Modulation of temporal distance estimation by item-vs. physical-distances in a VR environment

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Introduction

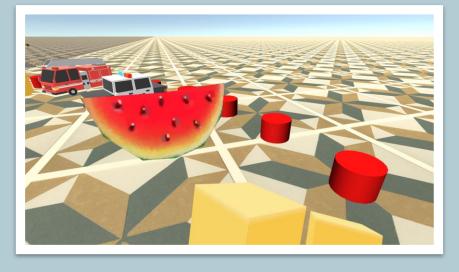
- Human have capability of recalling specific episodes in isolation and estimate their spatiotemporal relationship.
- How the temporal distance between events is estimated remains unclear.
- We hypothesized that the information load associated with these two distances are different:
- item-distance
- physical-distance

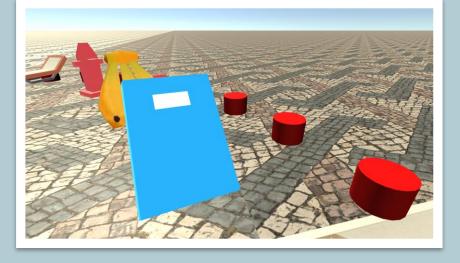
Behavioral task

Each trial started with a navigation period on the maze after which the participants were asked to make a memory judgement between two choices.

1) Passive virtual reality (VR) navigation

- A circular-maze track with 20 equally distance everyday-life objects.





2) Memory judgement

- Participants were asked to decide which object was physically

closer to a cue object.





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Behavioral Data

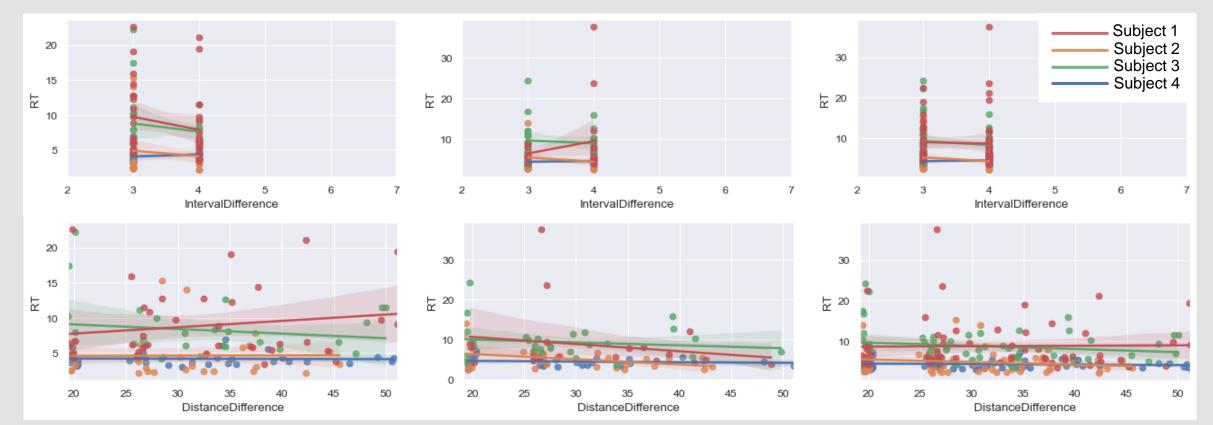
- Participants
- 4 epilepsy patients with depth electrodes
- Definition of temporal distance
- Item-distance: Presented by the number of objects separated by the cue and two respective choice items during encoding.
- Physical-distance: Defined by the item-distance multiplied by the physical distance between any two time points (based on that trial's speed, ring size and navigation duration).

Reaction Time

- We compared the differences between these 2 distance types. Linear regressions showed the slope in reaction time between the item-distance and physical-distance

are different. (Subject A:-0.003, 0.286; Subject B: 0.003, -0.789; Subject C: -0.065, -1.166; Subject D: 0.090, -1.852)

- Top: item-distance *vs* down: physical-distance
- Three sorts: correct trials / incorrect trials / all trials



• % correct:

- 2-way repeated-measures ANOVA (distance: long/short; distance type: item/physical), we found a marginal interactional effect (p = 0.054).

	mean	S.D.	N
Item_long	.5342	.02781	4
Item_short	.5562	.14335	4
pysi_long	.6234	.05158	4
pysi_short	.4712	.10648	4

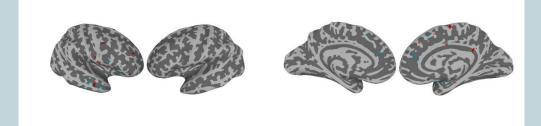
Conclusion

- RT didn't show significant effect on these two types of distance.
- A marginal interactional effect (p = 0.054) on 2way repeated-measures ANOVA.
- Retrieval mechanism underpinning the two distances might rely on distinct brain circuits.

Future work

The subject's corresponding sEEG data will be explored to account for these discrepancies.

• Channels (2 subjects as example: red / blue)



Conditions

DistanceType + LongOrShort + DistanceType* LongOrShort

Multi Variables Test											
Effect							Р				
item_pys		ŧ	比莱轨迹				.807				
······			E	威尔克 Lambda				.807			
			1	霍特林轨迹				.807			
				罗伊最大根				.807			
long_short			F	比莱轨迹				.317			
				威尔克 Lambda				.317			
				霍特林轨迹				.317			
				罗伊最大根				.317			
item_pys * long_short			F	比莱轨迹				.054			
				威尔克 Lambda				.054			
				霍特林轨迹				.054			
				罗伊最大根				.054			
long_short	(I) item_pys	(J) item_pys	(1	I-J)	SD	Ρ		50- 50-	MEASURE_1 的位置动标子	long_shot	
1	1	2		.088	.028	.053		10 H			
	2	1		088	.028	.053		的 值 40-			
2	1	2		085	.029	.061					
	2	1		.085	.029	.061			item_pys		



