

# Can Virtual Reality Improve Pain Thresholds While Reducing Pain and Anxiety?

Man Yee Suen, MMedSc; Michelle Zuniga-Hernandez, BS; Ricardo Jimenez, BA; Ellen Wang, MD; Sam Rodriguez, MD; Thomas Caruso, MD, PhD

Lucile Packard Children's Hospital, Stanford University Medical Center, Palo Alto CA



## Background

Hospitalized patients frequently report distress, with surgical interventions being particularly anxiety-provoking<sup>1,2</sup>.

Current standards of care involves pharmacologic options that have adverse side effects with misuse having led to a national opioid epidemic<sup>3</sup>.

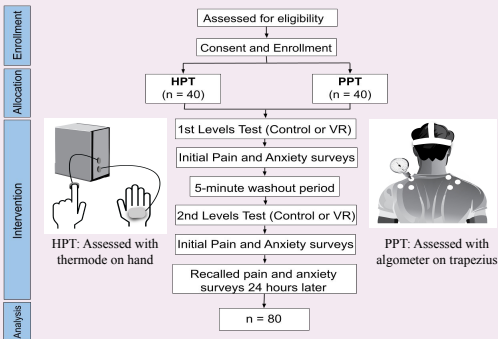
Virtual reality (VR) is a promising alternative that has demonstrated to be an effective analgesic and anxiolytic<sup>4</sup>. However, quantitative data evaluating it's effectiveness is limited.

## Methods

**Primary Aim:** Assess differences in heat pain threshold (HPT) between VR and control group.

**Secondary Aim:** Assess differences in pressure pain threshold (PPT) between VR and control group.

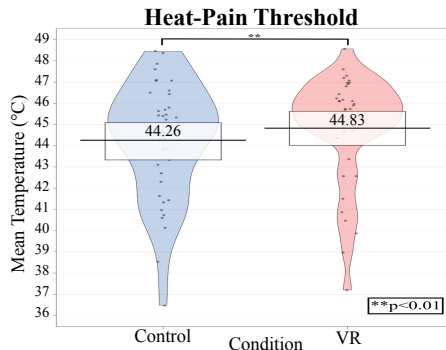
**Secondary Aim:** Evaluate initial and recalled pain and anxiety perceptions.



**Figure 1.** Participant Flow Diagram

Using a randomized, crossover study design with one cohort for HPT and one for PPT, participants underwent VR and control conditions to assess differences in their pain thresholds and pain and anxiety perceptions.

## Figures



**Figure 2.** Mean Differences in Heat Pain Thresholds. The VR condition resulted in increases in HPT\*\* compared to the control condition.

HPT	Control	VR	Difference (VR-Control)	p-value
Average response temperature	44.26	44.83	0.57	0.002
Initial Pain	4.97	4.85	-0.12	0.43
Recalled Pain	4.48	4.73	0.25	0.851
Initial Anxiety	1.9	1.22	-0.68	0.006
Recalled Anxiety	2.05	1.28	-0.78	0.002
PPT	Control	VR	Difference (VR -Control)	p-value
Average response pressure	9.6	10.06	0.46	0.044
Initial Pain	6.05	5.75	-0.3	0.24
Recalled Pain	5.83	4.98	-0.85	0.003
Initial Anxiety	2.43	1.5	-0.93	0.01
Recalled Anxiety	3.18	1.83	-1.4	0.002

**Table 1.** Results for Mean Differences in Pain Thresholds, Pain, and Anxiety for HPT and PPT.

## Results

- Participants reported an **increase** in their HPT\*\* and PPT\* during the VR condition compared to when they were not using VR.
  - Pain thresholds increased without an increase in participant pain perception for both HPT and PPT.
- For HPT, VR had no effect on recalled pain perception.
- For PPT\*, VR **reduced recalled pain perception**.
- VR **reduced initial and recalled anxiety** compared to when participants were not using VR in the control condition for both HPT\*\* and PPT\*\*.

\*p ≤ 0.05

\*\* p ≤ 0.01

## Discussion

### Why is this important?

VR is a promising non-pharmacologic alternative with this study demonstrating VR's potential to enhance patient experiences during medical interventions and long-term health outcomes by optimizing memories during stressful events.

### Limitations & Future Directions

- Single-site recruitment
- Analgesic and anxiolytic effects evaluated over a single session
- Future studies: investigate how different VR software attributes vary cognitive load, such as passive compared to active gameplay

### Conclusions

Immersion in VR increased pain thresholds while **simultaneously modulating recalled pain and anxiety perceptions**.

## References

- P.K. Palmer, K. Wehrmeyer, M.P. Florian, C. Reason, E. Idler, J.S. Mascaro, The prevalence, grouping, and distribution of stressors and their association with anxiety among hospitalized patients, *PLoS One* 16 (2021) e0260921. <https://doi.org/10.1371/journal.pone.0260921>.
- C.J. Wilson, A.J. Mitchell, T.H. Tsang, M.M. El-Orbani, J. Saleh, S. Vasdev, H.J. LaMontagne, K.J. Saleh, Caring for the surgically anxious patient: a review of the interventions and a guide to optimizing surgical outcomes, *Am. J. Surg.* 212 (2016) 151–159. <https://doi.org/10.1016/j.amjsurg.2015.03.023>.
- J. Lyden, I.A. Binswanger, The United States opioid epidemic, *Semin. Perinatol.* 45 (2019) 123–131. <https://doi.org/10.1053/j.semper.2019.01.001>.
- F.Q. Tas, C.A.M. van Eijk, L.M. Staals, J.S. Legenstein, B. Diercks, Virtual reality in pediatrics, effects on pain and anxiety: A systematic review and meta-analysis update, *Pediatr. Anaesth.* 32 (2022) 1292–1304. <https://doi.org/10.1111/pan.14546>.

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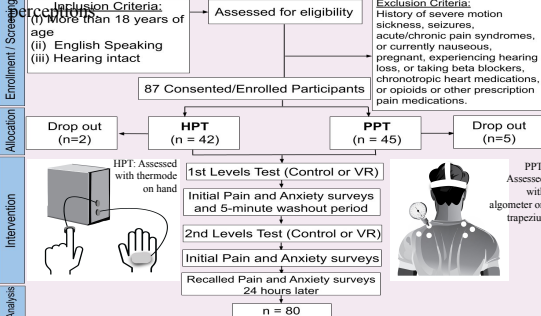
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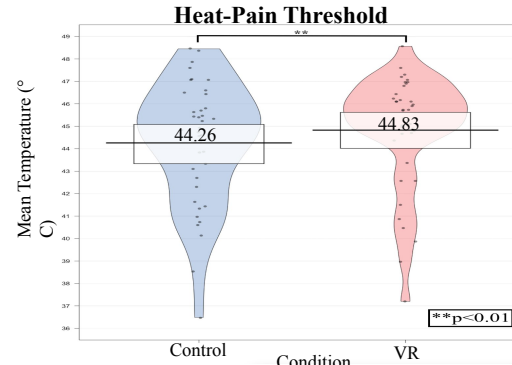
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**Conclusions**

## References

1. De Tonnard, B., Wehrmeyer, M., Fournier, C., Kaban, L., Lurie, J., et al. (2020). The prevalence, grouping, and distribution of stressors and their association with anxiety among hospitalized patients. *PLoS One* 16 (2021) e0260921. <https://doi.org/10.1371/journal.pone.0260921>.
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