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Pavlovian and Instrumental Conditioning in the Early Stages of Gaming Disorder and Buying-Shopping Disorder

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Aim of Our Study

We explore the role of acute stress on stimulus-associated responding in the early stages of gaming disorder & buying-shopping disorder.



Hypotheses:

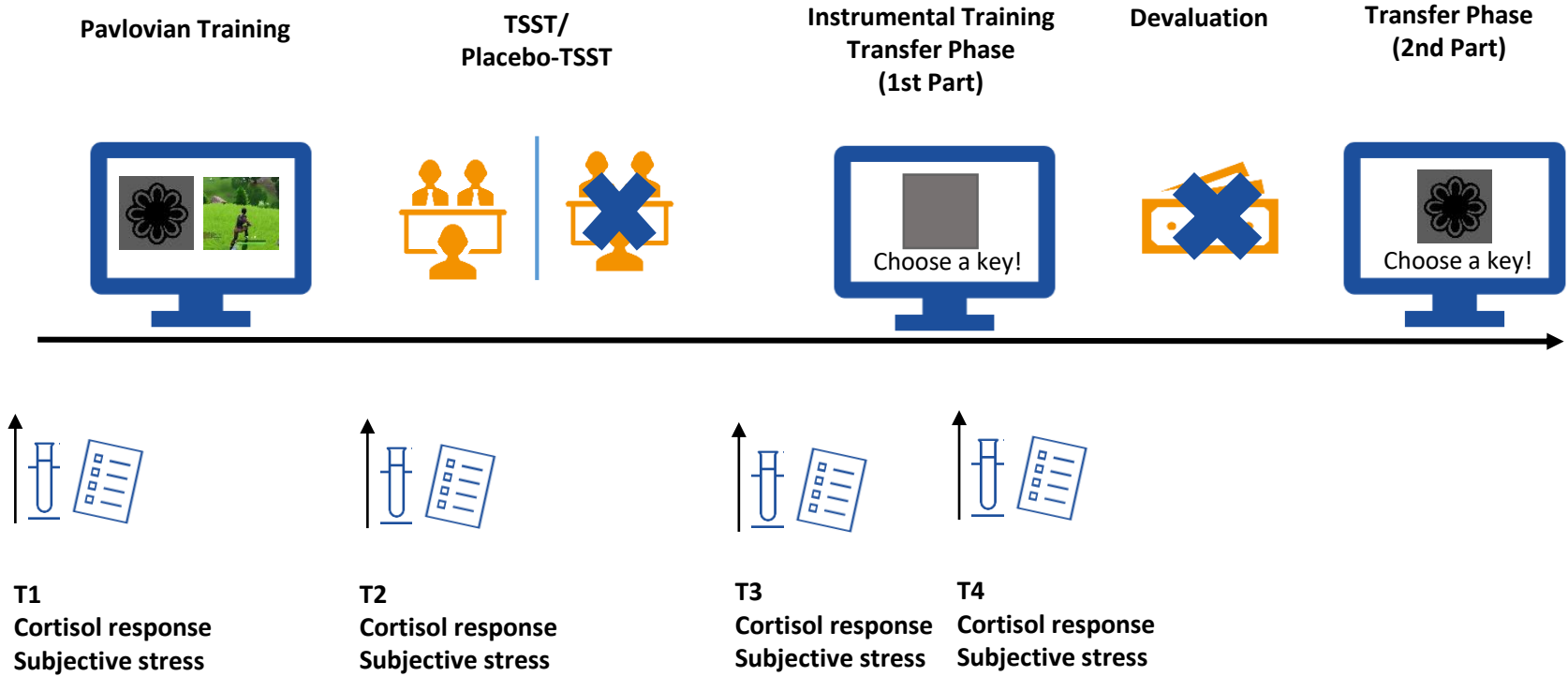
Increase in stimulus-associated responding (PIT) after stress induction

Stronger for the specific addiction-related cues

Behavioral PIT experiment (n= 256)

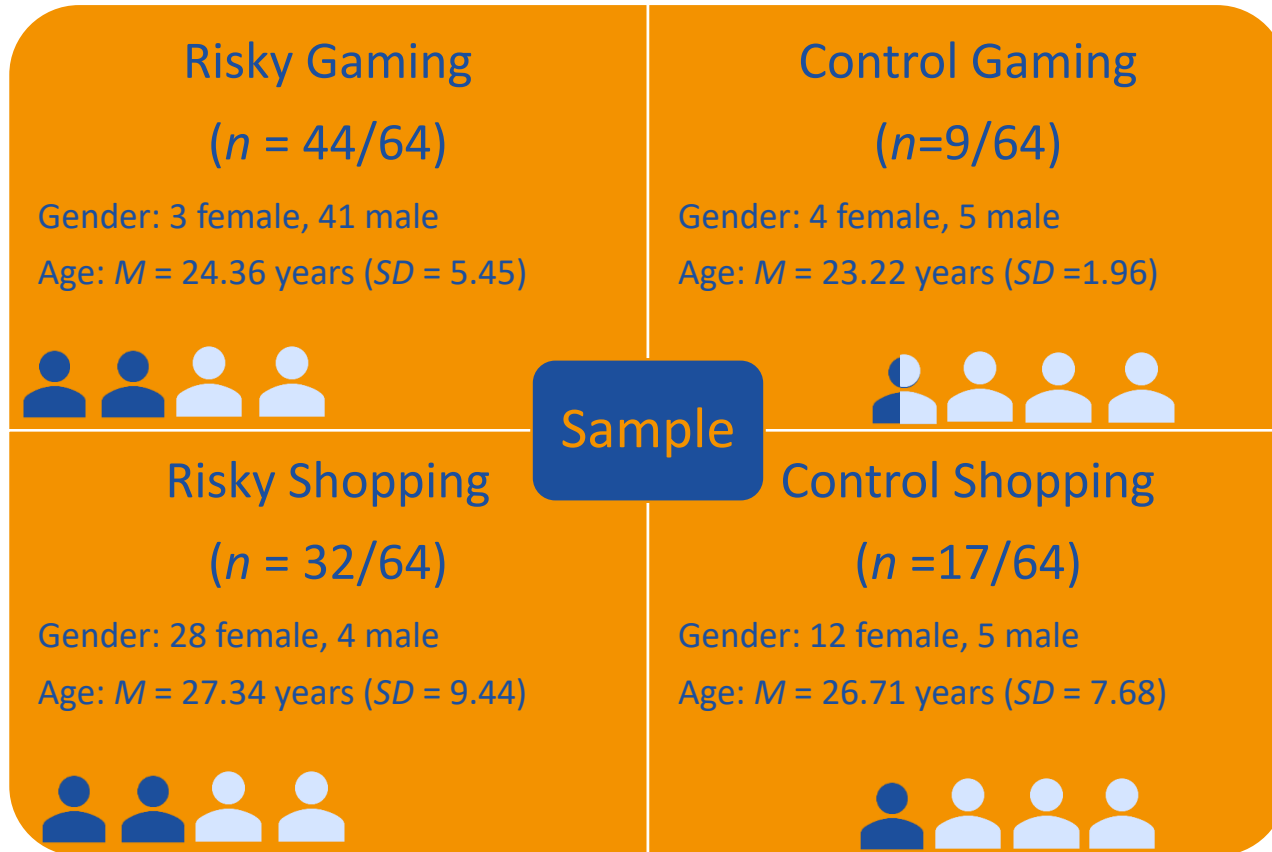


Procedure





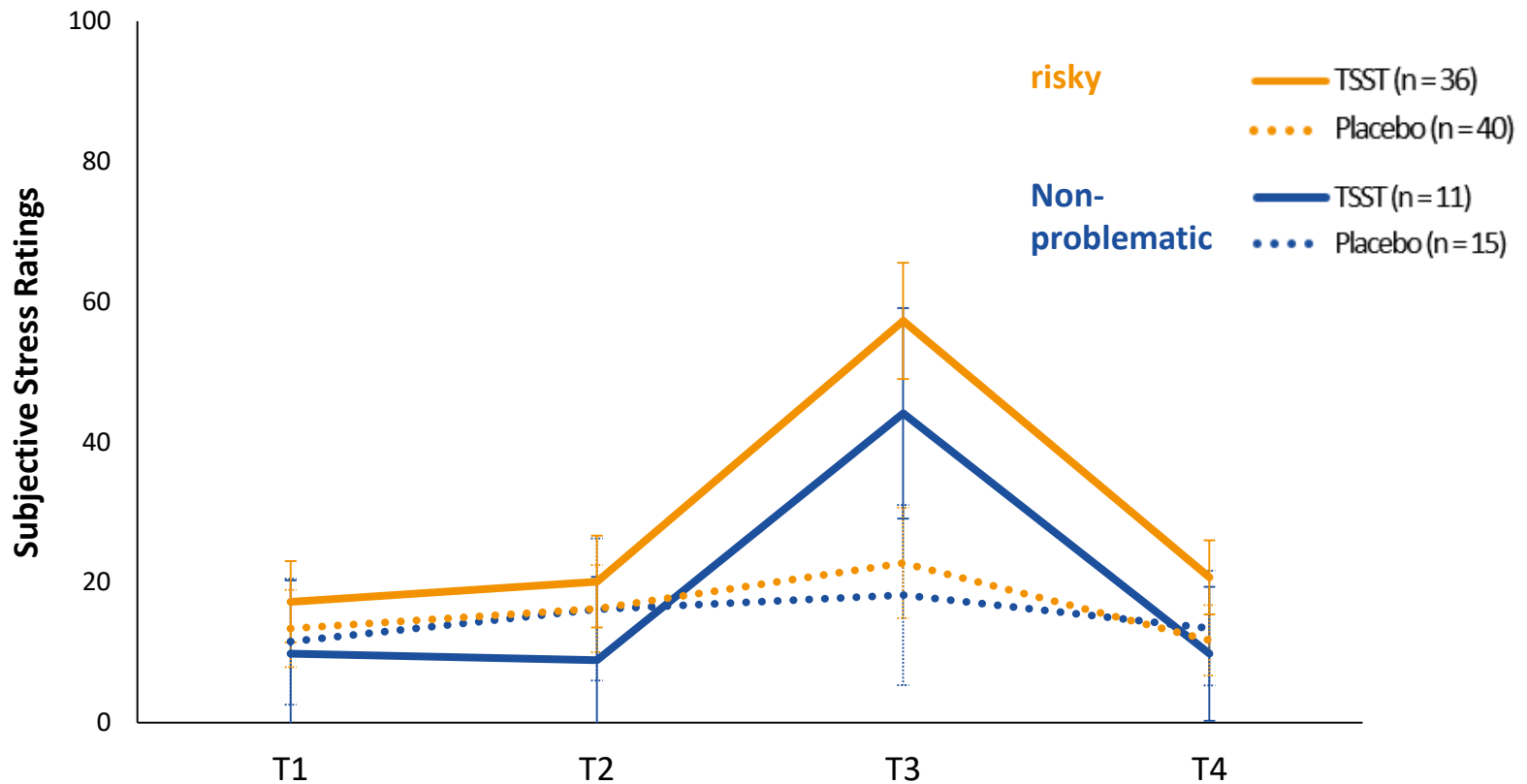
Sample Recruited So Far





Preliminary Results

Subjective Stress Response



Note. Means and error bars (95% CI) are presented.