

# Differences in the Inter-brain Synchrony during Peer Interaction Between Adolescents with High and Low Interpersonal Competence: Evidence from EEG Hyperscanning.

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## Introduction

- **EEG Hyperscanning** has been widely used in the study of the brain activity of multiple individuals during social interaction.
- **Interpersonal competence** was considered as the individuals' ability to build and use networks of relationships, which focused on the ability of developing and maintaining relationships between individuals.
- **Inter-brain synchrony** could reflect the brain-to-brain coupling status of individuals, and was viewed to be an effective biomarker of the quality of social interaction and psychological connection.

The present research: examined differences in the inter-brain synchrony during peer interaction between adolescents with different levels of interpersonal competence.

## Methods

**Participants:** high/low 27% range of the interpersonal competence questionnaire (ICQ-15). 14 pairs of high interpersonal competence adolescents (Mage= 16.92) and their peers; 14 pairs of low interpersonal competence adolescents (Mage= 16.27) and their peers.

**Task:** cooperation and competition games

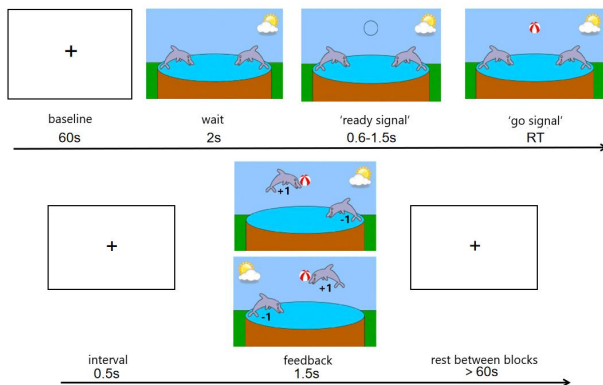


Figure 1. Experimental process, cooperation as example

Hyperscanning techniques were used to record the EEG from each pair.

## Analysis & Results

**Preprocessing:** band-pass filtered 1 - 40 Hz; 1000ms before to 3000ms after the onset of 'ready signal'; Interbrain phase-locking-value (PLV) index for estimating the interbrain synchrony between pairs.

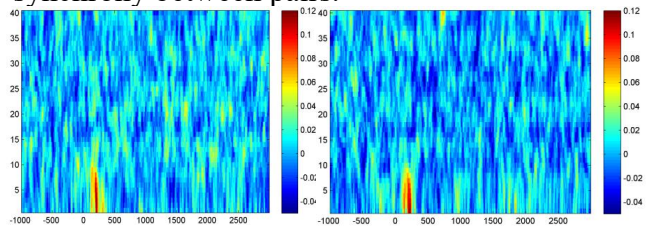


Figure 2. PLV values under cooperation (left) and competition (right) conditions.

ROI time-frequency: 0-0.5s delta & theta bands.

**Results:** 1) generally, the brain activation of the adolescent task was mainly in the frontal region and in low-frequency bands - delta and theta bands; 2) in delta and theta bands, adolescents with high interpersonal competence had higher inter-brain synchrony with their peers than low interpersonal competence adolescents. However, there was no differences between different game conditions (cooperation vs. competition).

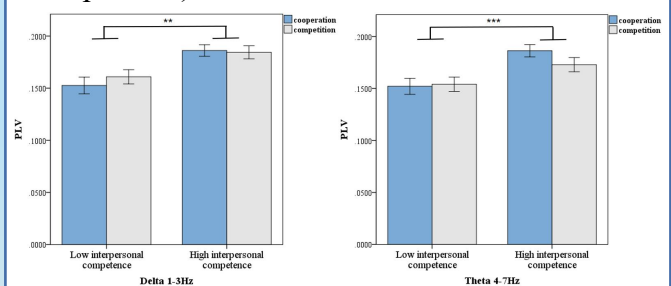


Figure 3. The Phase-locking values (PLV) in delta and theta bands under different conditions between high and low interpersonal competence adolescents

## Discussion

The results provide neurological evidence that adolescents' interpersonal competences influence the quality of their interactions with peers and the closeness of their psychological connections.