

Comparison of the neuronal processing of schizophrenia patients and healthy controls during the Ultimatum Game

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Introduction

- ▶ Schizophrenia: severe and heterogeneous psychiatric disorder
 - Positive symptoms: delusions, hallucinations, thought disorders
 - Negative symptoms: anhedonia, asociality
 - Reduced level of functioning in everyday life
 - Cognitive deficits: attention, (working) memory, social cognition, executive functions

Introduction

- ▶ Ultimatum Game (UG): Paradigm to investigate monetary decision-making and social interactions
- ▶ No EEG studies comparing both groups so far
- ▶ AIM:
 - Compare the neuronal bases of patients and controls during the UG

Methods

- ▶ Participants: 19 controls, 16 patients
- ▶ 128 electrode encephalography
- ▶ Analysis:
 - Event-Related Potential Analysis
 - Source Reconstruction

Participants

Characteristic	Patients Group Mean (SD)	Control Group Mean (SD)	p-value
N ^a	16	19	
Age range	22 – 36	20 – 35	
Age (years)	26.38 (4.37)	26.37 (4.04)	0.996
Sex (male : female ratio)	12:4	10:9	0.177
Education (years)	12.13 (3.46)	15.76 (2.85)	0.003
WAIS – IV ^b	96.64 (9.93)	110.97 (12.62)	0.001
PDI ^c (total score)	96.94 (42.10)	55.68 (26.22)	0.003
BPRS ^d	52.31 (9.01)	28.53 (2.39)	0.000
SAPS ^e	7.20 (4.18) ¹	0.32 (0.57)	0.000
CPZ equivalents ^f	541.98 (582.65)	–	0.003

^a Number of participants

^b Wechsler Adult Intelligence Scale – 4th edition: mean of mathematics and vocabulary subscale

^c Peters et al. Delusions Inventory

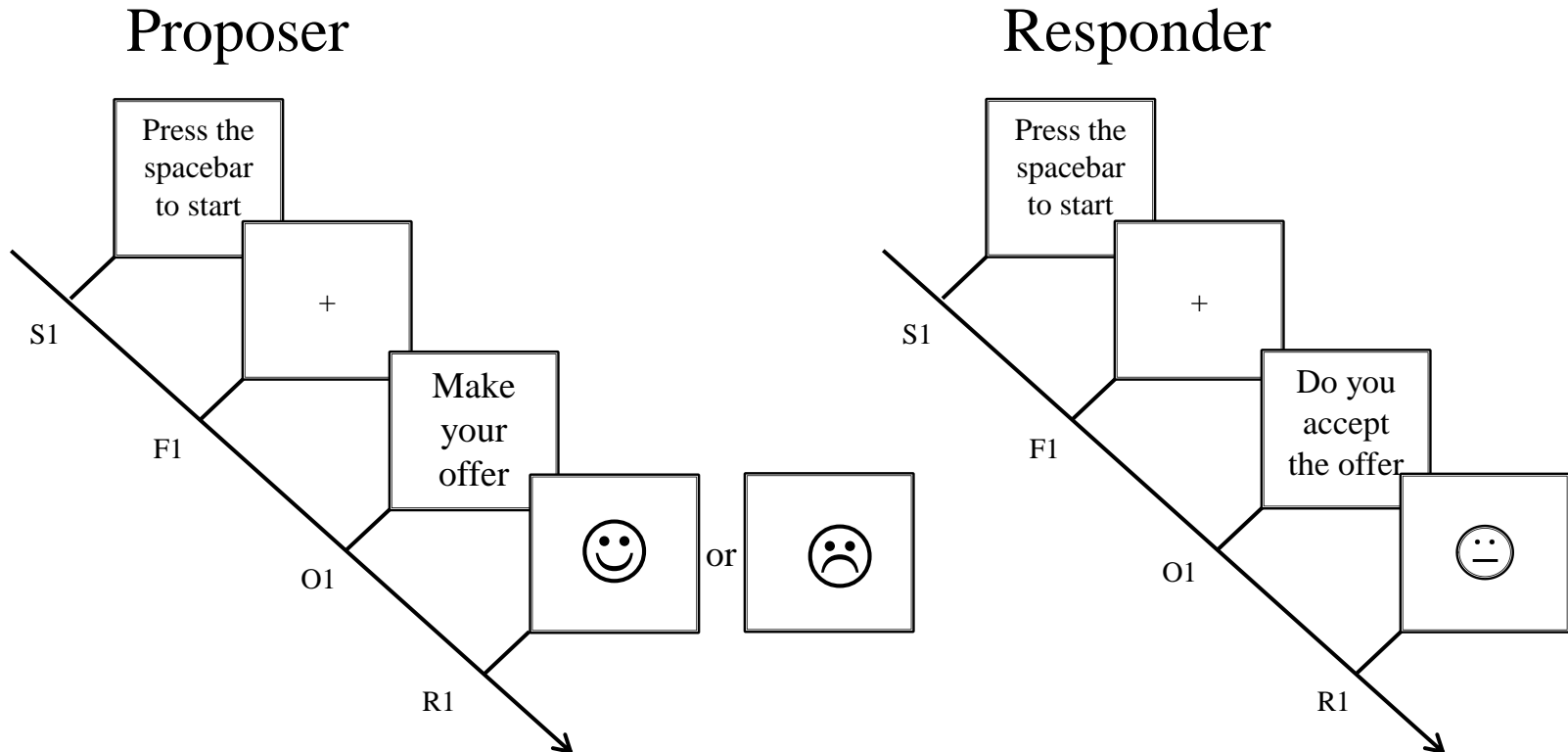
^d Brief Psychiatric Rating Scale

^e Scale for the Assessment of Positive Symptoms

^f Chlorpromazine equivalents

¹ One missing value: not included in the corresponding analysis

Task Design



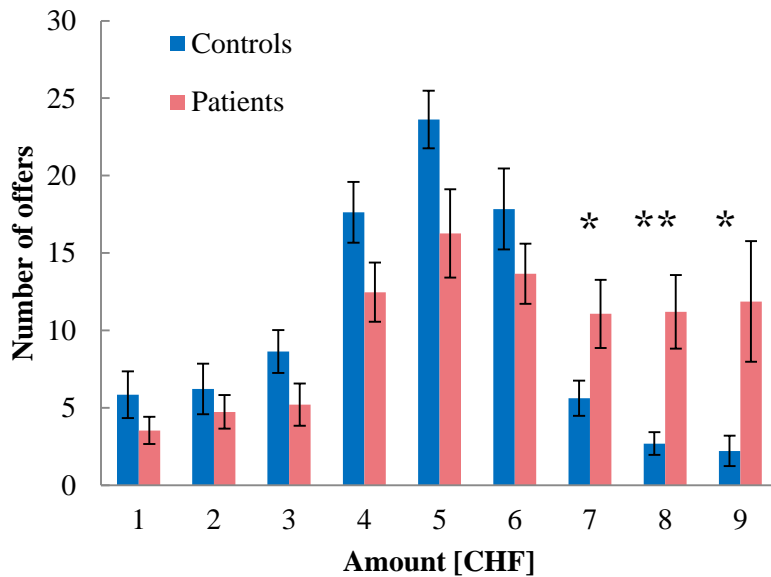
Goal: Gain maximum amount of money

Range: 1-10 CHF

Repetition: 3 alternated blocks of 30 trials (total: 90) each

Behavioral Results

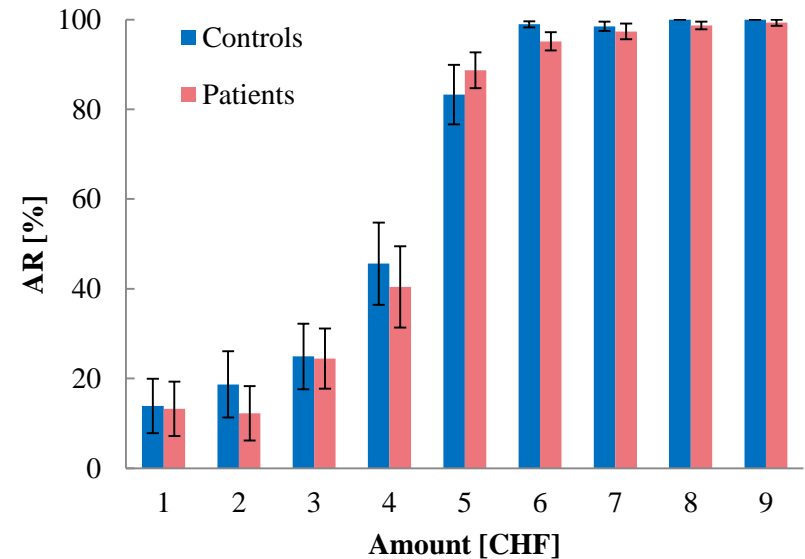
Propositions



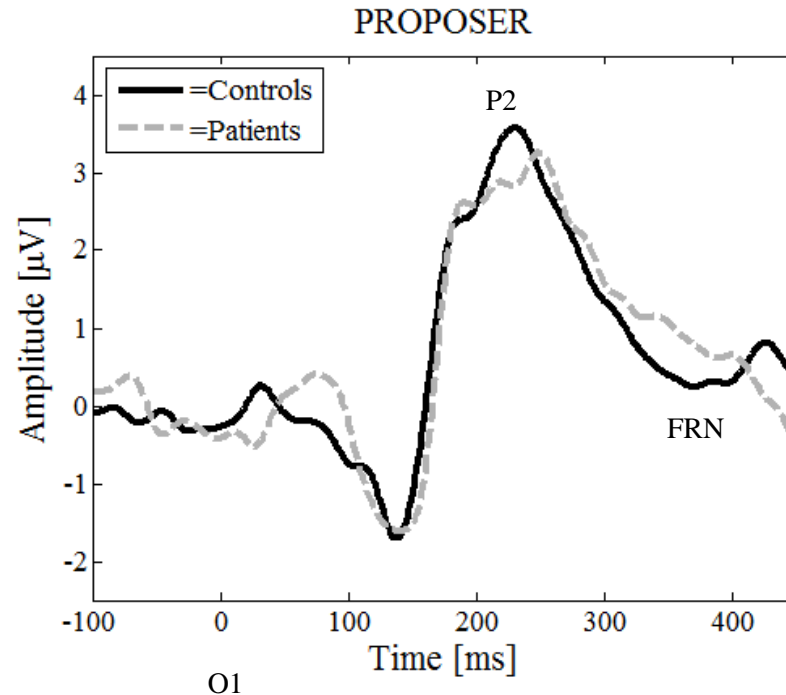
* $p < 0.05$

** $p < 0.01$

Acceptance Rates



Event-Related Potentials



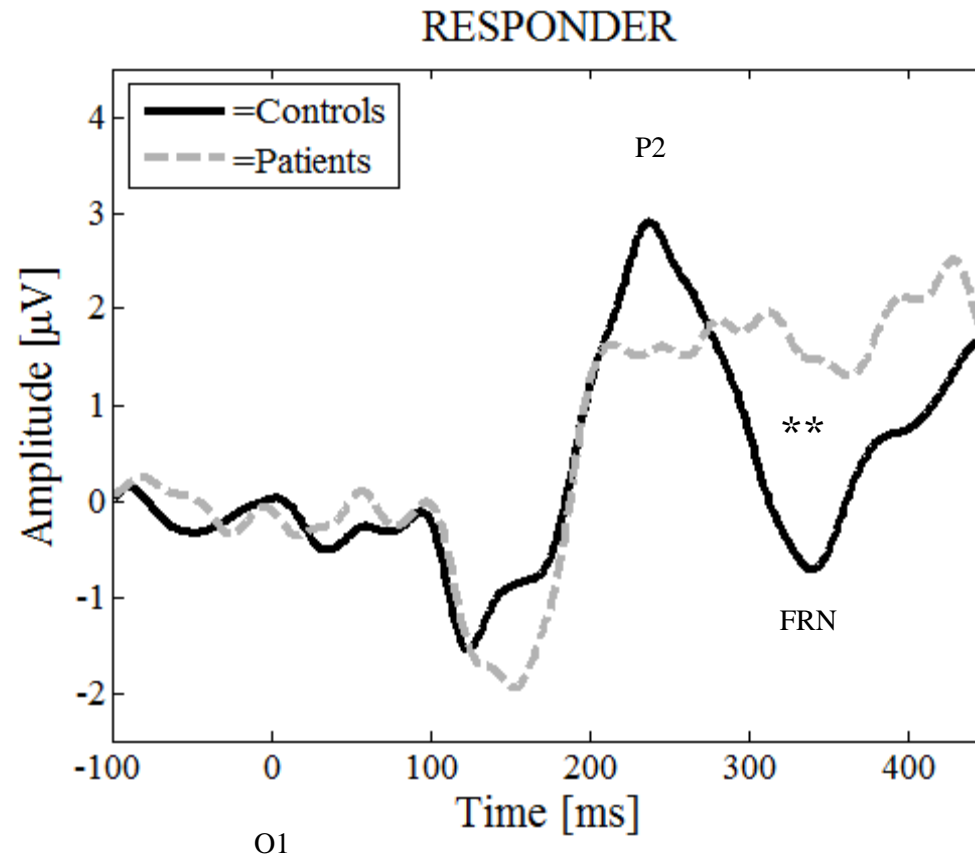
P2:

- Working memory (WM) and attention

Feedback-Related Negativity (FRN):

- Resolution of conflict
- Emotional feedback (fair/unfairness; better/worse than expectation)

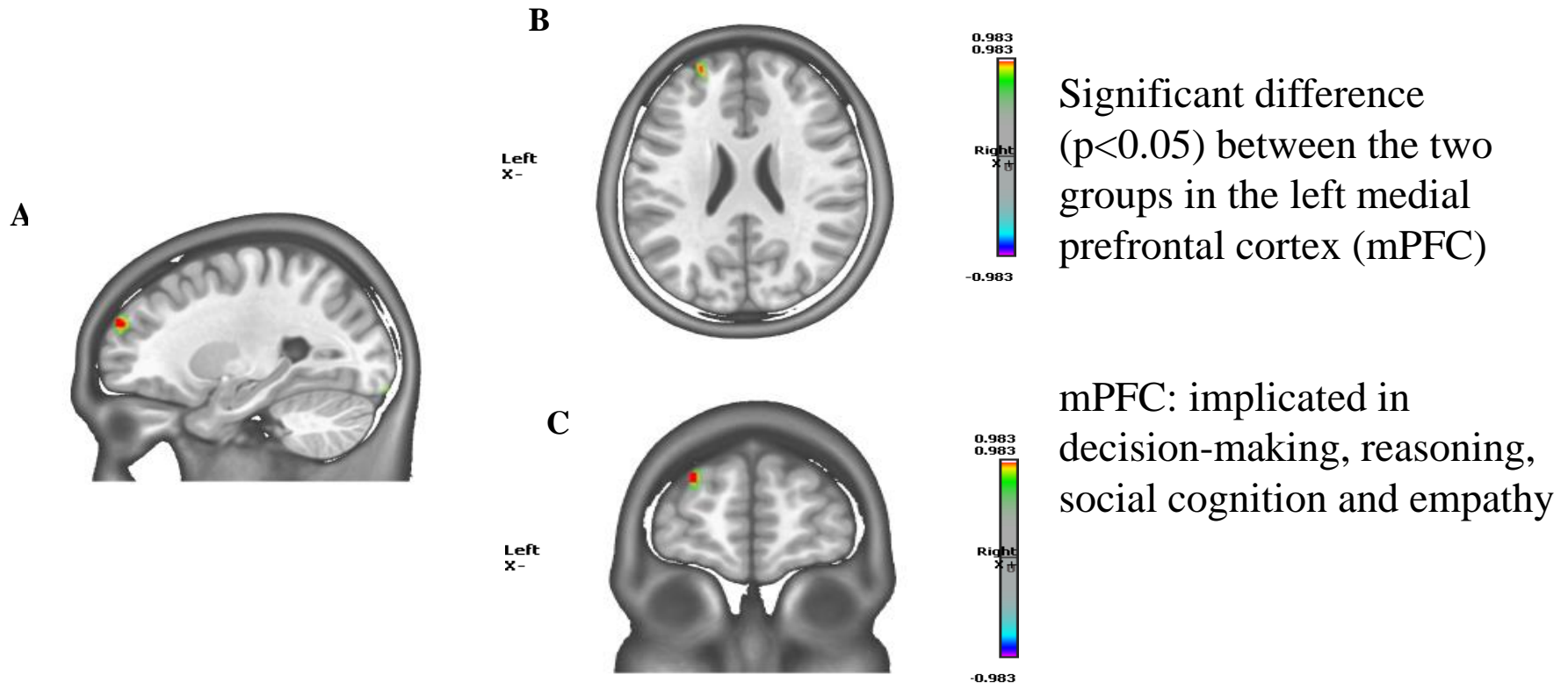
Event-Related Potentials



** $p < 0.01$

Source Reconstruction

FRN (320 - 360ms) in the responder condition



Summary of Main Findings

- ▶ More hyperfair offers by patients
- ▶ FRN component less pronounced in patients in responder condition
- ▶ Different activation of mPFC in FRN timeframe in responder condition

Conclusions

- ▶ Only difference in the neuronal processing in the FRN component of the responder condition
- ▶ Distrust leads to little expectations and positive surprise might be reflected in less pronounced FRN component
- ▶ Difference associated with difficulty in interpreting somebody else's behavior

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