generation has revolutionized the panorama of intellectual fitness treatment, providing a unique and immersive platform for healing interventions (Stone, 2020). Virtual Reality Therapy entails exposing people to pc-generated environments that simulate actual-international scenarios, imparting a managed and customizable setting for therapeutic functions. Within the context of social tension, VRT holds large ability because of its potential to duplicate social conditions in a secure and controlled way, allowing people to
confront and navigate their fears gradually. Several research have investigated the effect of Virtual Reality Therapy on social anxiety, demonstrating promising results in phrases of symptom reduction and functional development. This advent ambitions to provide an outline of the present-day nation of research on VRT for social tension, emphasizing key findings and highlighting the capacity implications for scientific exercise (Wong et al., 2023).

Social tension disease, characterised with the aid of excessive fear of social scrutiny and negative evaluation, has an entire life incidence starting from 7% to 13% globally (Zhu et al., 2021). The disease usually emerges all through formative years and can persist into maturity if left untreated (Goenjian et al., 2021). Individuals with social tension often revel in impairments in instructional, occupational, and social domains, contributing to a discounted first-class of life (Aschalew et al., 2020). Given the chronic nature of social anxiety and its pervasive effect, there's a urgent want for powerful and handy healing interventions. While traditional healing tactics, along with cognitive-behavioral remedy (CBT) and exposure therapy, have tested efficacy in treating social anxiety (Horigome et al., 2020), the mixing of Virtual Reality Therapy introduces a novel dimension to the therapeutic panorama. The immersive nature of VRT allows for a more ecologically legitimate and controlled publicity experience, probably improving the effectiveness of publicity-based interventions.

Virtual Reality Therapy operates on the precept of systematic desensitization, a therapeutic technique that involves regularly exposing people to anxiety-provoking stimuli in a managed way (Matthiesen et al., 2023). In the context of social anxiety, VRT creates a virtual environment that replicates diverse social situations, allowing people to have interaction with and navigate social conditions at their personal tempo. The sense of presence and immersion fostered via digital truth can beautify the emotional and physiological responses elicited at some point of publicity, doubtlessly main to extra strong healing consequences (van et al., 2021).

Numerous empirical research have explored the efficacy of Virtual Reality Therapy within the treatment of social anxiety. A meta-analysis by Vonderlin et al. (2020) synthesized findings from 15 randomized controlled trials and said a slight to large effect size in desire of VRT for reducing social tension symptoms. Studies have always confirmed that VRT interventions result in enhancements in social anxiety signs and symptoms, avoidance behaviors, and social capabilities (Bianchi et al., 2020). Understanding the neurobiological mechanisms underlying the results of VRT is crucial for elucidating its effect on social tension. Neuroimaging studies have recommended that VRT can modulate neural pastime in areas associated with fear processing and social cognition, together with the amygdala and prefrontal cortex (Meisner et al., 2022). These findings contribute to a growing body of proof supporting the neurobiological foundation of the healing outcomes located in VRT interventions for social tension.

Despite the promising findings, demanding situations exist in the good-sized implementation of Virtual Reality Therapy for social tension. Issues associated with the accessibility and value of VR gadget, as well as the want for further studies on lengthy-time period efficacy and potential detrimental outcomes, warrant cautious consideration. Future research endeavors must also discover the customization of digital environments to cater to character variations in social tension presentations and severity.

Methods

The research hired a quantitative method to investigate the impact of Virtual Reality Therapy (VRT) on social tension. A total of one hundred fifty participants, with an average age of 28.4
years, were recruited via comfort sampling from clinical settings and community intellectual fitness programs. These people had been identified with social tension sickness primarily based on standardized diagnostic criteria (DSM-five). The examine applied a pre-post experimental design, related to a unmarried-group intervention. Participants underwent a baseline assessment to set up their preliminary stages of social anxiety and engaged in a Virtual Reality Therapy application which includes six periods over a two-week length. The VR software simulated various social eventualities, steadily challenging anxiety responses. Post-intervention exams were carried out right now after the VRT software and at a one-month observe-up. The Social Anxiety Scale (SAS) and the Functional Outcome Questionnaire (FOQ) were administered to measure adjustments in social anxiety signs and purposeful effects, respectively. Data analysis the usage of SPSS involved descriptive data, paired-samples t-exams, and Pearson correlation coefficients. The examine adhered to ethical pointers mentioned by the Declaration of Helsinki, with participants supplying knowledgeable consent, and confidentiality maintained. However, obstacles, consisting of the absence of a manage group and reliance on self-report measures, need to be mentioned, necessitating similarly studies with larger and more various samples for enhanced generalizability. The research protocol acquired approval from the Institutional Review Board (IRB) at Institution.

Results and Discussion

Table 1. Participant Demographics

<table>
<thead>
<tr>
<th>Demographic Variable</th>
<th>Mean (SD)</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Age</td>
<td>28.4 (4.6)</td>
<td>22-40</td>
</tr>
<tr>
<td>Gender (Male/Female)</td>
<td>75/75</td>
<td></td>
</tr>
<tr>
<td>Diagnosis Duration</td>
<td>5.2 (2.1)</td>
<td>2-8 years</td>
</tr>
</tbody>
</table>

Explanation: This table gives the demographic characteristics of the one hundred fifty individuals. The imply age changed into 28. Four years with a fashionable deviation (SD) of four.6. There have been an identical quantity of male and woman members. The duration of social anxiety sickness analysis ranged from 2 to eight years, with an average duration of 5.2 years.

The participant demographics, as summarized in Table 1, provide important insights into the traits of the 150 individuals engaged on this examine. The suggest age of the members was 28.4 years, with a fashionable deviation of 4.6, indicating a rather homogenous age distribution in the sample. The age range, spanning from 22 to 40 years, displays the inclusion of a diverse yet pretty young grownup cohort. Gender distribution become equitable, with 75 males and 75 ladies, fostering a balanced illustration throughout genders. Additionally, the length of social anxiety ailment diagnosis, a key variable in know-how the context of the participants' conditions, ranged from 2 to 8 years, with a median duration of five.2 years. This variability within the length of diagnosis adds complexity to the evaluation, as it lets in for exploration of capacity differences in treatment effects based at the chronicity of social anxiety.

Understanding these demographic details is essential for contextualizing the subsequent analyses. For instance, age and gender distribution might also impact how participants reply to digital fact remedy, considering ability variations in era familiarity and social tension presentation throughout demographic corporations. The duration of diagnosis serves as a important component in exploring treatment efficacy, as people with longer-standing social tension may additionally have evolved greater entrenched styles of avoidance and maladaptive coping strategies. These demographic traits, consequently, provide a complete backdrop for
interpreting the following findings associated with the effect of Virtual Reality Therapy on social tension signs and functional outcomes.

Table 2. Descriptive Statistics for Social Anxiety Scale (SAS)

<table>
<thead>
<tr>
<th>Time Point</th>
<th>Mean (SD)</th>
<th>Min</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baseline</td>
<td>65.8 (8.2)</td>
<td>50</td>
<td>80</td>
</tr>
<tr>
<td>Post-Intervention</td>
<td>53.2 (7.5)</td>
<td>40</td>
<td>70</td>
</tr>
<tr>
<td>Follow-Up</td>
<td>48.7 (6.9)</td>
<td>35</td>
<td>65</td>
</tr>
</tbody>
</table>

Explanation: This table presents the mean, standard deviation (SD), minimum (Min), and maximum (Max) ratings on the Social Anxiety Scale (SAS) at specific time factors. There was a noticeable lower in social tension scores from baseline (65.8) to post-intervention (53.2), further reducing on the follow-up assessment (48.7).

Table 2 outlines the descriptive facts for the Social Anxiety Scale (SAS) at specific evaluation time points, losing mild at the nuanced adjustments in members' social anxiety symptoms during the intervention. At the baseline assessment, individuals exhibited a median SAS score of 65.8, with a known deviation of 8.2. This baseline score reflects the severity of social tension signs and symptoms within the preliminary levels of the study, presenting a crucial benchmark for evaluating the effectiveness of the Virtual Reality Therapy (VRT) intervention.

Following the six-session VRT application, contributors established a sizeable reduction in social anxiety signs, as indicated by a lower within the mean SAS rating to 53.2, with a standard deviation of 7.5. This publish-intervention rating indicates a sizable development in social tension ranges. The lower in mean scores indicates that the publicity exercises in the virtual environment effectively contributed to symptom discount, aligning with the theoretical framework of systematic desensitization applied in VRT.

Furthermore, the one-month follow-up evaluation revealed a persisted decline in social anxiety symptoms, with a median SAS score of 48.7 and a general deviation of 6.9. This sustained development beyond the instant publish-intervention duration is a top notch locating, indicating the ability lasting results of VRT on social tension. The lowering fashion in scores throughout tests shows a cumulative therapeutic effect, emphasizing the value of VRT as a possible intervention for individuals grappling with social tension. The standard deviations at every time point are indicative of the variability in person responses to VRT. A decrease widespread deviation post-intervention and at observe-up indicates that the VRT program brought about a greater uniform reduction in social tension symptoms among individuals. These findings underscore the capability efficacy of VRT in accomplishing a complete and regular impact on social anxiety signs, providing precious insights for destiny clinical programs and research endeavors.

Table 3. Descriptive Statistics for Functional Outcome Questionnaire (FOQ)

<table>
<thead>
<tr>
<th>Time Point</th>
<th>Mean (SD)</th>
<th>Min</th>
<th>Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baseline</td>
<td>32.5 (5.1)</td>
<td>20</td>
<td>40</td>
</tr>
<tr>
<td>Post-Intervention</td>
<td>38.9 (4.8)</td>
<td>30</td>
<td>48</td>
</tr>
<tr>
<td>Follow-Up</td>
<td>41.2 (4.2)</td>
<td>35</td>
<td>50</td>
</tr>
</tbody>
</table>

Explanation: This table provides the mean, standard deviation (SD), minimum (Min), and maximum (Max) ratings at the Functional Outcome Questionnaire (FOQ) at distinctive evaluation
factors. Participants exhibited an growth in useful effects from baseline (32.5) to post-intervention (38.9), with similarly development referred to on the observe-up evaluation (41.2).

Table three offers an in-depth evaluation of the Functional Outcome Questionnaire (FOQ) rankings at one-of-a-kind evaluation time factors, presenting insights into the useful improvements skilled by way of individuals following the Virtual Reality Therapy (VRT) intervention. At the baseline evaluation, participants pronounced an average FOQ rating of 32.5, with a general deviation of 5.1. This preliminary score serves as a baseline indicator of contributors’ purposeful effects, encompassing aspects of day-by-day life tormented by social anxiety. Following the final touch of the VRT application, the publish-intervention assessment found out a noteworthy increase in purposeful effects, with a mean FOQ score of 38.9 and a widespread deviation of four. Eight. This development suggests that the VRT intervention not most effective focused and reduced social anxiety signs but additionally contributed to more advantageous functional competencies in social and occupational domain names. The specificity of the FOQ in assessing daily functioning gives a treasured metric for knowledge the broader effects of VRT beyond symptom discount.

Continuing the fantastic trend, the only-month observe-up evaluation indicated a in addition improvement in functional consequences, with an average FOQ rating of 41.2 and a standard deviation of four.2. This sustained enhancement in purposeful results aligns with the decreasing fashion in social anxiety symptoms discovered in Table 2, reinforcing the notion that VRT has a lasting and comprehensive effect on people' abilities to navigate social and occupational challenges. The fashionable deviations at each evaluation factor also provide insights into the range in contributors' responses to the VRT intervention. A decrease preferred deviation at publish-intervention and observe-up suggests a more uniform development in functional results among participants. This locating implies that the VRT software now not handiest led to a standard enhancement in purposeful talents but also contributed to a extra steady and predictable sample of improvement across people.

In precis, the FOQ rankings provided in Table three underscore the holistic advantages of VRT, extending beyond symptom discount to definitely effect the functional aspects of members' lives. These findings make a contribution to a comprehensive know-how of the healing efficacy of VRT in addressing the multifaceted challenges associated with social anxiety ailment

Conclusion

Based on the results of this study, the researcher recommends the following; (1) The use of effective communication skills by teachers, subordinates, and managers in the Ministry of Education, especially within schools, has a positive impact on improving the educational process; (1) Conducting studies and research on the role of effective communication skills in improving the educational process in other educational stages, in which the variables of gender, age, place of residence, and the source of the certificate are included.

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References


