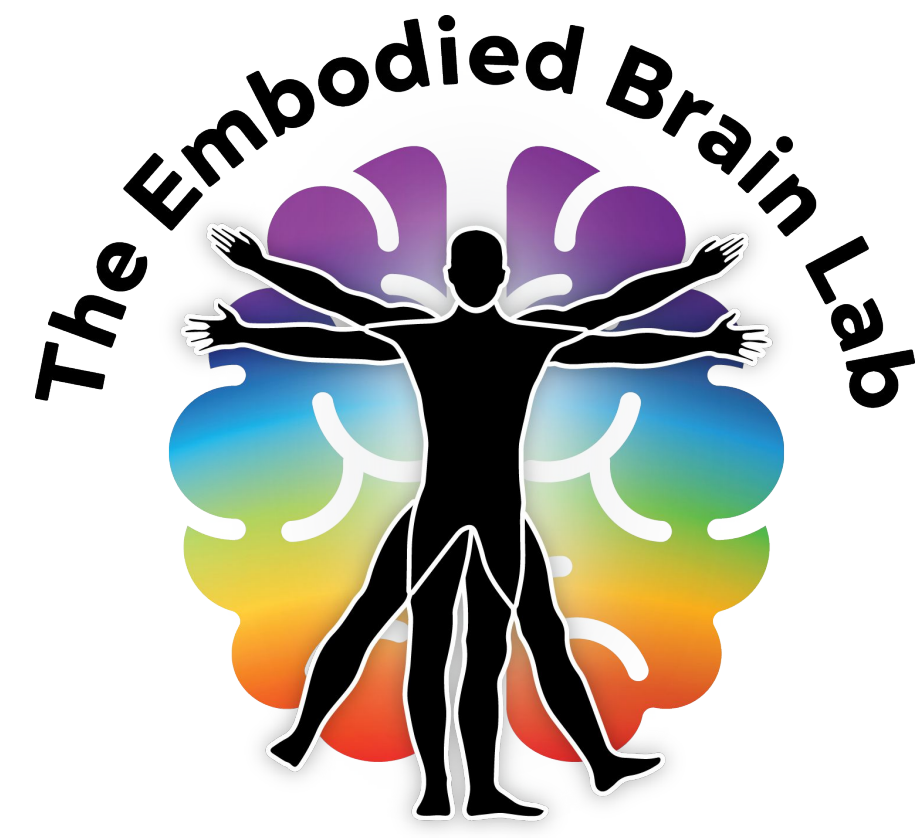
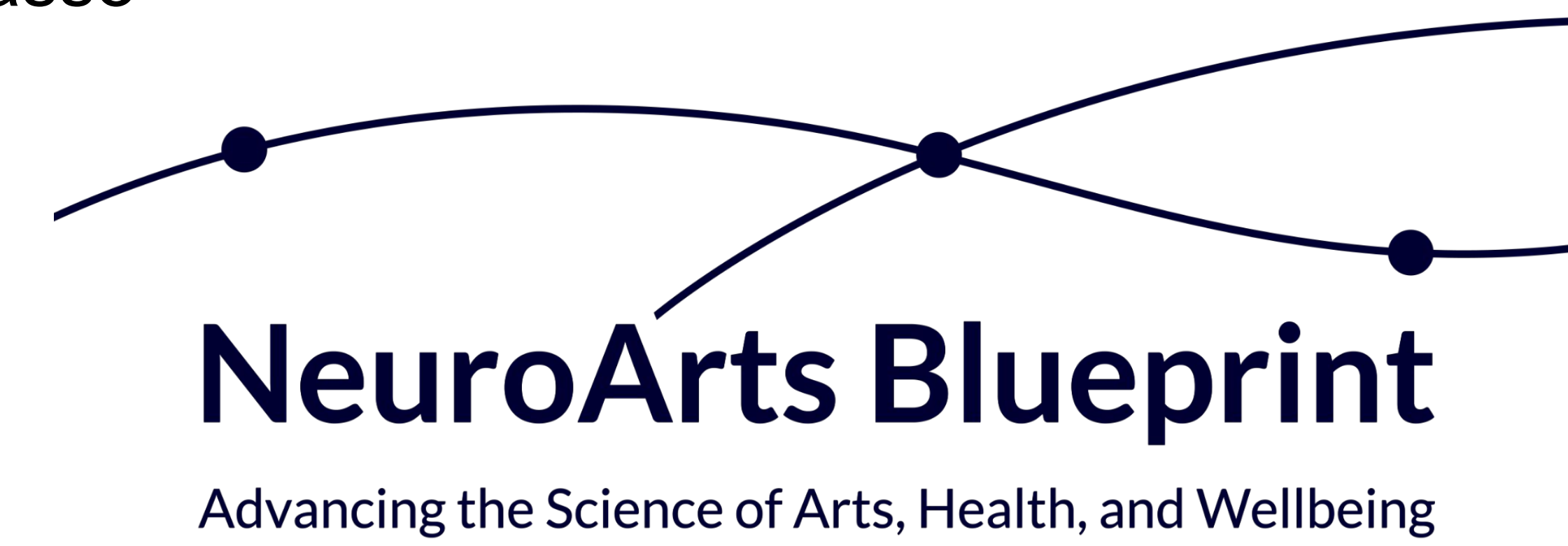


# Carving out creativity: Measuring behavioral and brain outcomes of the stone carving experience

S.P. Diesel<sup>1</sup>, N. Tasnim<sup>2</sup>, M. Aychman<sup>1</sup>, J.R. Perez<sup>3</sup>, C. Golding<sup>1</sup>, A. Garrastegui Segarra<sup>5</sup>, L. McNair, J.C. Basso<sup>1,3,4,5</sup>



1. Department of Human Nutrition, Foods, and Exercise, Virginia Tech, VA, USA
2. Graduate Program in Translational Biology, Medicine, and Health, Virginia Tech, Blacksburg, VA
3. Post-baccalaureate Research and Education Program, Virginia Tech, Blacksburg, VA
4. School of Neuroscience, Virginia Tech, VA, USA
5. Institute for Creativity, Arts, and Technology, Virginia Tech, VA, USA



## Background & Goals

## Stone Carving Acutely Enhances Mental and Social Health

## Stone Carving Enhances Theta and Alpha Inter-Brain Synchrony

### Background:

- Stone carving is one of the most ancient forms of art, dating back to the Upper Paleolithic era, a time period when Cro-Magnons or European early modern humans were present on earth (Morris-Kay 2010).
- Considering that stone carving is one of our earliest art forms, investigating its effect on the brain and behavior of modern man holds merit.
- However, very little has been done to investigate the biopsychosocial effects of stone carving.

### Aims & Hypotheses:

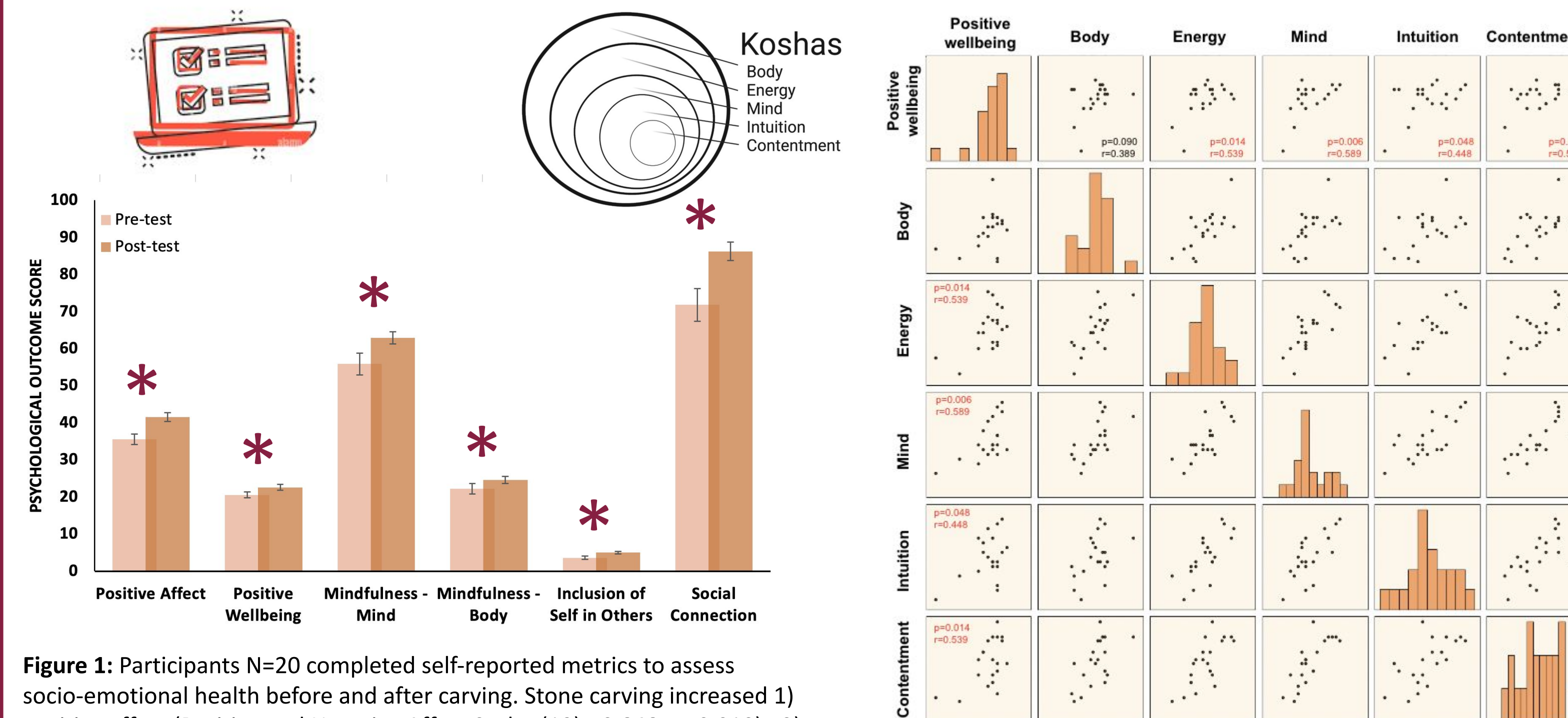
1. Examine the hypothesis that stone carving will acutely improve mental and social health.
2. Examine the hypothesis that the creative act of stone carving alters brain state both within (intra-brain synchrony) and between (interbrain-synchrony) individuals.



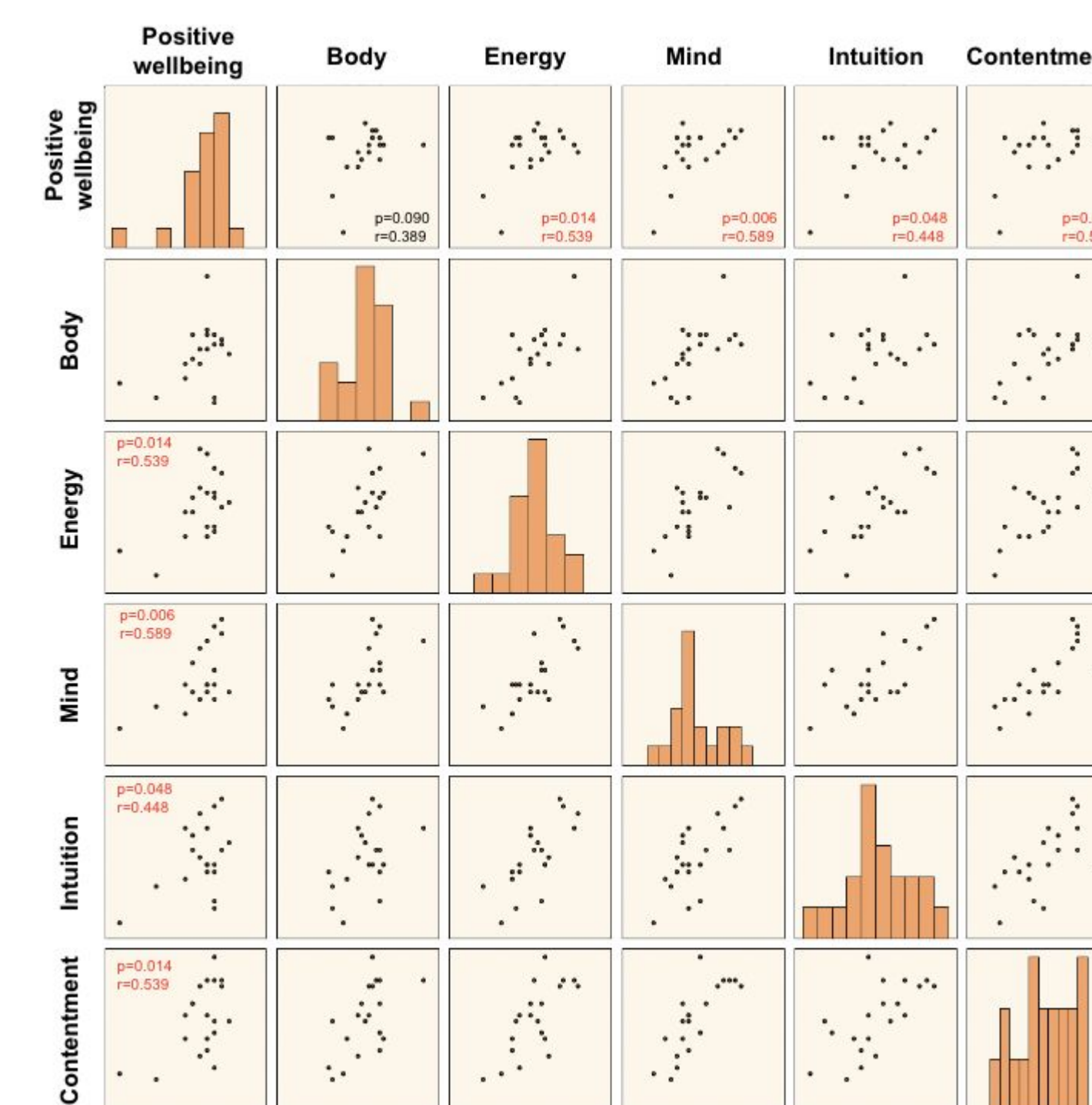
One of the earliest works of stone carving - Venus of Hohle Fels (~40,000 years old), oldest known depiction of a human female.



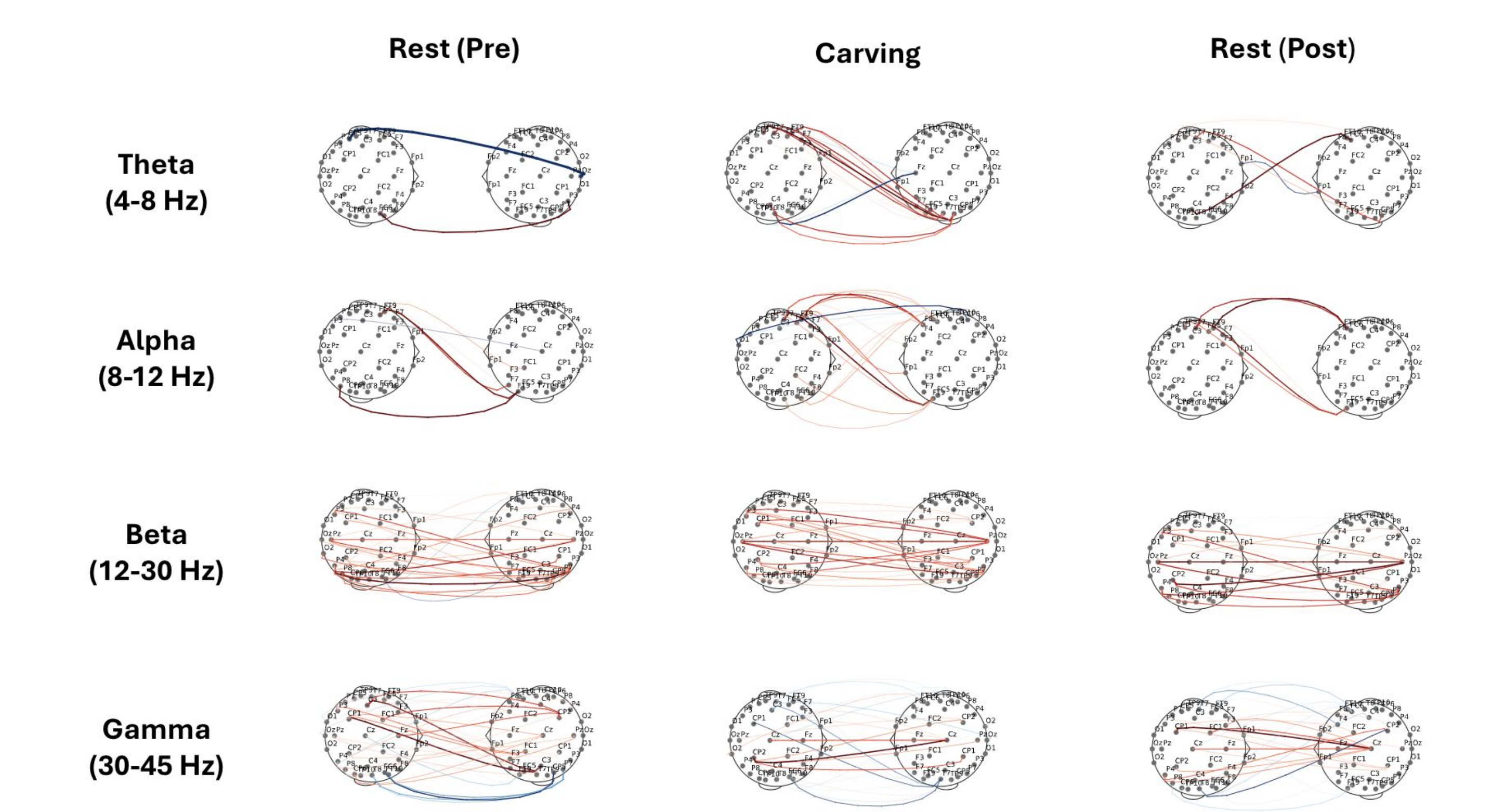
How we are studying stone carving today. Stone carvers had their brain activity recorded using mobile electroencephalography (EEG) during a co-creative stone carving workshop.



**Figure 1:** Participants N=20 completed self-reported metrics to assess socio-emotional health before and after carving. Stone carving increased 1) positive affect (Positive and Negative Affect Scale  $t(19)=-2.848, p=0.010$ ); 2) positive wellbeing (Subjective Exercise Experience Scale,  $t(19)=-2.664, p=0.015$ ); 3) mindfulness at the level of mind and body (State Mindfulness Scale,  $t(19)=-2.809, p=0.011, t(19)=-2.244, p=0.037$ ); 4) inclusion of self in others (Inclusion of Self in Others Scale,  $t(19)=-3.907, p<0.001$ ); and 5) social connection (Watts Connectedness Scale,  $t(19)=-4.689, p<0.001$ ).

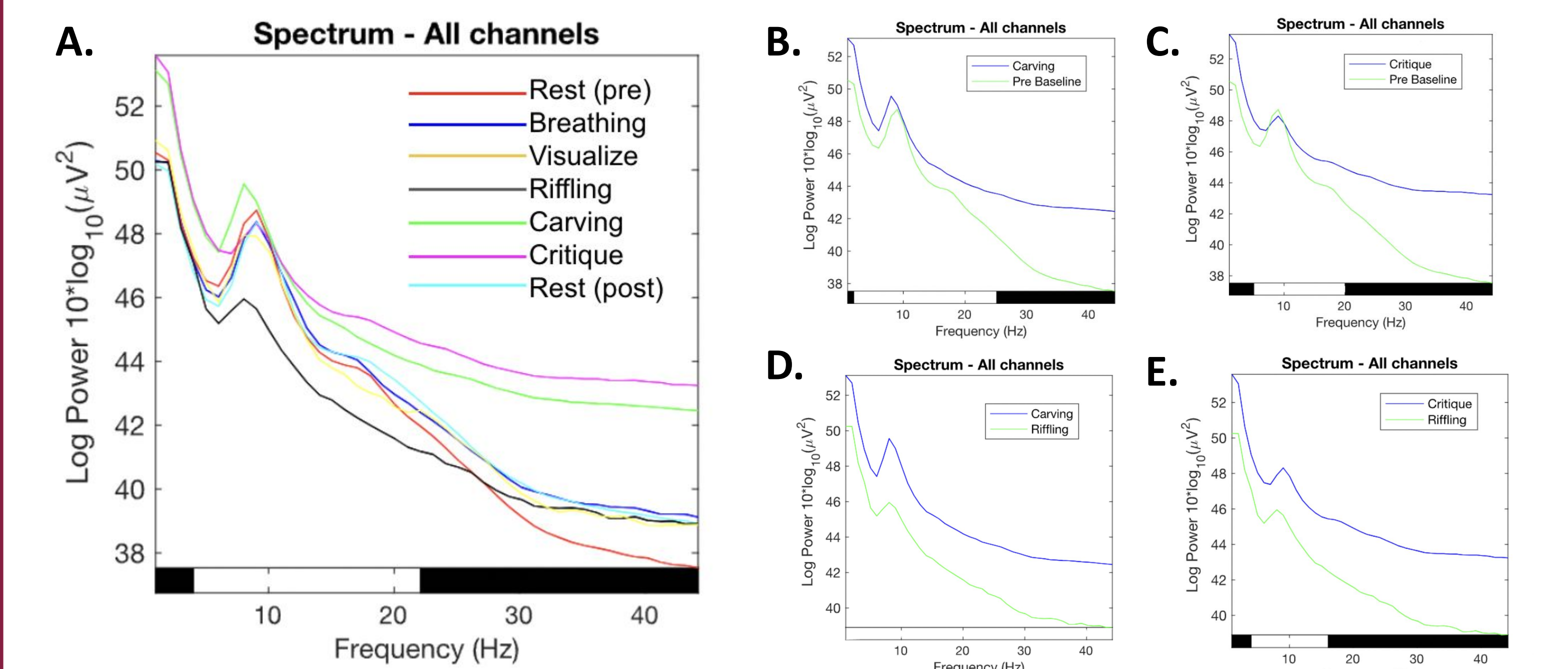


**Figure 2:** Relationships between psychological outcomes. The change in positive wellbeing was positively and significantly correlated with the change in energy, mind, intuition, and contentment subscales of the Multidimensional Impacts of Movement Scale.

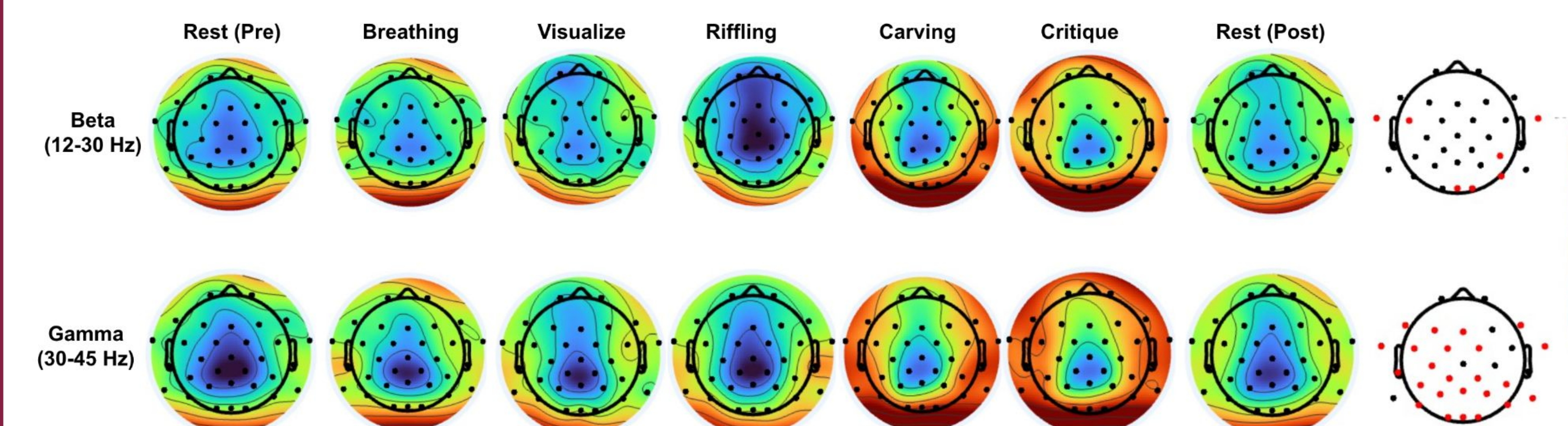


**Figure 5:** A) Inter-brain synchrony was calculated through imaginary coherence across all electrode pairs between participants. Values were averaged across participants and Z-scored. Only values 2 SD from average imaginary coherence are displayed. Darker lines indicate values further from the mean. Red lines indicate positive correlation, blue lines indicate negative correlation. Inter-brain synchrony increases are primarily seen for lower frequency bands including theta (4-8 Hz) alpha (8-12 Hz activity).

## Stone Carving Increases Beta and Gamma Brain Activity



**Figure 3:** A) Log power was averaged across all 32 channels and plotted for all 7 experiences. 1x7 repeated measures ANOVA permutation test (of 800) with False Discovery Rate (FDR) correction. Significant differences are indicated by the black bar. Post-hoc analyses were conducted with a 1x2 paired t-test with 800 permutations and FDR correction. P-value threshold for FDR was set to 0.05. Post-hoc analyses to determine range of significant differences in frequency band power across B) Pre-Baseline vs Carving; C) Pre-Baseline vs Critique; D) Riffing vs Carving; and E) Riffing vs Critique.



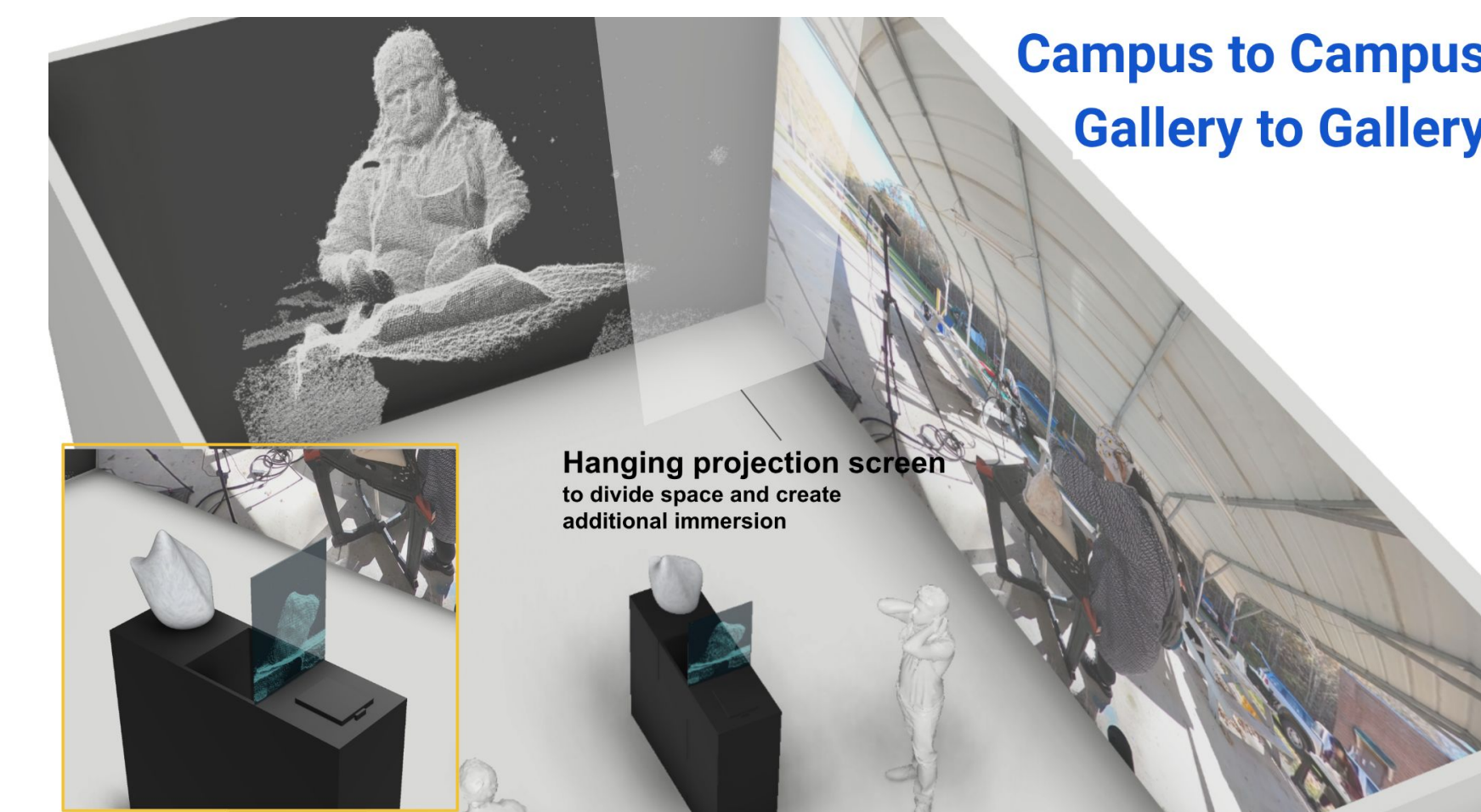
**Figure 4:** Topographical distribution of log power across beta (12-30 Hz) and gamma (30-45 Hz) frequency bands for different experiences (N=20). Power increases in these frequency bands are seen during carving and critique prominently in frontal and temporal regions.

## Conclusion

- Stone carving significantly improved mental and social health including positive affect, mindfulness, and social connection
- Stone carving significantly increased beta and gamma activity; this effect was also seen during critique of the art work.
- Inter-brain synchrony effects were primarily seen at lower frequency ranges including theta and alpha activity; this may contribute to the socio-emotional benefits seen with stone carving

## Future Work

- Museum installation:** We are taking the scientific findings from this work and creating an artistic installation that will be presented at the Taubman Museum in Roanoke, VA and other arts spaces throughout Virginia.

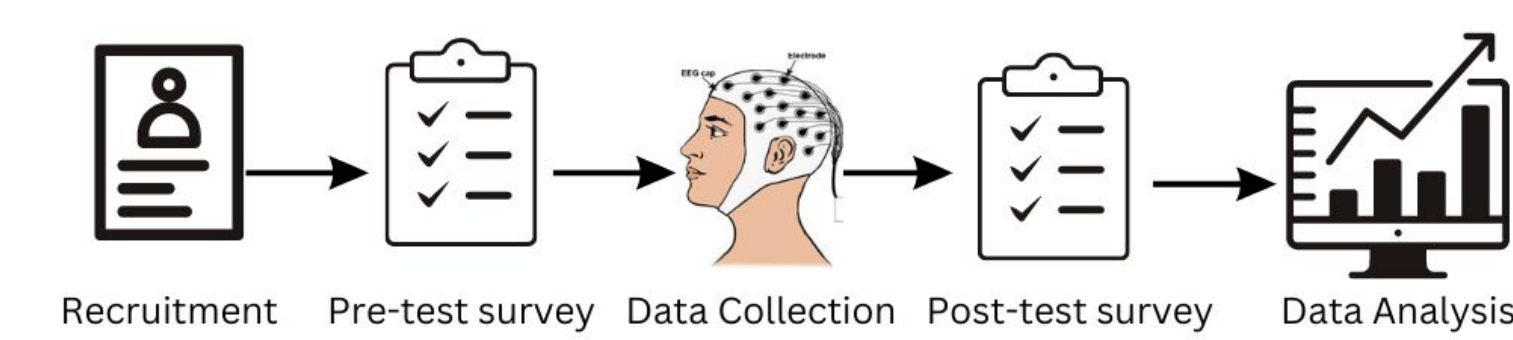


- Statistical analyses:** Assess the relationship between behavioral and brain states - utilize statistical modeling to assess which brain states drive behavioral outcomes.
- Future studies:** Randomized control trial with stone carving as experimental group and a control group performing a separate art form or other experience.

## Acknowledgements & Contact Information

Thank you to the Backyard Stone Carvers. This work was supported by an ICAT Major SEAD Grant. For more information, please contact [jbasso@vt.edu](mailto:jbasso@vt.edu); [www.embodiedbrainlab.com](http://www.embodiedbrainlab.com), @embodiedbrainlab

## Methods



### Demographic Information

Demographic Variable	N	%
<b>Gender</b>		
Female	14	70
Male	6	30
<b>Location</b>		
Rural	14	70
Urban	6	30
<b>Race</b>		
White/Caucasian	18	90
Asian	2	10
<b>Ethnicity</b>		
Non-Hispanic	20	100
<b>Education</b>		
Some college	4	5
Bachelor's degree	7	25
Advanced degree	8	60
<b>Employment</b>		
Student	2	10
Part-time	3	15
Full-time	4	20
Retired	11	55

**Population:** Adult participants ( $\geq 18$  years) capable of English language comprehension were recruited from the southwest Virginia region. Recruitment occurred through email outreach to local stone carving communities and members of the Backyard Stone Carvers in Newport, VA.

**Behavioral data collection:** Completion of self-reported questionnaires before and after stone carving.

**EEG data collection:** Participants wore 32-channel EEG caps (LiveAmp, Brain Products GmbH) and data was collected during 5 conditions: 1) Rest; 2) Guided breathing; 3) Synchronous riffing; 4) Stone carving; 5) Rest.

**EEG data analysis:** EEG data was notch filtered (59-61 Hz bandstop), bandpass filtered (1-45 Hz), bad channels were interpolated (spherical), data was average referenced, and remaining artifacts were corrected through Artifact Subspace Reconstruction and Independent Component Analysis. Power analysis was conducted through EEGLAB; intra- and inter-brain analyses were conducted through HyPyp.