Virtual Tools for Schools & SBHCs During the Pandemic

Harnessing videogame technology to shape stronger and healthier lives
ZOOM ETIQUETTE AND REMINDERS
Presenters

Katy Stinchfield, MS, LPC

Tyra Pendergrass Boomer, MEM
Objectives

• Learn about the play2PREVENT Lab at the Yale Center for Health and Learning Games
  • Who They Are
  • What They Do
• Learn about three of their games
  • PlayForward
  • SmokeSCREEN
  • PlayTest!
• Learn how to access the games for FREE!
• Engage in interactive Q & A with peers to discuss implementation ideas
• Learn about upcoming opportunities with SBHA and p2P, including how to get involved in video game development!
play2PREVENT Introduction Video
HOW DID WE GET HERE?

Department of Health and Human Services

Participating Organizations
National Institutes of Health (NIH), (http://www.nih.gov)

Components of Participating Organizations
Eunice Kennedy Shriver National Institute of Child Health and Human Development (NICHD), (http://www.nichd.nih.gov)

Title: Using Proven Factors in Risk Prevention to Promote Protection from HIV Transmission (R01)

Request for Applications (RFA) Number: RFA-HD-08-010

An Interactive Video Game
For HIV Prevention in At-Risk Adolescents
“PARTY SCENE” PICTURE
“MY LIFE” TIMELINE

My Life

11: Graduation 15
   ↓
  Job

13:

15: Drivers License
   ↓
  College

17:

18:

19:

20:

21:

Hair Salon

Business

Buy Buttons

Snap Out My Moon

Go out More Often

21
POSTER PROJECT
(MESSAGE FRAMING)
PHOTO FEEDBACK PROJECT
Scene - School - Classroom

This scene blocking explores an English class location for the school environment.

For next pass:
- Remove Pencil sharpener
- Separate blinds on each window (that are down)
- Mounted TV in corner
- More posters

Pass 00
- Preferred Layout

Pass 01
- Addressed in Pass 01:
  - See more of foreground students in view
  - Portraits of William Shakespeare, Edgar Allen Poe, Maya Angelou and Jane Austen hanging over the blackboard

Pass 02
- Addressed in Pass 02:
  - Room for more close interaction
  - Make it more like the student is at the desk (the player)
  - Pan 1.5 and move podium and desk placement for teacher
  - Jane Austen TSB replaced

Pass 03
- Addressed in Pass 03:
  - Margaret Atwood

Want photos of desks from New Haven
CHARACTER & STORYLINE FEEDBACK

Clothes too kid like

Too old

No to the baggy pants

Favorite
We all have times when we have to make hard choices. Explore these stories and take charge of the future by changing poor decisions.

Get more Power and Sense skill stars to change your Elm City story.

In Elm City Stories, the more you change, the better life can turn out. When you have made a lot of changes press Fast Forward to see your future.
RANDOMIZED CONTROLLED TRIAL

- 333 11-14 year old boys and girls
- 12 after-school, school, summer programs in New Haven and Bridgeport
- 2x/week for 6 weeks = 12 sessions
- Standardized assessments: Baseline, 6 weeks, 3, 6, 12, and 24 months with a focus on 12 month outcomes
  - Primary outcome: Delay of initiation of sexual intercourse/sexual activity
  - Knowledge, attitudes, and intentions about engaging in sexual risk behaviors
- Time-stamped data collected through game software=“Event log files”

THE PARTICIPANTS

333 adolescents from 12 local school and afterschool programs.

Control Group = 167
- Gender: Male 53.3%, Female 46.7%
- Age (in years):
  - 11 = 24.6%, 12 = 26.9%, 13 = 26.9%, 14 = 21.6%
- Race:
  - White 8.6%, Black 40.1%, Other 49.4%, Unknown 1.9%
- Ethnicity:
  - Hispanic 55.1%, Non-Hispanic 44.9%

Intervention Group = 166
- Gender: Male 53%, Female 47%
- Age (in years):
  - 11 = 25.3%, 12 = 27.1%, 13 = 27.1%, 14 = 20.5%
- Race:
  - White 10.4%, Black 42.7%, Other 46.3%, Unknown 0.6%
- Ethnicity:
  - Hispanic 55.9%, Non-Hispanic 44.1%

THE INTERVENTION

- Intervention Group played PlayForward for ~10 hours over the course of 10 sessions.
- Control Group played a set of 12 control games (e.g., Angry Birds) for ~10 hours over the course of 10 sessions.

THE RESULTS

...over the 12-MONTH follow-up period:
- Both groups demonstrated low rates of initiating sexual intercourse.

Adolescents in the PlayForward Group reported better:
- Sexual health knowledge when compared to the Control Group.
- Attitudes towards sexual health when compared to the Control Group.

CONCLUSIONS

Serious videogames, like PlayForward, are an effective strategy to improve outcomes and the accessibility and reach of interventions aimed to impact the health of young people.
https://www.smokescreengame.org/
You've chosen your strategy - now make a sentence that fits!

Sarah: Oh sorry but I have to get to class early.

Make Excuse

Make another friend, but watch out for your Risk level.

Jose: Hey Molly is it ok if I sit with you even though I smoke?

No way. We don't want to hang out with people who smoke or vape.

What should I say? Slide to choose.

They can deal - you can't smoke here anyways. Have a seat!
PLAYTEST!
To Request Free Access, go to: www.play2PREVENT.org
or email play2PREVENT@yale.edu
Webinar Series: FREE Virtual Tools for Schools & SBHCs During the Pandemic

Interactive Health Prevention Video Games from the play2PREVENT Lab at the Yale School of Medicine

**Webinar 2:** March 24, 2021 at 11 am ET/8 am PT - SBHC provider and school partner-focused webinar on our new opioid misuse prevention game, PlaySmart, currently in development with the School-Based Health Alliance! Register at https://zoom.us/meeting/register/tJ0ud-iopj0jGNTBEO-3hrjvn6qZQkzHGwsd

**Webinar 3:** April 7, 2021 at 11 am ET/8 am PT – Youth-focused webinar on four different video games that teach risk reduction and HIV prevention, personal health advocacy, and smoking/vaping and opioid misuse prevention. Youth participants, register at: https://zoom.us/meeting/register/tJcvfuigrD8iEtCqsdUB-o__HA9EcPuCGqa
Opportunities to Collaborate: *PlaySmart!*

Have you ever wanted to design and test video games, and/or know students who want to? Now is your chance!

1. Participate in our **Randomized Control Trial (RCT)**
   a. Work with p2P and SBHA to bring *PlaySmart* to your school, where students get to become “game testers and developers!” *(Connecticut schools only)*
   b. Contact Tyra for more information: tyra.pendergrass@yale.edu

2. Join our **nationwide implementation project** in SBHCs and schools nationwide!
   a. This may involve participating in a one-time focus group, or engaging in a more long-term pilot project.
   b. Contact Erin Sullivan for more information: esullivan@sbh4all.org
Interactive Q&A

• Please turn on your video if possible.

• Katy will ask questions, then allow time for responses.

• Unmute your mic to respond verbally, or type questions in the chat box.

• Please remain muted if you are not speaking.
Questions:

• General questions regarding Tyra’s presentation?
• Ways that you could see using these games in the school or SBHC setting?
• Ways you’ve implemented something like this before?
• In thinking of school and SBHC collaboration, what are some ways you get staff and student “buy in” to your services/projects?
• Who are the best contacts at your school to work with to implement a new program, curriculum, or intervention?
• What other thoughts, ideas, or questions do you have?
Follow up survey!

1. Visit [www.play2PREVENT.org](http://www.play2PREVENT.org) or email play2PREVENT@yale.edu to get access to the games
2. Familiarize yourself with at least one of the games highlighted
3. Share the game with student(s)
4. Think critically about what we need to consider to best support providers and schools in delivering these games
5. Complete the 5-10 minute survey
   a. [https://yalesurvey.ca1.qualtrics.com/jfe/form/SV_9QWmK5O8jdF6qWi](https://yalesurvey.ca1.qualtrics.com/jfe/form/SV_9QWmK5O8jdF6qWi)
6. Be sure to include your contact info so we can send you your $10 gift card in appreciation!
Announcements and Opportunities
SBHA’s 2021 Spring and Summer Education Series for School-Based Health Care Professionals

Join us for our 2021 Spring and Summer Education Series, kicking off on March 16 with a Listen and Learn on immunizations.

The 10 session series will run March through August 2021.

Topics include:
- Mental Health
- Social Determinant of Health
- Equity in Healthcare
- Clinical Practice
- Advocacy

Up to 10 continuing education credits (CEUs) or a certificate of completion available for a flat fee of $50.

More information: https://www.sbh4all.org/2021/03/2021-spring-and-summer-education-series-for-school-based-health-care-professionals/
Youth Development Opportunities

YOUTH DEVELOPMENT DIGEST

COMMUNITY SUBMISSIONS OPEN

Want to be featured in future digests?
Submit your blog posts, youth spotlight nominations, event dates, and webinar offerings to our online portal.

bit.ly/YDDSSubmit

YOUTH DEVELOPMENT SURVEY

Complete this brief survey and help us learn more about your organization and youth work!

bit.ly/ydsurvey2021
Youth Development Opportunities

Upcoming Webinar:
"Utilizing Media To Talk About Unhealthy Relationships with Young People"
Featuring: Youth Advisory Council Members Audrey Gabriel and Biali Salifou and Anna Casalme, Founder & CEO of Novelly

May 20th, 2:00pm EST

Save the Date
'Be The Change' Youth Training Program

July 26-27-28-29
Ages 14-22
Work with the play2PREVENT Lab!

The play2PREVENT Lab has several positions open for high school, undergraduate, graduate, and post-doc students.

Internships as well as paid positions!

Check out their webpage for more information:

https://www.play2prevent.org/open-positions/
THANK YOU!

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