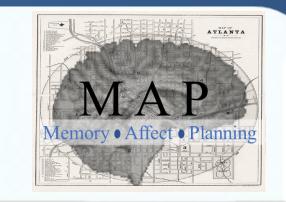


Poster: C18

Using Music to Modulate Human Emotional Memory



Sophia K Mehdizadeh^{1*}, Yiren Ren^{2*}, Thackery I Brown², Grace Leslie¹

¹School of Music, Georgia Institute of Technology; ²School of Psychology, Georgia Institute of Technology

Brain Music Lab

Introduction

Background

- Music can induce emotion in its listeners through many different mechanisms, such as emotional contagion³.
- Music is commonly used as a mood regulator in everyday listening⁵.
- Music also commonly evokes autobiographical memories. When this occurs, we may additionally re-experience the emotions of the original memory².

Research Questions

- We aim to understand whether music can be used to modulate human emotional memories during their recollection.
- Which neural systems are critical in supporting music's interaction with emotional memories?

Motivations

- The modulation of emotional, potentially maladaptive, autobiographical memories is a key component for treatment of mood-related disorders such as depression or PTSD⁴.
- Results of this study will provide insight into the development of musical memory protocols as clinical tools for mood-related disorders.
 - Could music be further used as a mood regulator to alter how humans remember negative past events?

Prior Results (Pilot Study)

Overview

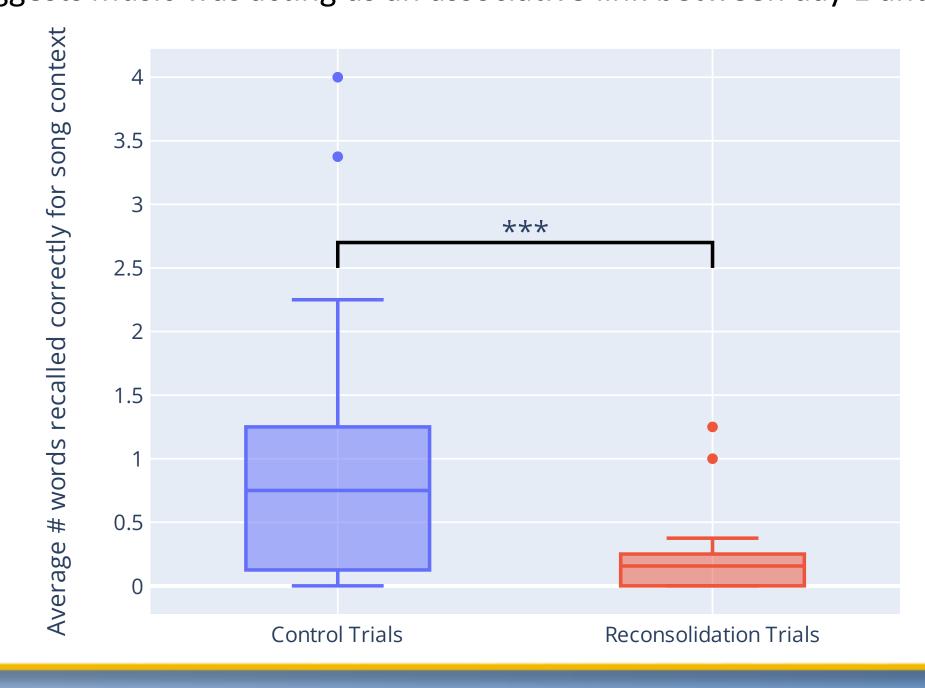
In previous work, we conducted a behavioral pilot study under a similar 3-day paradigm as the current work which explored music as a contextual link when modulating emotional memory.

Prior Methods

- In a story-making task, participants (N = 26) created and memorized fictional autobiographical episodes using provided emotion-laden words from the ANEW¹ dataset paired with emotional music "contexts" from the Film Soundtracks⁶ dataset.
- Episode-music pairings were created and memorized on both days 1 and 2, with some of the same music contexts re-presented on day 2 (reconsolidation trials) while others were left as controls (presented on day 1 only).

Results

- Day 1 memories showed significant memory interference from day 2 trials which represented the same music with new episodes (reconsolidation trials), compared to control episodes omitted from music-based memory manipulation ([t(25) = 4.1, p<0.001]).
- This suggests music was acting as an associative link between day 1 and 2 episodes.

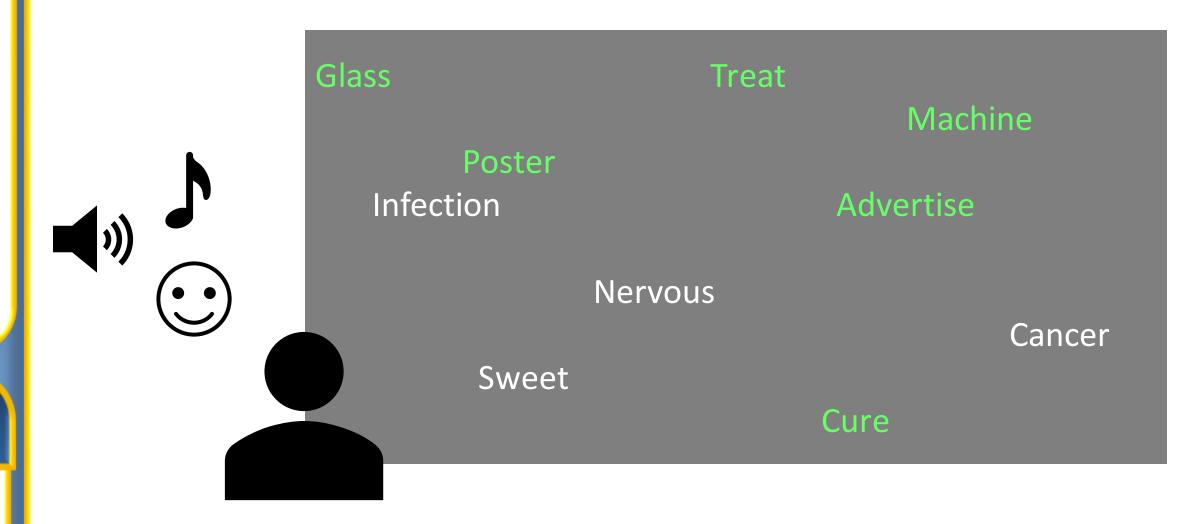


Current Method

<u>Day 1:</u> Guided imagery task where participants experience 15 neutral-valence episodes.

After finishing the preliminary paperwork and handing it back to the reception lady, I sat back down in the waiting area of the clinic. I had already been waiting for 10 minutes, so I decided to go get something from the vending machine. Out of boredom, I stopped and stared at my reflection in the glass surface of the machine. After a moment, I put my money in and got a drink. I noticed a poster next to the vending machine advertising the clinic's services and doctors' experiences. As I was reading it, I heard someone finally call my name.

<u>Day 2 (+ fMRI)</u>: Word selection task (neutral words from Day 1 episodes + emotional lures) with positive, negative, or no music.



Day 3: Cued recall and recognition tests.

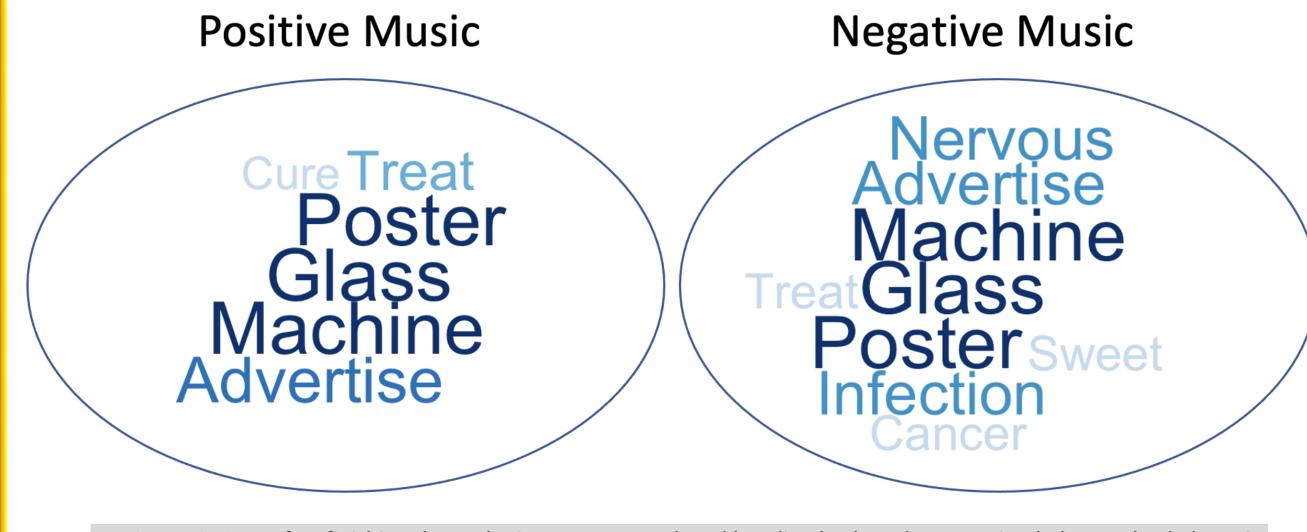
Episode Recollection with Music (Day 2)

Current results (N = 8)

• On day 2 participants were asked to recall and re-experience each story based on cue (neutral) words on the screen (mixed with emotional lure words) paired with randomly selected background music or silence.

Frequency analysis (N = 8) of words selected for one story (full text below)

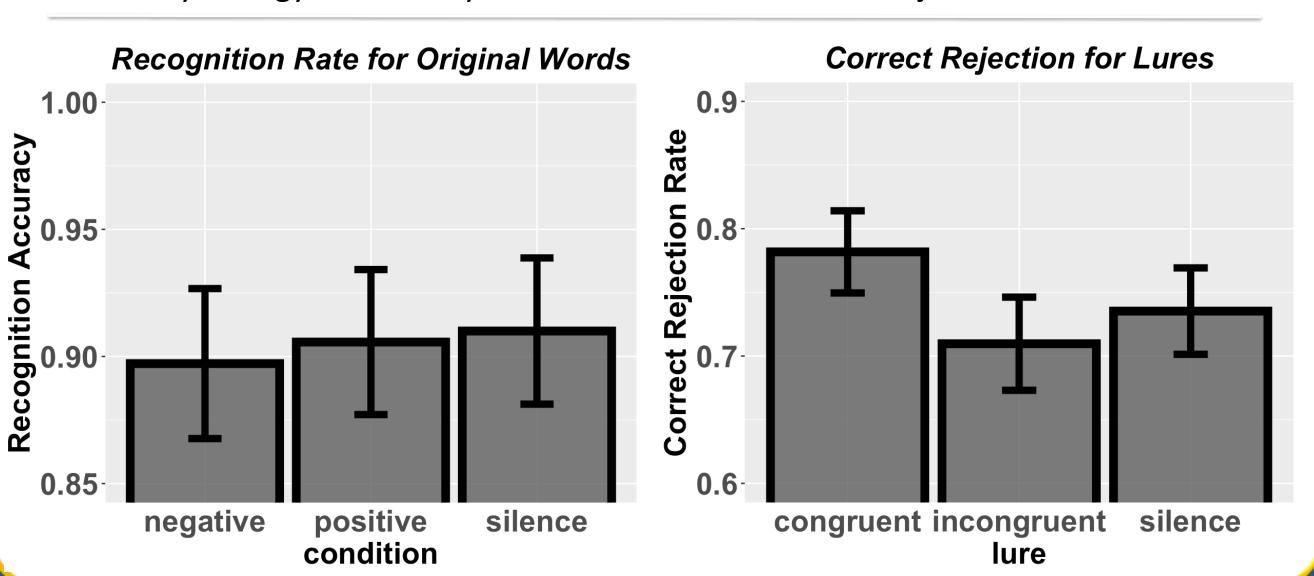
under different music conditions



ORIGINAL STORY: After finishing the preliminary paper work and handing back to the reception lady, I sat back down in the waiting area of the clinic. I had already been waiting for 10 minutes, so I decided to go get something from the vending machine. Out of boredom, I stopped and stared at my reflection in the glass surface of the machine. After a moment, I put my money in and got a drink. I noticed a poster next to the vending machine advertising the clinic's services and the doctors' experiences. As I was reading it, I heard someone finally call my name.

Word Recognition (Day 3)

- Randomly selected words (original words, lures from day 2, or novel words) were presented. Participants must decide if the word is from an original story.
- Successful recognition for original words: silence condition showed slightly better recognition rates than emotional conditions.
 - Music intervention on day 2 might interfere with recollection of details from the original story.
- Successful rejection for emotional lures: participants were more likely to reject lures that were congruent to the background music (e.g., negative lures when presented with negative music)
 - Congruent music switched the attention to the congruent lures and participants had a better memory of that lures being presented on day 2 specifically.
 - Psychology of memory: one needs to memorize to reject.



Future Plan and Conclusion

- We aim to collect fMRI and behavioral data from 40 participants.
 Day 2 MRI predictions
- We predict to see more activation in emotion-related brain areas (e.g., orbitofrontal cortex, amygdala and hippocampus) for the emotional music conditions than silence. We hypothesize that emotional music will activate a broader brain network which will lead to day 3 recollection with more new details (lure words).

Day 3 recall NLP & sentiment analysis

• We predict stories that are recollected with emotional music on day 2 (compared to silence) will be recalled with more emotional details and fewer neutral details.

Conclusion

- Music listening during episodic memory recollection might modulate memory accuracy and induce integration of new emotional components with the old memory.
- Our preliminary results suggested possibility of using music and its emotional feature to modulate human perception on their emotional episodic memory.
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*For a copy or any questions, please contact the author at yren90@gatech.edu