## Dream content during lucid dreams and out-ofbody experiences, differences and similarities.





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#### Participants.

Gender		Age
Female	97	34,81±10, 6
Male	76	33,13±11,5
Other	1	31
Total	174	

Dreams	
Normal	824
Lucid	122
OBE	68
Sleep Paralysis	15
False Awakening	9
Total	1034

63 of 174 completed a Dream Journal

The collected dream narratives were analyzed using three different methods.

#### Sentiment and Emotion Lexicons

Lexicon-based sentiment or Emotion analysis for any language is dependent on sentiment lexicons that are produced manually or semiautomatically and commonly stored as dictionaries.

SentiSense attaches emotional meanings to concepts from the WordNet lexical database, instead of terms. thus allowing to address the word ambiguity problem using one of the many WordNet-based word sense disambiguation algorithms.

The NRC Emotion Lexicon is a list of English words and their associations with eight basic emotions (anger, fear, anticipation, trust, surprise, sadness, joy, and disgust) and two sentiments (negative and positive).

#### **ABSTRACT**

During sleep, humans experience offline visual content that we call dreams, which are typically emotional and lack rational judgment about their strangeness. However, during lucid dreaming (LD), subjects know they are dreaming and can control the dream content. Another type of awere dream experience is the out-of-body experience (OBE) initiated from sleep paralysis. Although the differences between non-LD, LD and OBEs are evident, there is no record in the literature of such differences in dream content and some researchers describe OBEs as a type of LD. We conducted interviews with subjects who experienced LD and subjects who had OBEs frequently. A portion of them kept a dream journal for two months with precise instructions on how to write down their dreams. The collected dreams were analyzed by automatic methods of analysis of emotions such as EmoLex and Sentisense, also with classifiers such as Empath. The dream stories provided by the participants were scored with a series of ratings using a method based on Hall and Van de Castle's dream content scoring system upon which we developed variations and additional measures to adapt to the requirements of our task. The scoring was divided into sections, thought/emotion/action, presence of entities/characters and social interactions, sensory descriptions, spatial references, fantasy content, among others. Here we present the preliminary progress of this study of oneiric

#### Empath, (lexical categories)

A text analysis tool that analyzes text across 200 gold standard topics and emotions (e.g., childishness or violence), and can generate and validate new lexical categories on demand from a user-generated set of seed terms.

It is not based on a lexicon, but on neuronal network algorithms that combines modern NLP techniques with the benefits of handmade lexicons.

Makes a vector space from embeddings that measures the similarity between words, uses seed terms to define new words for each of its categories, and finally filters its categories using

#### **Oneiric Content Analysis**

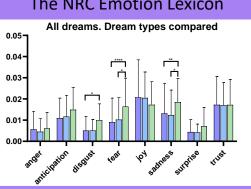
Through an experimenter's reading of dream reports, several empirical categories subcategories), such as "characters", "emotions", "sensations", interactions". "activities", among others, are recorded using a defined code that later are scored.

Method based on Hall and Van de Castle's dream content scoring system



#### PRELIMINARY RESULTS

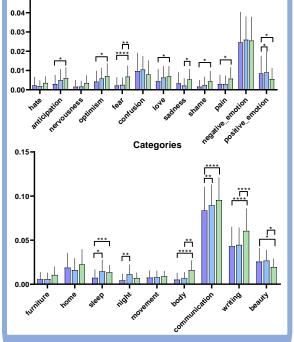
# SentiSense All dreams. Dream type compared The NRC Emotion Lexicon



OBE have significantly more negative emotions.

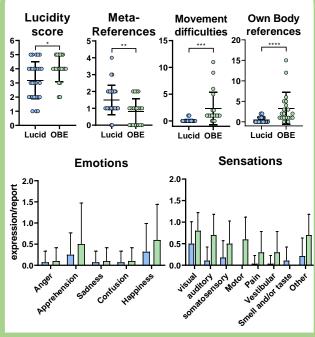
### Empath(some gold standard categories)

**Emotions** 



Differences are evident in various categories, indicating differences in content.

#### **Oneiric Content Analysis**



OBEs refer more often to their own movements and bodies. Lucid refer more to themselves and the dream environment.

#### **FUTURE**

- More Data
- Empath, custom categories.
- Comparisons between similar "lucidity" score.