

The Cognitive Bases of Addictive Behaviors:

Effectiveness of Drug-Attention-Control Training Program with
Drug Abusers

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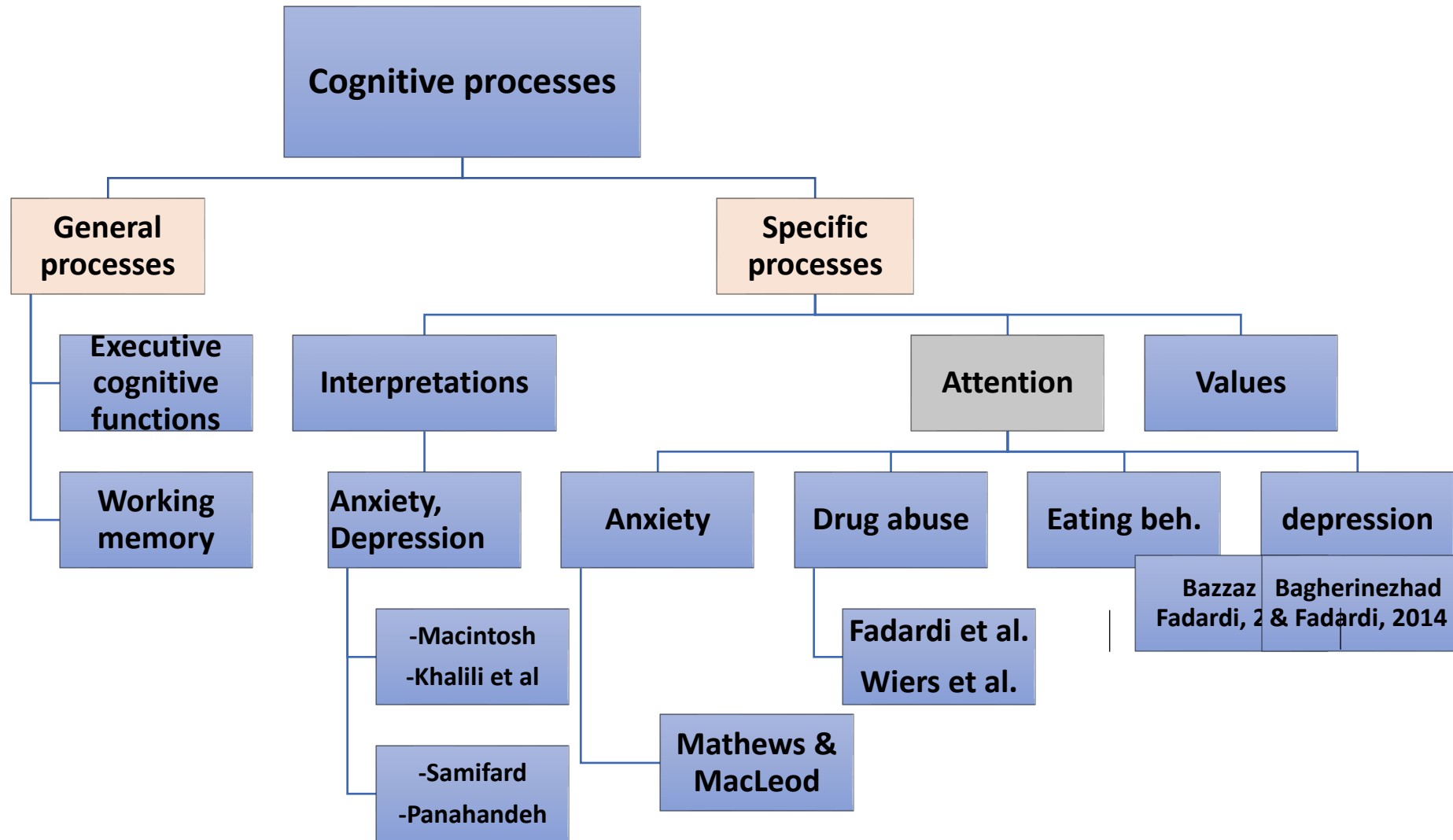
Mashhad





Faculty of Education and Psychology





Substance-related cognitive biases

- plays an important role in the continuation of and relapsing to addictive behaviors (Garland et al. 2012; Marhe et al. 2013).
- more *aware* of substance-related cues
- interfere with *higher-order cognitive processes*, including concentration (Waters & Green 2003) and working memory (Houston et al. 2014; Narendran et al. 2014).

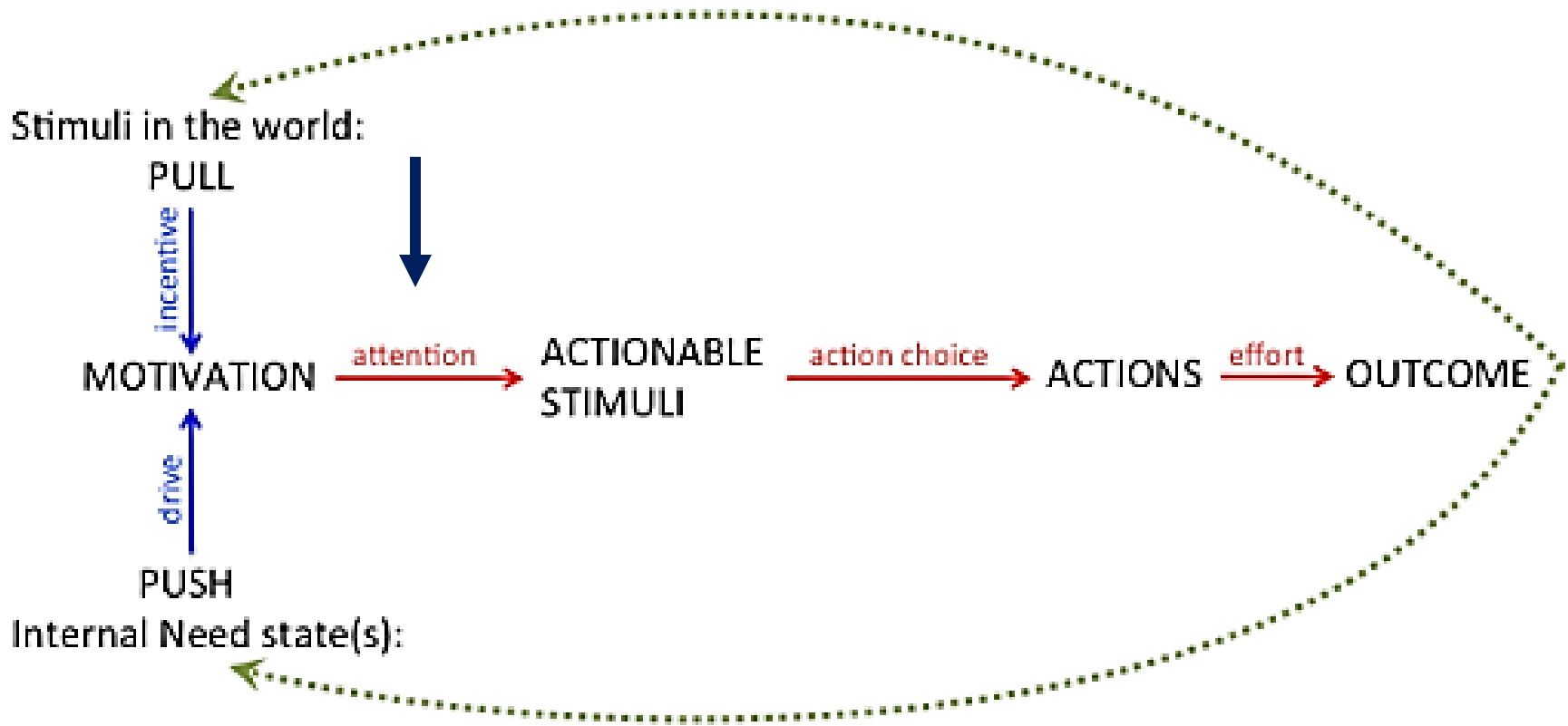
Substance-related cognitive biases (Cont'd)

- affects information processing in mesolimbic brain areas: nucleus accumbens and the amygdala (Wiers et al. 2014).
- reduce the controlling role of reflective (cold) processes over impulsive (hot) processes (Pieters et al. 2014).
- Increases the triggering effects of cognitive biases on drinking-related decisions (Wiers et al. 2014).

Attentional bias

- refers to a person's *automated* tendency to focus on and give processing priority to **stimuli** that are related to his or her *current concerns* (Cox, Klinger, Fadardi, 2015)





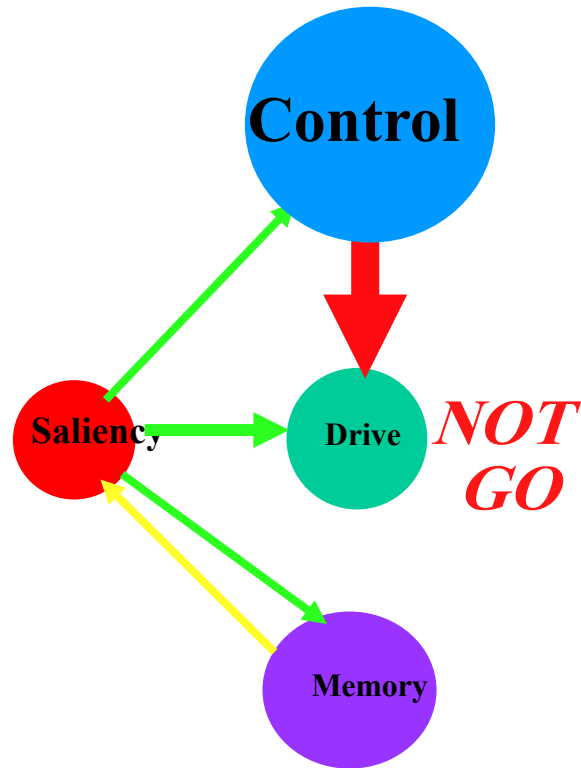
Motivation Cycle:

- Push/pull, drive/incentive elements of motivation denoted in blue.
- Basic functions of motivation in red.
- Effect of experience on motivation, green.

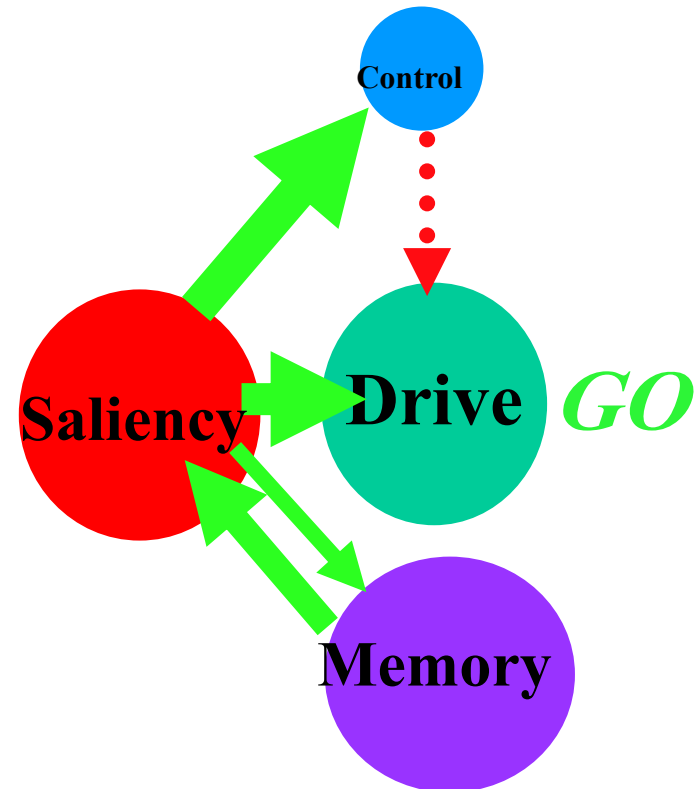


Addiction Changes Brain Circuits

Non-Addicted Brain



Addicted Brain



Source: Adapted from Volkow et al., *Neuropharmacology*, 2004.

DO NOT ATTEND to IT!



AACTP_Shockwave - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Please log in by clicking the 'Enter Participant' button, below.

REAL

Alcohol Attention-Control Training Programme (AACTP)

Steps

1 5

2 6

3 7

4 8

PRACTICE

Select Favourites

SETUP

HALOS

STROOP

PAIRS

Enter Participant ID

Results Graphs

Logout

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Done Internet

The AACTP Procedure....

1. To slow down cognitive processes elicited by alcohol cues.
2. To speed up (strengthen) inhibitory processes paradoxical to alcohol-attentional bias.

The AACTP

- A newly developed, user-friendly version

OUT OF SIGHT, OUT OF MIND!

A.A.C.T.P.

Introduction



Instructions



Any other information



Proceed to the AACTP program (registered participants only)



A.A.C.T.P. v.1

Javad S. Fadardi, PhD

W. Miles Cox, PhD

University of Wales, Bangor

Continue



Concept demonstrator by Xavier Educational Software Ltd

Please log in by clicking the 'Enter Participant' button, below.

REAL

Steps

1	5
2	6
3	7
4	8

PRACTICE

Select Favourites

STROOP CLASSIC 0

RECTANGLES 0

SETUP

HALOS 0

STROOP 0
beer home shed

PAIRS 0

Enter Participant ID

Results Graphs

Logout

Keyboard familiarity

Stage Two:

You need to learn the correct position of each colour key on the keyboard so that you can press the correct key for each colour without looking at the keyboard. Use your second and fourth fingers of each hand to press the keys (i.e. four fingers). See the picture below.



< Previous

Next >


Click on me to return to menu.



Speed

Trials remaining: 24

Score



3000

0

Click on me to return to menu.

SETUP**Practice Game Setup...****Number of trials in practice** **Stroop Test Setup...****Edit the Stroop Test word lists...****Enter a number of words to use from each category (maximum: 7).****Total number of trials****A.A.C.T.P. Training Game Setup...****Outline Width** **Number of bottles in Background task:****Number of bottles in Halos task:****Number of bottles in Pairs task:****Click on me to return to menu**



Rum

[Click on me to return to menu](#)

Socket

Click on me to return to menu



Work

[Click on me to return to menu](#)



AbbotAle



Absolute_Vodka



AbsoluteCitron



AfterShock



AntoninRodet



Anubis



Argento



Aspall



Bacardi



BadiaAColtribuono



Bailey's



Baltika



BarcardiLemon



Barolo



Bass





Cadbury_Hot



CaffeineFree_Coca
Cola



Coca-cola
zero_bottle



CocaCola_can



coca-cola-bottle



Coca-ColaLime



Coca-ColaLime_bot
tle



coca-colaZero



CoffeeMate



Diet_CocaCola



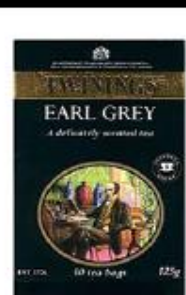
DietCherryCoke



DouweEgberts



DrPepper



EarlGrey



Fanta_Tropical



Speed

Estimated Possible Score:

24

Score



3000

0

Click on me to return to menu



Speed

Estimated Possible Score:

5

Score



3000

0

Click on me to return to menu

CLICK HERE TO SEE THE RESULTS

Speed

Estimated Possible Score:

24

Score



3000

0

Click on me to return to menu



Speed

Estimated Possible Score:

24

Score

Well done!

You made fewer mistakes than the allowed limit!

The game will be made a little more difficult on the next run.

Now you may save your results, or continue.

23

1635

IMPORTANT:

If you wish to save the results of this task, please click on the 'SAVE DATA' button. >

To continue with another turn, click on the 'CONTINUE' button. >

SAVE DATA

CONTINUE

Click on me to return to menu

Click here to hide Results.

Minimum speed for this stage: 1635

Minimum score required: 21

Mean Response Times		Alcohol Distractibility
Alcohol	Soft	
941	914	27

Number of failures		Failure Index
Alcohol	Soft	
0	1	-1

Promising CBM-A

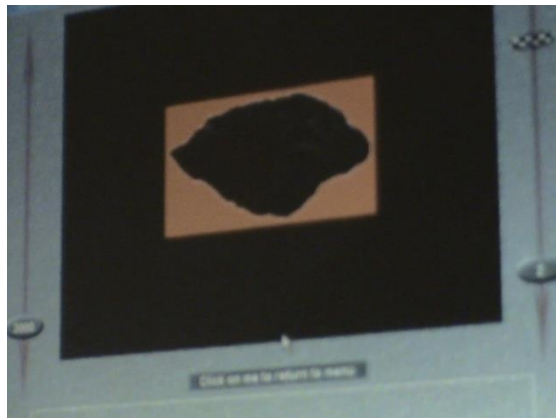


- Most of the CBM-A addressed alcohol abusers' implicit cognitive reactions to alcohol-related stimuli (Fadardi & Cox, 2009; Cox et al., 2011; Schoenmakers, Wiers, Jones, Bruce & Jansen, 2006; Wiers et al., 2006, 2008)
- One study with Overweight and Obese Dieters (Bazzaz, Fadardi, Cox, Parkinson, 2017)

Drug-ACTP?

- Only ONE prior intervention on drug-related stimuli among drug abusers in MMT (Ziaee, Fadardi, & Cox, & Yazdi 2016)
- The present study was the first attempt to test the effectiveness of Drug-ACTP on **detoxified** drug-abusers' attentional bias and treatment indices.

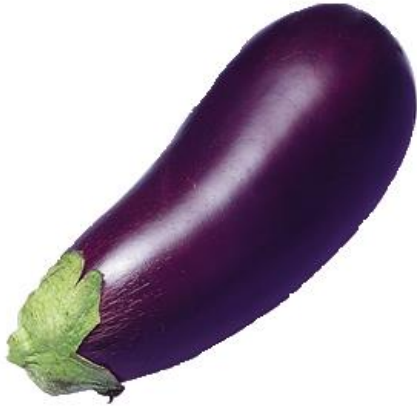
Sample of drug-related and alternative stimuli in the drug-ACTP



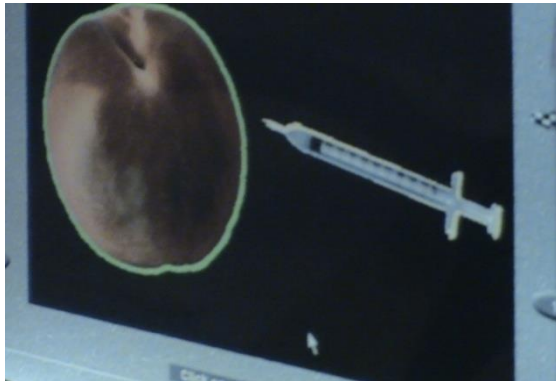
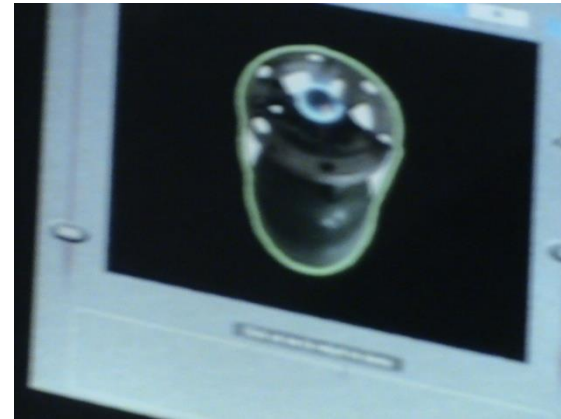
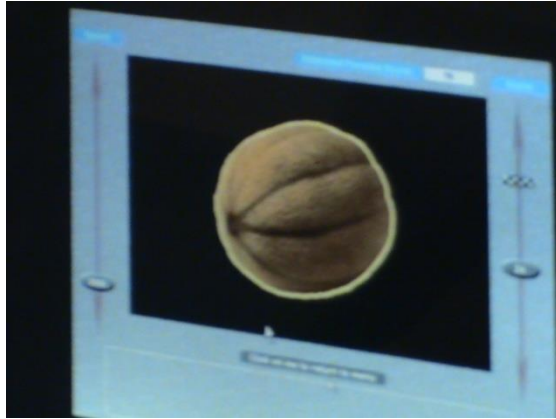
Samples of salient stimuli for drug abusers



Samples of alternative stimuli for drug abusers



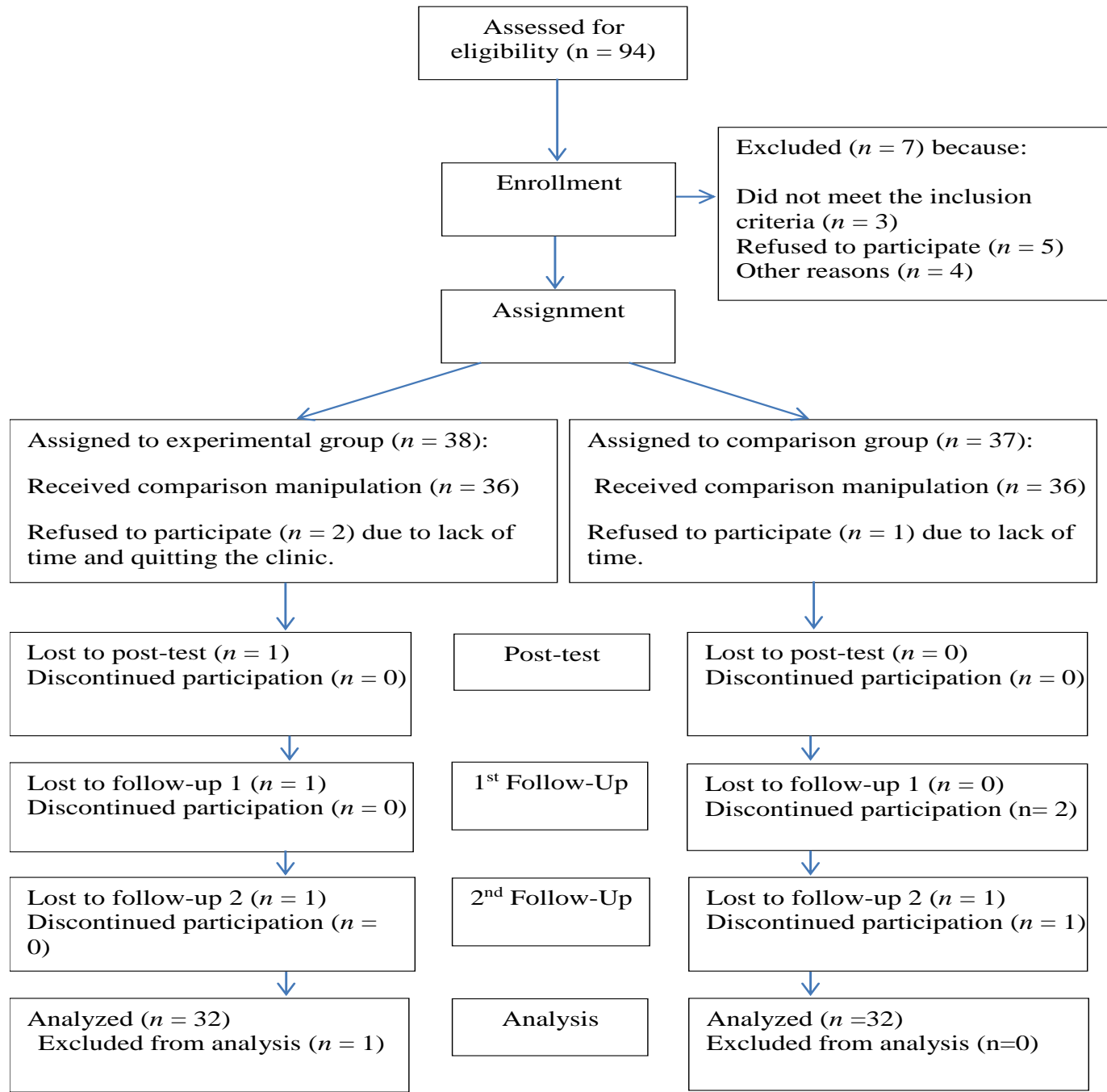
Single and paired presentation of the stimuli



	Control Group	Experimental group
Pre-test	Yes	Yes
Drug ACTP (three weeks)	----	Yes
Post-test: week 4	Yes	Yes
Follow-up: Six months	Yes	Yes

Note. Each Drug-ACTP training session lasted about 50 minutes with 4-5 training episodes dispersed for 2-3 minutes

Figure 1. Flow of participants in the study



Instruments

1. The Drug Abuse Temptation scale (Fadardi & Barerfan, 2011)
2. Positive and Negative Affect Schedule (Watson et al., 1988)
3. Perceived Stress Scale (Cohen et al., 1983).
4. Readiness to Change Questionnaire (Heather et al., 1993)
5. Situational Confidence Questionnaire (Annis & Graham, 1988)
6. Intervention evaluation form (Fadardi, 2003)
7. Follow-up Telephone Questionnaire
8. Saliva test (Peck, 1959)
9. Stroop test:
 - Drug-related (opium, alcohol, cigarette)
 - drug-unrelated (table, dress, door)
 - Goal-related words (family, love, health)

Peck's Method for Collecting Saliva in response to blocks of drug-related vs. control stimuli (passive observation)



Classic stroop

Green

Green

Emotional Stroop



The results of MANCOVA models testing for changes in the experimental and control groups' drug-related, concern-related, and classic **Stroop interference scores** and the number of errors in classic-Stroop from pre-test to post-test and follow-up.

		Covariates					Change indices			
		Group	age	education	No. of withdrawals	Pre-Classic Int.	Exp	Ctrl		
Model		$F(1,62)(p)\eta^2$	$F(p)\eta^2$	$F(p)\eta^2$	$F(p)\eta^2$	$F(p)\eta^2$	M	M	Se Diff	Pairwise results
Drug-	T ₂ -T ₁	8.75(0.005)0.139	0.007(0.93)0.00	1.19(0.28)0.02	2.23(0.14)0.04	8.11(0.006)0.13	-21.76	32.80	18.45	Ex< Ctrl
Stroop	T ₃ -T ₁	5.04(0.029)0.085	0.10(0.75)0.00	8.16(0.006)0.13	1.42(0.28)0.03	0.08(0.78)0.03	-21.16	20.36	18.49	Ex< Ctrl
Concern-	T ₂ -T ₁	(0.44)	(0.59)	(0.39)	(0.23)	(0.78)				
Stroop	T ₃ -T ₁	(0.26)	(0.58)	(0.071)	(0.74)	(0.45)				
Classic-	T ₂ -T ₁	(0.65)	(0.46)	(0.48)	(0.47)					
Stroop	T ₃ -T ₁	(0.79)	(0.94)	(0.96)	(0.074)					
No. errors	T ₂ -T ₁	(0.12)	(0.035)	(0.99)	(0.59)					
Stroop	T ₃ -T ₁	5.33(0.025)0.09	1.35(0.251)0.02	3.37(0.073)0.06	0.13(0.72)0.00		-3.65	1.04	2.04	Ex<Ctrl

POST-TEST MANCOVA Testing Groups' drug temptation, readiness to change, positive and negative affect, perceived stress, and SCQ

Model		Group			Covariates			Change indices			
		F (1,62)	p	η^2	No. of detoxifications	education	age	Ctrl	Exp	Se Diff	Pairwise results
					F (p) η^2	F (p) η^2	F (p) η^2	M	M		
Drug temptation	T2-T1	7.29	0.009	0.11	(0.76)	4.88(0.03)0.079	(0.35)	-16.81	-0.80	5.93	Exp > Ctrl
	T3-T1		0.18		(0.40)	(0.47)	(0.50)				
RTC: total score	T2-T1		0.11		(0.54)	(0.48)	(0.29)				
	T3-T1		0.40		(0.97)	(0.84)	(0.91)				
Positive affect	T2-T1		0.30		4.60(0.036)0.076	(0.69)	(0.70)				
	T3-T1		0.57		(0.1)	(0.34)	(0.80)				
Negative affect	T2-T1	8.32	0.006	0.13	(0.60)	(0.8)	(0.86)	-11.18	-4.00	2.08	Exp > Ctrl
	T3-T1		0.092		(0.28)	(0.66)	(0.60)				
Perceived stress	T2-T1	11.60	0.001	0.17	(0.39)	(0.33)	(0.25)	-8.18	-1.50	1.96	Exp > Ctrl
	T3-T1	4.52	0.038	0.073	(0.70)	(0.72)	(0.16)	-3.83	-3.75	2.39	Exp > Ctrl
SC: total score	T2-T1		0.91		(0.73)	(0.48)	(0.25)				
	T3-T1		0.57		(0.42)	(0.49)	(0.36)				
SC: pleasant emotions	T2-T1		0.40		(0.20)	(0.75)	(0.40)				
	T3-T1		0.89		(0.064)	(0.13)	(0.89)				
SC: unpleasant emotions	T2-T1		0.076		(0.97)	(0.67)	(0.076)				
	T3-T1		0.61		(0.58)	(0.25)	(0.61)				
SC: urges and temptations	T2-T1		0.76		(0.42)	(0.55)	(0.76)				
	T3-T1		0.64		(0.097)	(0.079)	(0.63)				
SC: positive social situations	T2-T1	6.37	0.014	0.10	(0.95)	(0.26)	1.11(0.01)0.019	0.31	0.27	0.25	Exp > Ctrl
	T3-T1		0.29		(0.88)	(0.69)	(0.29)				
SC: social tension	T2-T1		0.49		(0.18)	(0.81)	(0.49)				
	T3-T1		0.82		(0.47)	(0.76)	(0.82)				
SC: Social problems at work	T2-T1	5.019	0.029	0.081	(0.58)	(0.25)	5.02(0.029)0.081	0.13	0.098	0.22	Exp > Ctrl
	T3-T1		0.075		(0.68)	(0.55)	(0.075)				
SC: testing personal control	T2-T1		0.95		(0.17)	(0.22)	(0.95)				
	T3-T1		0.44		(0.29)	(0.66)	(0.44)				
SC: physical discomfort	T2-T1		0.19		3.99(.051)0.065	(0.89)	(0.19)				
	T3-T1		0.73		(0.27)	(0.73)	(0.73)				

6-month follow-up MANCOVA Testing Groups' drug temptation, readiness to change, positive and negative affect, perceived stress, and SCQ

Posttest score	Group	Covariate: pretest score	Exp	Ctrl	Se Diff	Pairwise results
	F(1, 59) (p) η^2	F (p) η^2	M	M		
Temptation	42.67(0.001)0.43	(0.14)	4.70	8.82	0.43	Exp > Ctrl
SC	5.99(0.018)0.09	(0.096)	10.09	8.35	0.50	Exp > Ctrl
Positive affect	2.91(0.093)0.047	(0.41)	4.09	3.60	0.28	
Negative affect	5.11(0.027)0.08	6.66(0.012)0.10	2.11	2.75	0.28	Exp > Ctrl
Perceived stress	11.57(0.001)0.16	(0.40)	7.40	5.88	0.45	Exp > Ctrl
RTC	0.029(0.86)0.001	(0.90)	6.50	6.56	6.07	

Note: Exp = Experimental group; Ctrl = Control group; RTC = Readiness to Change; SC = Situational Confidence

Medication Dose

0 = No Change or Increase in Dose of Medication

1= No or reduced does of Medication

Six month follow-up						
	Experimental Group			Control Group		
Post-test		0	1		0	1
	0	1	5	0	5	3
	1	9	15	1	13	8

The results of MANCOVAs model testing for changes in the experimental and control groups' **salivation response** from pre-test to post-test and the follow-up.

		Change indices		
Group		Se	Pairwise	
Model	$F(1,62)(p)\eta^2$	Diff	results	
T ₂ - T ₁	4.361(0.041)0.070	33	0.141	Ctrl < Exp
T ₃ - T ₁	0.351(0.0556)0.06	1	0.174	



Lapse and Relapse

t-test on 4-week relapse ($p = .012.$)

t-test on 4-week lapses ($p = 0/010$)

Participants' Evaluation of the Program (not blind)

Useful = %96

Helping reduce dependence on medication = %87

Helping reduce hypersensitivity to drug-related cues = %67

Helping reduce rumination with drugs and use = %64

Attention Retraining Cellphone App



Attention Retraining



From the following pictures, please select the top 10 objects that are mostly related to your smoking habit.

CONFIRM 0 of 10







Attention Retraining



Nice try! However, you need less mistakes to get a pass score to the next step. Please try again.



Correct Responses Percentage
Mean Reaction Time

78.57%

676 milliseconds

Try again! ↻





Attention Retraining



Excellent! You could pass this step successfully!



Correct Responses Percentage

100.00%

Mean Reaction Time

713 milliseconds

Time remaining to the next level:: 00:00:14

Please wait until the remaining time elapses



Attention Retraining Web-Based Game: ChimpShop

The image shows a browser window displaying the ChimpShop website. The browser's address bar shows "ChimpShop" and "Not secure | chimp-shop.com". The website features a cartoon chimp character in a red and white uniform, surrounded by various food items like a banana, a purple bottle, a sandwich, and a juice carton. The main heading is "CHIMP SHOP" in large, stylized yellow and red letters. Below this, there are buttons for "Download on the App Store" and "GET IT ON Google play". A red banner at the bottom contains the text "What's all this about Chimps?" and "Keen to cut back on your drinking?". Below the banner, there is a paragraph of text: "Well, whether for weight-loss, financial or health reasons now you can give your willpower a helping hand with a fun but tricky game." At the bottom of the page, there is a tablet displaying the ChimpShop app interface, which includes the text "ChimpShop - More than just a game.", "Watch later", "Share", and "AVAILABLE ON" with the App Store and Google Play logos.

ChimpShop

Not secure | chimp-shop.com

CHIMP SHOP

Download on the App Store

GET IT ON Google play

What's all this about Chimps?

Keen to cut back on your drinking?

Well, whether for weight-loss, financial or health reasons now you can give your willpower a helping hand with a fun but tricky game.

ChimpShop - More than just a game.

Watch later Share

AVAILABLE ON

Download on the App Store

GET IT ON Google play



BACK

POWER UPS

JUMP

You have:

= 0 x 

Cost:

= 10x 



Jetpack

BUY



Slo-mo

BUY



Magnet

BUY

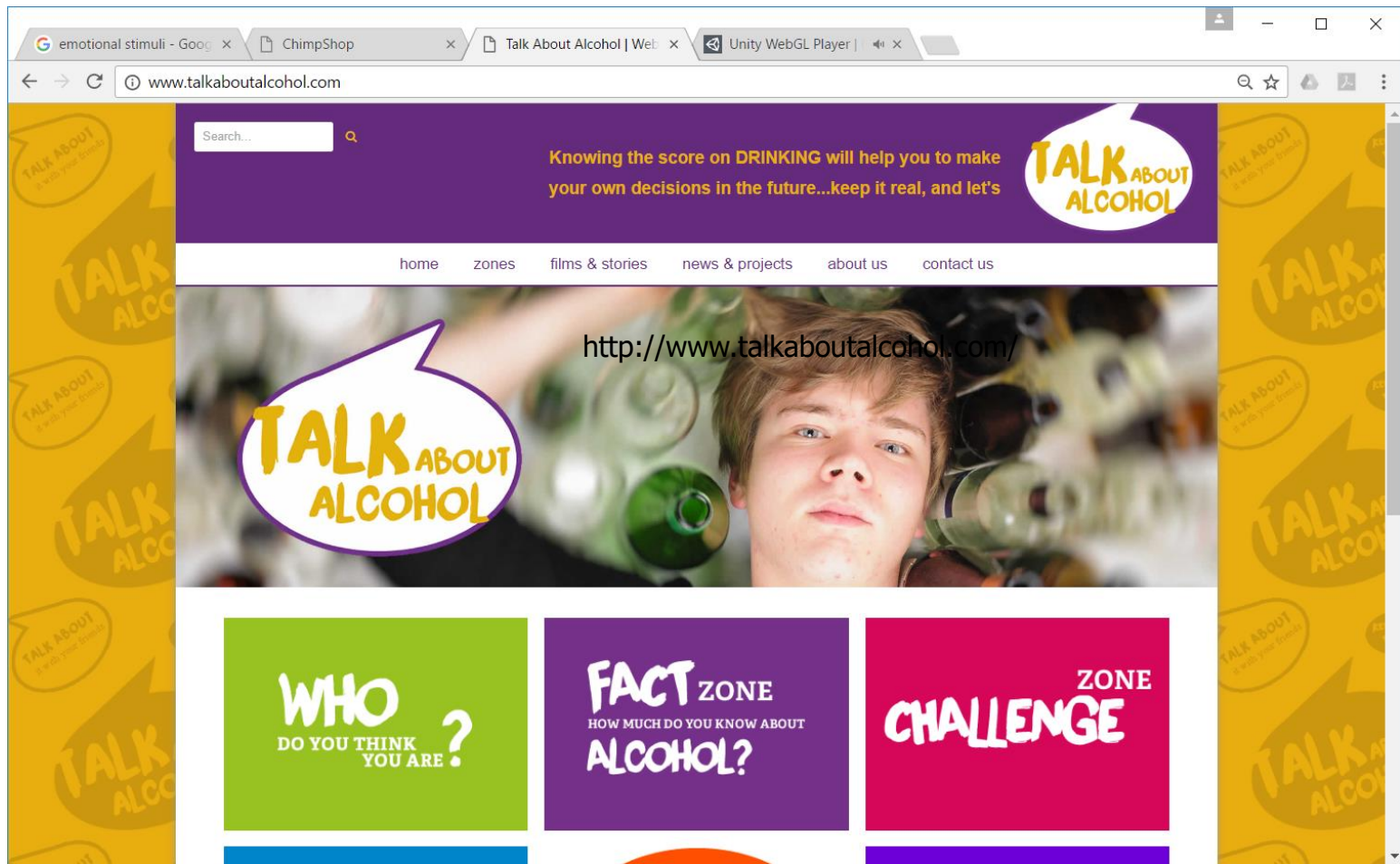


Energy Can

BUY



Adding ChimShop to talkaboutalcohol.com



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THANK YOU
FOR YOUR
ATTENTION