

Dynamic brain networks mediating componential representations of emotions

Apoorva Dayananda

Spring 2022 EuroScholars MidStay

About Me



Aim of the Project

To Observe:

Changes occurring across **different** **emotional states**

Changes

- Data
 - Brain
 - Behavior
 - Physiology
 - Behavior

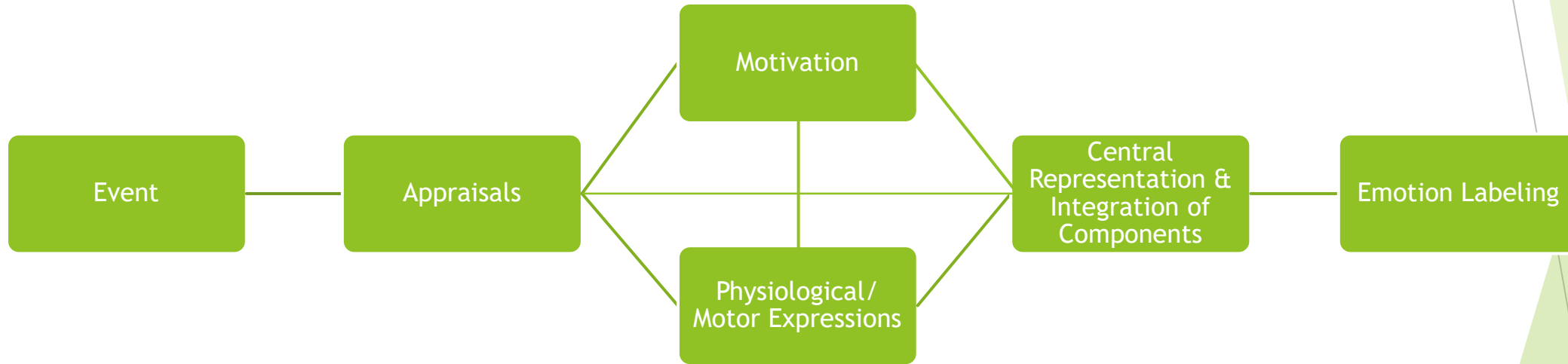
Different

- Eliciting Emotions
 - Video Game

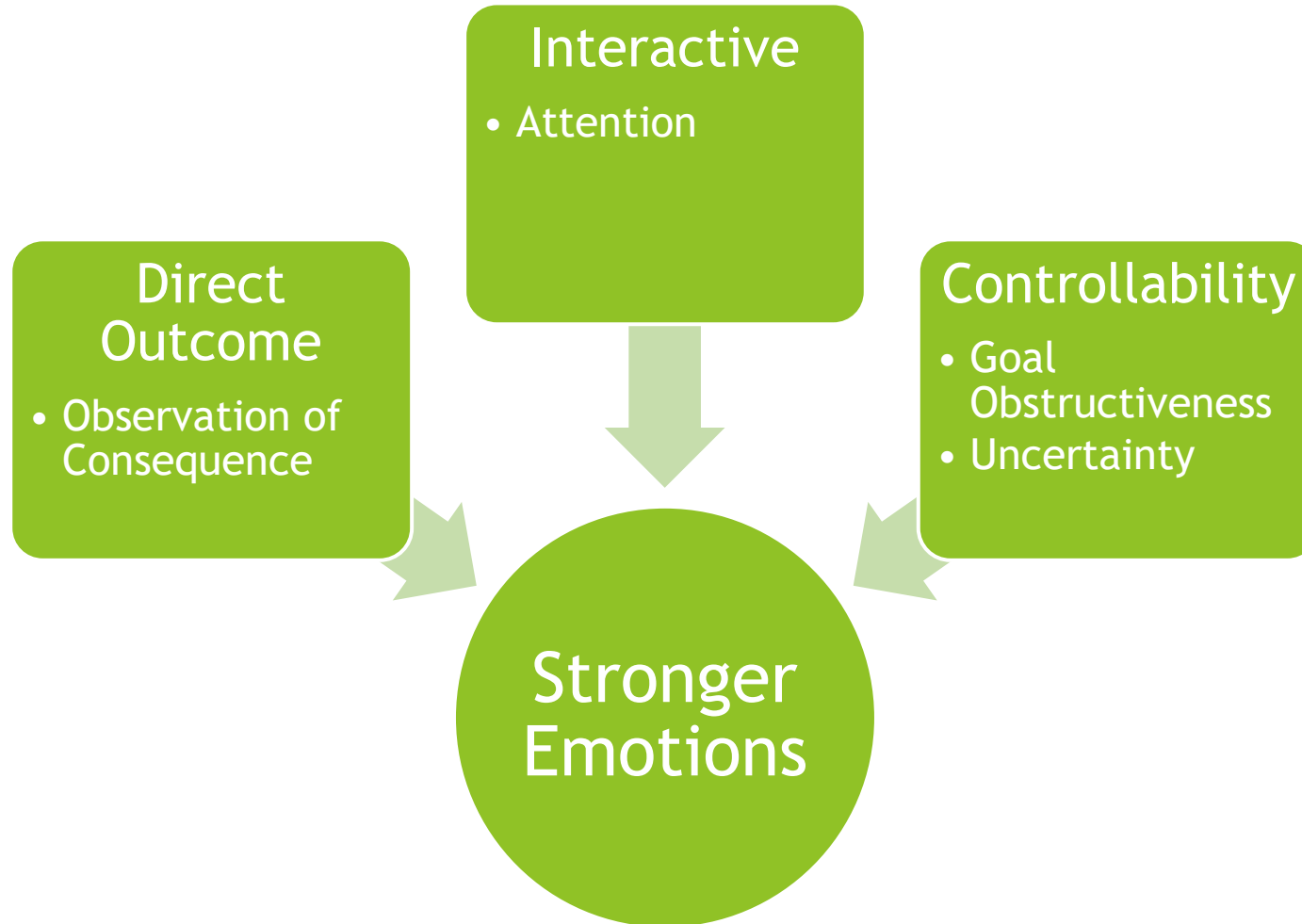
Emotional States

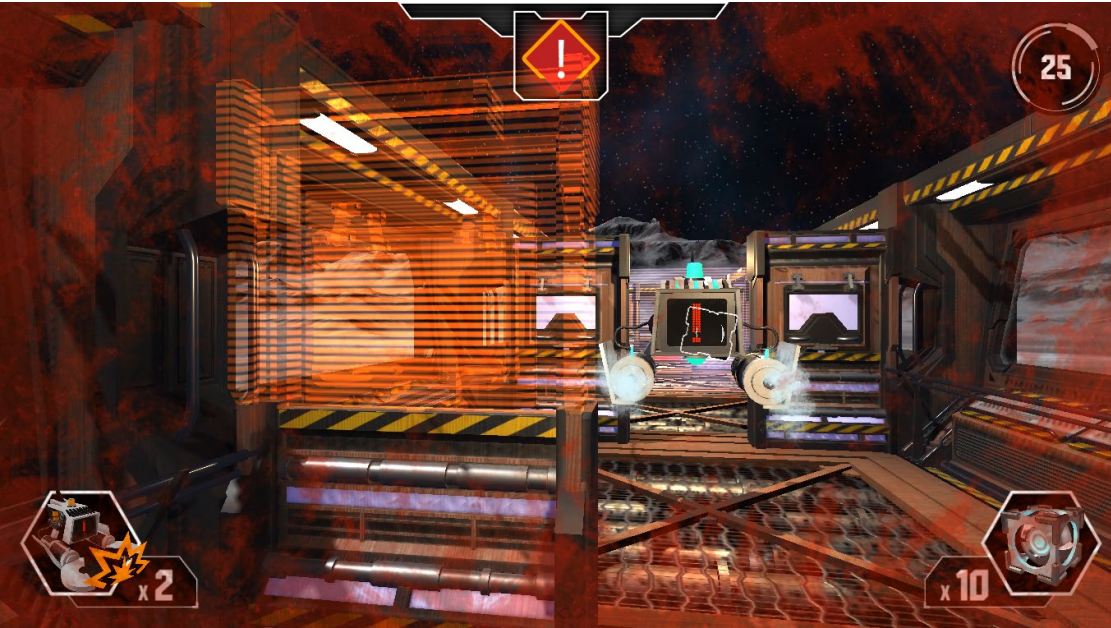
- Theory of Emotion
 - Appraisal Theory
 - Component Process Model

Component Processing Model



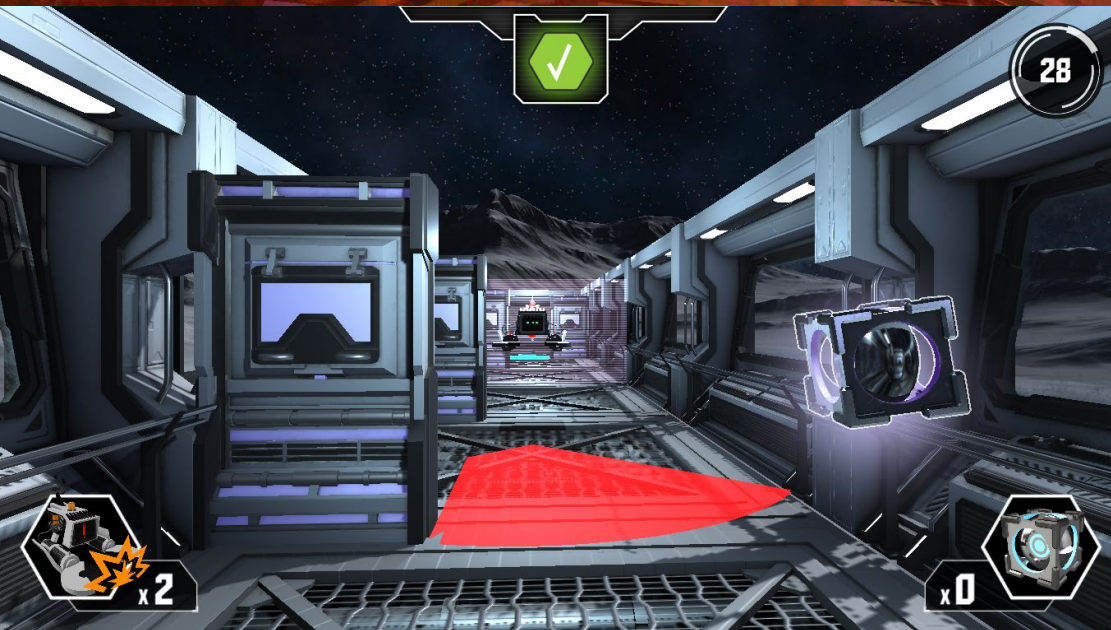
Why Games?





Manipulations

- ▶ Goal Obstructiveness
 - ▶ Enemy Movement
- ▶ Uncertainty
 - ▶ Wall Destructibility or Movement



All things considered, this level...

Comprised of uncertain events

Disagree Agree

Press 'Down' to confirm

All things considered, this level...

Prevented me from reaching the goals of the game

Disagree Agree

Press 'Down' to confirm



Acknowledgements

- Mi Xue Tan
- Dr. Patrik Vuilleumier
- Frédérique Auger



**UNIVERSITÉ
DE GENÈVE**