



## Virtual poster nº12 - Veridiana Jardim

**Animal Behaviour Live**

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Title: "Is there a bias in the judgement bias test? Differential novelty responses in individuals with different personalities might affect test results"

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Abstract: "Cognitive judgement bias tests have become an important new tool in the assessment of animals' internal states. In these tests, animals are first trained to discriminate between two cues, one associated with a positive and one with a less positive outcome. Then, they are confronted with an intermediate ambiguous cue to quantify the animals' response reflecting their individual judgement bias, such as latency to approach. In many test settings, the presentation of the ambiguous cue implies the confrontation with greater novelty. We hypothesize that in such high-novelty settings, responses in the ambiguous arm might be biased by individuals' personality, since different personality types can perceive and process novelty in different ways, an aspect which has been widely overlooked so far. We conducted a judgement bias test in a Y maze with male mound building mice, previously phenotyped for their exploratory tendency. The maze consisted in positive and less positive rewarded arms and, after the animals had learned this association, a new ambiguous arm was introduced. During the first ambiguous arm trial, more exploratory individuals displayed higher total and reversed locomotion, indicating intensive arm exploration, resulting in longer latencies for reward consumption. However, during the following two experimental trials, with decreasing novelty of the ambiguous arm, more exploratory individuals were faster than less exploratory ones in consuming the reward. Our findings suggest that in judgement bias test settings with high novelty linked to the ambiguous cue, results can be biased by the individuals' differential personality-dependent motivation to explore novel environments. This suggests that results obtained in high novelty trials have to be carefully interpreted, or even discarded, since they could be affected by individuals' novelty perception."

### Transcrição

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