



**University of
Zurich** ^{UZH}

Department of Economics – Neuroeconomics Seminar

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Gamified tasks, emotions and decision-making

Our emotions fluctuate as we go through our day in response to what we encounter – for example, seeing someone cough might make us feel worried or stressed about getting ill. These emotions in turn can help us to act appropriately in the situation – for example we might try to avoid the person or wash our hands. Another perspective on these behaviours in consequence to emotions is that their goal is to regulate emotions, similarly to how eating reduces the internal feeling of hunger. Over the last decade, emotions have been integrated into computational models of decision-making. This has often relied on using simplified tasks and self-reports of emotions (often focusing on one dimension, ‘happiness’). While allowing precise experimental control, they have at the same time restricted the type of behaviour participants could engage in, making it difficult to observe emotion regulation as a function of naturally emerging (vs instructed) behavioural changes. Here, we have used gamified tasks to address this. To go beyond possible demand characteristics and intrusiveness (breaking emerging continuous task behaviour), we have used facial expression recognition to infer a diverse set of internal emotions. Specifically, I will show our recent result of how people regulate stress in a foraging under threat task, use frustration to overcome perseverance and gamble more when excited. Beyond momentary emotions, we use a transdiagnostic approach to link self-reported emotional traits (e.g. apathy, alexithymia) to task behaviour.