# Article information:

Virtual Reality Meditative Intervention Modulates Pain and the Pain Neuromatrix in Patients with Opioid Use Disorder | Pain Medicine | Oxford Academic  
<https://academic.oup.com/painmedicine/article/22/11/2739/6270796?login=false>

# Article summary:

1. This article examines the effects of a virtual reality meditative intervention on pain and the pain neuromatrix in patients with opioid use disorder.

2. The study found that the intervention was effective in reducing pain intensity, improving quality of life, and modulating the pain neuromatrix.

3. The results suggest that virtual reality meditative interventions may be an effective treatment for managing chronic pain in patients with opioid use disorder.

# Article rating:

May be slightly imbalanced: The article presents the information in a generally reliable way, but there are minor points of consideration that could be explored further or claims that are not fully backed by appropriate evidence. Some perspectives may also be omitted, and you are encouraged to use the research topics section to explore the topic further.

# Article analysis:

The article is generally reliable and trustworthy, as it is based on a well-designed study conducted by experienced researchers from reputable institutions. The authors have provided detailed information about their methods and results, which allows readers to evaluate the trustworthiness of their findings. Furthermore, the authors have discussed potential limitations of their study and provided suggestions for future research.

However, there are some potential biases that should be noted. For example, the sample size was relatively small (n=20), which could limit the generalizability of the findings to other populations. Additionally, all participants were recruited from one institution, which could introduce selection bias into the results. Finally, there is no discussion of possible risks associated with using virtual reality technology for this type of intervention; this should be addressed in future studies.

# Topics for further research:

* Virtual reality intervention
* Virtual reality therapy
* Virtual reality technology risks
* Sample size bias
* Selection bias
* Generalizability of study findings

# Report location:

<https://www.fullpicture.app/item/b681ae2dda82f0e2ee97fb4626dc71b9>