



# Animal Welfare Science and Bioethics Centre



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Science and Bioethical Analysis:*

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**Animal Welfare Science Centre**  
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*Broadening Our Perspectives on Negative and  
Positive Animal Welfare Impacts*

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# Areas considered

- Introduction
- A focus on *pain*
- Giving more definition to *distress*
- Sources of *negative* experiences or affects:  
*motivational urges and drives*
- *Positive* subjective experiences or affects
- Concluding remarks

# Areas considered

- **Introduction**
  - Source publications, animal welfare and lab-induced impacts
- A focus on *pain*
- Giving more definition to *distress*
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*motivational urges and drives*
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- Concluding remarks

# Introduction – source publications

- **Mellor, D.J. (2011).** Animal pain and World Organisation for Animal Health (OIE) guidelines. Session 5: Animal welfare. *In: Proceedings of the First OIE Global Conference on Evolving Veterinary Education for a Safer World, Paris, France, 12-14 October, 2009*, pp 175-180.
- **Green, T.C. & Mellor, D.J. (2011).** Extending ideas about animal welfare assessment to include ‘quality of life’ and related concepts. *New Zealand Veterinary Journal* 59, 263-271.
- **Mellor, D.J. (2012).** Animal emotions, behaviour and the promotion of positive welfare states. *New Zealand Veterinary Journal* 60, 1-8.
- **Mellor, D.J. (2012).** Affective states and the assessment of laboratory-induced animal welfare impacts. *Proceedings of the 8<sup>th</sup> World Congress on Alternatives and Animal Use in the Life Sciences*, Montreal, Canada, 21-25 August 2011: ALTEX (in press).
- **Beausoleil, N.J. & Mellor, D.J. (2012).** Complementary roles for systematic analytical evaluation and qualitative whole animal profiling in welfare assessment for Three Rs applications. *Proceedings of the 8<sup>th</sup> World Congress on Alternatives and Animal Use in the Life Sciences*, Montreal, Canada, 21-25 August 2011: ALTEX (in press).

# Introduction – animal welfare

- **AW is a state within an animal**
- **It is what the animal *experiences***
- **It is the integrated outcome of:**
  - *Internally generated* sensory inputs
  - *Externally generated* sensory inputs
  - Giving rise to *subjective, emotional or affective states*
  - *Experienced consciously*
- **There has been a strong emphasis on *-ve states***
  - Thirst, hunger, pain, anxiety, fear, loneliness, boredom
- **Increasingly *+ve states* are being emphasised**

# Introduction – lab-induced impacts

- The Three Rs focus on minimising *–ve experiences*
- Yet, in the past, the list was nonspecific and/or limited
- An expanded list would aid Three Rs applications
- Understanding sources of *–ve experiences* has increased the list which now would include *both*:
  - Undoubtedly negative experiences or affects
  - An absence of positive experiences or affects
- Increase in empathetic commitment to the Three Rs

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# A focus on *pain*

- Early regulatory emphasis was on *pain* and *distress*
- A focus on pain was and is worthwhile
- Helps address many factors that compromise welfare
- This is because pain has:
  - Many causes – injuries and disease-induced pathologies
  - Many manifestations – acute, chronic, localised, generalised, physical, emotional, adaptive, maladaptive
  - More than one type may be present at the same time

# Some Manifestations of pain

<i>Aching</i>	<i>Burning</i>	<i>Beating</i>
<i>Throbbing</i>	<i>Shooting</i>	<i>Bursting</i>
<i>Boring</i>	<i>Sharp</i>	<i>Smarting</i>
<i>Drawing</i>	<i>Hot iron</i>	<i>Electricity</i>
<i>Pulling</i>	<i>Soreness</i>	<i>Stinging</i>
<i>Gripping</i>	<i>Knife-like</i>	<i>Pricking</i>
<i>Cramping</i>	<i>Stabbing</i>	<i>Needle-like</i>
<i>Nagging</i>	<i>Toothache</i>	<i>Tingling</i>
<i>Sense of pressure</i>	<i>Tearing</i>	<i>Itching</i>
<i>Gnawing</i>	<i>Hot cords</i>	

Neville Gregory (2004). *Physiology & Behaviour of Animal Suffering* - Blackwell

# A focus on *pain*

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*Clearly a focus on pain and its alleviation has direct relevance to refinement in the laboratory context*

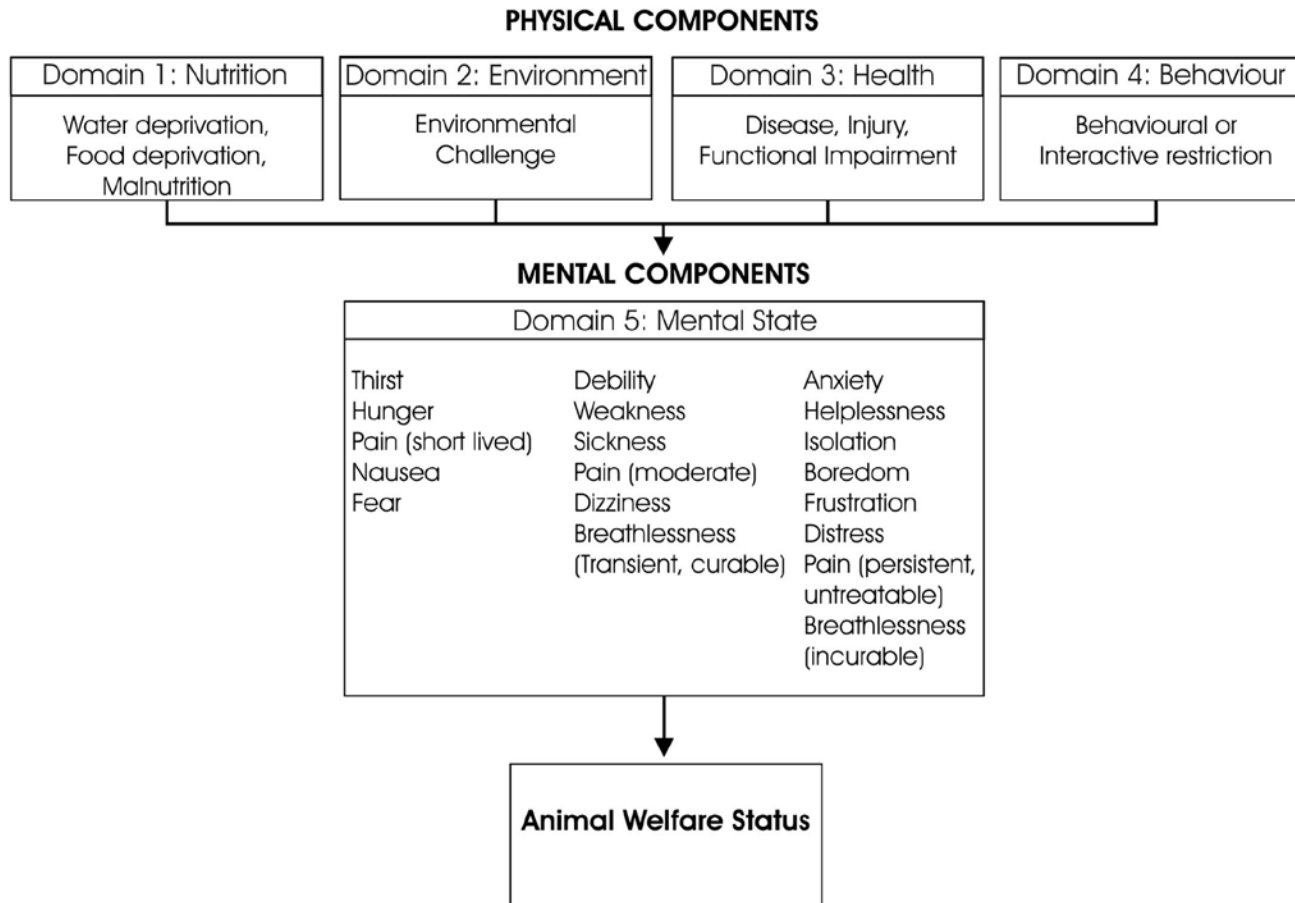
# Areas considered

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# Giving more definition to *distress*

- 30 years ago *distress* served as a catch-all term for –ve experiences (other than pain) *without specifying them*
- An *underestimation* of –ve effects may have resulted
- *Specification* of particular types *focuses attention* for more effective *refinement* activity
- 1979 Five Freedoms noted: *thirst, hunger, discomfort and fear*, in addition to *pain* and *distress*
- Today, the list is much longer, and growing

# For example: The Five Domains



# Giving more definition to *distress*

- This list remains *open-ended* by use of the phrase ‘*and other forms of distress*’
- This *expanded list* has two advantages:
  - Being *explicit* it provides *guidance* about *possible targets* for refinements to mitigate –ve impacts in the lab and generally
  - Being *open-ended*, it highlights that additional forms of distress might be caused by our treatment of animals and should be evaluated as other possibilities for *refinement or mitigation*

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*Specifying a wider range of –ve experiences requiring mitigation will enhance the overall effectiveness of refinement in laboratories and elsewhere*



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# Sources of *negative* experiences or affects: *motivational urges and drives*

- Health and survival depend on *homeostatic mechanisms*
- Their critical role is *interactions* between the *internal and external environments* of the body
- These interactions are *active* not passive

# Sources of *negative* experiences or affects: *motivational urges and drives*

- Health and survival depend on *homeostatic mechanisms*
- Their critical role is *interactions* between the *internal and external environments* of the body
- These interactions are *active* not passive
- **They are focused on basic functions: e.g.**
  - Respiratory gas exchange
  - Fluid (water/electrolyte) balance
  - Nutrient supply and utilisation
  - Thermal equilibrium
  - Responses to injury

# Sources of *negative* experiences or affects: *motivational urges and drives*

- These interactions involve *purposeful behaviours* at various levels of complexity
- These behaviours are *essential for survival*
- They involve various *motivational urges and drives*
- These urges and drives represent the *subjective elements* of these *instinctual behavioural patterns*

# Sources of *negative* experiences or affects: *motivational urges and drives*

- **These *urges and drives* include:**
  - **Hunger for air (breathlessness)**
  - **Thirst**
  - **Hunger for specific minerals (i.e. salt hunger)**
  - **Hunger for energy-dense food (i.e. general hunger)**
  - **Pain**
  - **Sensations accompanying visceral functions such as micturition or defecation**
  - **Desire for sleep after severe deprivation**
  - **Avoidance of change in body core temperature**

# Sources of *negative* experiences or affects: *motivational urges and drives*

- **Fresh insights into the neurological foundations of these urges and drives:**
  - Onset
  - Intensity
  - Directedness
  - Disappearance

*Full details are available from:*

*Denton et al (2009). Consciousness and Cognition 18, 500-514*

*Here we are keeping it simple*

# Sources of *negative* experiences or affects: *motivational urges and drives*

- These urges and drives have *two key characteristics*:
  - A *commanding specific sensation*:
    - They often make only *mild intrusions* into consciousness
    - BUT, when strong, they can *dominate consciousness*
    - They are *subjectively distinct* – we do not mix them up
  - A *compelling specific intention*:
    - *Thirst* generates a compelling intention to *drink*, NOT eat or defecate
    - *Air hunger*, due to suffocation, generates a compelling intention to *fight for breath*

# Sources of *negative* experiences or affects: *motivational urges and drives*

## A striking feature of each urge and drive

- Once the *motivated behaviour* achieves its *objective* there is a *precipitous decline* in both the *sensation* and the *intention*:
  - Air hunger is extinguished rapidly with a few deep breaths
  - Thirst with drinking of water
  - Salt hunger with ingestion of salt
  - General hunger with the speedy consumption of food
- *Brain imaging studies* show neural correlates with the changes in these urges or drives



# Sources of *negative* experiences or affects: *motivational urges and drives*

## *Brain imaging studies:*

- *Intense activation* in particular cortical regions:
  - When marked *air hunger* is at its height
  - When marked *thirst* is at its height
- *Deactivation* in these cortical regions accompanies:
  - *Rapid extinction* of air hunger with *restoration of breathing*
  - *Rapid extinction* of thirst with *drinking to satiation*
- The *cortical activation* and *deactivation*, respectively, are linked to the *onset* and *rapid loss* of conscious awareness of these urges and drives

# Sources of *negative* experiences or affects: *motivational urges and drives*

*A reminder:*

- These *urges and drives* are derived from sensory ‘scanning’ of the *internal conditions* of the body

*Animal welfare implication*

- This pattern of *cortical activation/deactivation* supports the view that *minimisation of such urges and drives* (which are –ve mental states) merely moves the associated welfare state from –ve to *neutral*, NOT beyond neutral to +ve

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# *Positive* subjective experiences or affects

- Long proposed, now widely accepted that animals can also have +ve experiences
- Thus, it is likely that AW compromise may result from factors that *prevent +ve experiences*
- Promoting good AW thus requires BOTH the *minimisation of -ve* and the *promotion of +ve* experiences
- Such experiences are *subjective, emotional and/or affective* in character

# *Positive* subjective experiences or affects

- *Positive* experiences include: *satiety, vitality, reward, contentment, curiosity* and *playfulness*
- Absence of such affects may be a form of *welfare compromise*
- Their presence may thus constitute a *need* in the *mental domain*
- In these terms, good welfare results both from an *absence of –ve states* and *the presence of +ve states*

# *Positive* subjective experiences or affects

- Jaak Panksepp's *neuropsychological thinking and research* provide strong support for this view:
  - To date, it has *not* been imported into *animal welfare science* thinking to any great extent
  - In part because of the *discursive character of his writing*
    - High quality, a delight to read, but lengthy and hard work
  - In part because of its *neurophysiological complexities*
  - In part because *he attributes intentionality and emotional contents to behaviour* – ideas that are only now regaining credibility

# *Positive* subjective experiences or affects

- Thus, Panksepp's *neuropsychological thinking and research* are not well known in animal welfare circles:
  - Recently I have made an attempt to correct this omission –
  - *Mellor DJ (2012). Animal emotions, behaviour and the promotion of positive welfare states. New Zealand Veterinary Journal 60, 1-8.*

# *Positive* subjective experiences or affects

- Panksepp and colleagues have conceived of seven *emotional action-orientated systems* and outlined their *cogent neuropsychological foundations*:

– SEEKING	+	
– FEAR	-	
– RAGE-ASSERTIVENESS*	-/+	(RAGE)
– BONDING*	+/-	(PANIC)
– CARE	+	
– PLAY	+	
– LUST	+	



# *Positive subjective experiences or affects*

- **SEEKING system:**
  - Its *embedded emotional content* includes –
    - *Compelling exploratory urges*
    - *Involving wanting and expectancy*
    - *Leading to engaged aliveness and excitement*
  - *Behaviourally* expressed as *goal-directed, energised exploration of or interaction with the environment*
  - *Neural circuits* associated with *+ve affect or reward*

# *Positive* subjective experiences or affects

- **FEAR system:**
  - Generates –ve affects of –
    - Anxiety
    - A sense of threat
    - Fear
  - Behaviourally expressed as *nervous vigilance, freezing or flight*
  - Neural circuits for *threat recognition* and others for *behavioural evasion of threat*.

# *Positive subjective experiences or affects*

- **RAGE-ASSERTIVENESS system** (*two elements*):

## *1. RAGE*

- Generates strongly –ve affects of –
  - *Anger, rage and highly aroused urges to defeat, dominate or defend*
- Behaviourally expressed as *species-typical offensive or defensive enraged attack behaviours*
- Neural circuits for *rage expression, threat recognition* and some involvement of the *FEAR circuits*

# *Positive subjective experiences or affects*

- **RAGE-ASSERTIVENESS** system (*two elements*):

## **2. ASSERTIVENESS**

- Generates +ve affects of *energised, goal-directed wanting and expectancy* driven by *appetitive and consummatory urges*
- Behaviourally expressed as highly focused *predatory stalking and attack, or focused and engaged foraging*
- Neural circuits involved are merged with those of the **SEEKING** system that engender a sense of reward

# *Positive subjective experiences or affects*

- **BONDING system (two facets):**
  1. *Drive to experience +ve affects*
    - Generates a strong drive to attain and retain the *comfortable and comforting +ve affects of affectionate companionship or protection*
    - Behaviourally expressed through initiation of and responsiveness to species-typical *prosocial or affiliative interactions*
    - The circuits involve *neuroactive agents* such as endogenous *opioids, oxytocin, vasopressin and noradrenaline*, as well as circuits for detecting *thermotactile and odour cues*.

# *Positive subjective experiences or affects*

- **BONDING system (two facets):**
  2. *Drive to avoid –ve affects*
    - *Generates a strong drive to avoid separation-induced anxiety or panic, or isolation-induced loneliness*
    - *Behaviourally expressed through attempts to reunite with bonded others, or as depressive inactivity*
    - *The circuits involve neuroactive agents such as endogenous opioids, oxytocin, vasopressin and noradrenaline, as well as circuits for detecting thermotactile and odour cues.*

# *Positive subjective experiences or affects*

- **CARE, PLAY and LUST systems:**

**Manifest +ve affects via:**

- *Protective and empathetic maternal care*
- *The joyfulness of play*
- *The appetitive eroticism and orgasmic pleasures of lust*
- *Behaviourally expressed in system-specific and species-typical ways*
- *Neural circuits involving specific neurochemicals and neuroactive hormones that generate these particular prosocial and affiliative emotions and behaviours.*

# *Positive subjective experiences or affects*

- *Promotion of +ve affective states:*
  - *To date, the primary rationale has been:*
    - *Behaviour-based assessments of motivation to satisfy perceived needs, wants or preferences*
    - *A key example is environmental enrichment initiatives*
    - *Panksepp's concepts and their neuropsychological support may strongly reinforce the largely behavioural basis for most such initiatives taken to date.*



# *Positive subjective experiences or affects*

- *Replacement of –ve states with +ve states:*

- Manipulation of the FEAR system:*

- *Anxiety, fear and nervous vigilance may be replaced by calmness and harmonious interactions with other animals and human beings*
- *By minimising visual, auditory, olfactory, environmental, handling and other cues that may engender a sense of threat*
- *Otherwise fearful animals may thereby enjoy the enlivening rewards of exploratory and appetitive behaviour generated by the SEEKING system*

# *Positive subjective experiences or affects*

- *Replacement of –ve states with +ve states:*
  - *Manipulation of the SEEKING system:*
    - *Boredom may be replaced by the *enlivening rewards* of exploratory and appetitive behaviour*
    - *By improving the levels of *environmental complexity* and *variety* available for the animals*

# *Positive subjective experiences or affects*

- *Replacement of –ve states with +ve states:*
  - *Manipulation of the BONDING system:*
    - *Loneliness, isolation, helplessness, separation distress and feelings of abandonment may be replaced with feelings of affectionate companionability and of being secure and protected*
    - *By promoting *affiliative interactions* with compatible animals and *minimising the separation* of bonded animals*

# *Positive subjective experiences or affects*

- *Replacement of –ve states with +ve states:*
  - Manipulation of the CARE, PLAY and LUST systems:
    - +ve *prosocial* and *affiliative emotions* could be reinforced if management practices were to be directed towards the CARE and PLAY systems and, probably limited to breeding animals, the LUST system

# *Positive* subjective experiences or affects

- *Replacement of –ve states with +ve states:*
  - Manipulation of the RAGE-ASSERTIVENESS system:
    - *Frustration and anger* may be minimised by the above initiatives
    - Also by continuing existing *breeding* and *culling* programmes that *target temperament*
    - As well as by keeping only *mutually compatible animals* together in *groups*

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# Concluding remarks

- Targeting *different types of pain* caused by laboratory procedures and generally covers a *wide range of potential –ve effects* that merit direct attention.
- Defining *different types of distress* focused on *specific additional –ve effects* that also merit mitigation.
- Many of these relate to motivational *urges or drives* generated by the internal conditions of the body.
- **BUT** *acceptable or good animal welfare* is more than the *mere absence* of –ve subjective, emotional or affective states
- It also includes the *presence (and promotion) of +ve states*.

# Concluding remarks

- Such +ve experiences may include feelings of *satiety, vitality, reward, contentment, curiosity* and *playfulness*.
- Panksepp's concepts extend understanding of the *neuropsychological foundations of the intentionality and emotional contents of particular behaviours*.
- They thereby also provide a *functional rationale*, reinforcing the *behavioural one*, for the *replacement* of –ve with +ve affective states.



# Concluding remarks

- **Finally, let us review the list of subjective, emotional or affective experiences we now need to consider when evaluating the potential impacts of laboratory procedures and other management approaches on animals:**
  - *Negative states, which our actions may cause, include:*
    - **Many types of pain, thirst, hunger, weakness, debility, breathlessness, nausea, sickness, anxiety, fear, nervous vigilance, boredom, loneliness, isolation, helplessness, frustration and anger, and other unspecified forms of distress**
  - *Positive states that our actions may compromise, include:*
    - **satiety, appetitive and consummatory satisfaction, reward, goal-directed engagement, curiosity, vitality, playfulness, calmness, contentment, affectionate companionability, and feelings of security**

# Concluding remarks

This much longer list might reasonably be expected to:

- Engender a more comprehensive awareness of mitigation possibilities and to enhance caring and empathetic attitudes towards animals
- Among RTT personnel, members of Animal Ethics Committees or Animal Care and Use Committees, farmers, veterinarian and others.

# Thank you

## Q & A