Virtual Tools for Schools & SBHCs During the Pandemic

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

1. Have a device ready
2. Go to www.Menti.com
3. Enter the code you will be provided
Presenters

Baila Salifou

Kaitlyn Larkin, B.A.
Objectives

- Learn about the play2PREVENT Lab at the Yale Center for Health and Learning Games
  - Who They Are
  - What They Do
  - Review current games
- Learn about the newest game in development, *PlaySmart*, to prevent opioid misuse in adolescents
- Learn how to access the current games for FREE!
- Engage in interactive Q & A
- Learn about upcoming opportunities with SBHA and p2P
play2PREVENT Introduction Video
An Interactive Video Game
For HIV Prevention in At-Risk Adolescents
PHOTO FEEDBACK PROJECT
Scene - School - Classroom

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

Pass 01
- Addressed in Pass 01:
  - See more of foreground students in view
  - Portraits of William Shakespeare, Edgar Allan 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 TBR replaced

Pass 03
- Addressed in Pass 03:
  - Margaret Atwood

Pass 04
- For next pass:
  - Remove Pencil sharpener
  - Separate blinds on each window (that are down)
  - Mounted TV in corner
  - More posters

Want photos of desks from New Haven
CHARACTER & STORYLINE FEEDBACK

- Clothes too kid like
- No to the baggy pants
- Too old
- 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.
**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: 19.6%

**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: 19.5%

**Race**
- White: 10.4%
- Black: 42.7%
- Other: 46.3%
- Unknown: 0.6%

**Ethnicity**
- Hispanic: 55.9%
- Non-Hispanic: 44.1%

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**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.

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**THE RESULTS**

**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.

Both groups demonstrated low rates of initiating sexual intercourse.

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**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
CURRENT PROJECT:  playSMART

Fiellin, play2PREVENT Lab
Awarded Grant Through
NIH HEAL Initiative

September 30, 2019
Game Development

- Focus Groups
  - Adolescents
  - School-based health center affiliates
  - Prevention Specialists
- Interviews
  - Individuals in recovery from opioid use disorder
  - Treatment providers opioid use disorder

He started using drugs because it made him feel happy and he liked being able to control the way he felt. He transitioned from Percocet. I learned that it came in different mg, basically, you'd go from codeine to opioids (heroin) because he was doing a lot of codeine, staying up until 5 am every night and wasn't able to go to sleep. He needed a downer to get to bed. His sister's boyfriend offered him a downer to help him sleep; he didn't know what it was when he smoked it, but it ended up being fentanyl. Interviewee described the feeling as "immediately being hugged by a blanket." From there, he became addicted and his reason to use was to "get better" and not experience symptoms of withdrawal.
Game Development

- Storylines
- Content
- Art
Go back in time and make safer choices around opioids.

STORIES

- Grandma's Pills
- Trading Wisdom
- A Friend in Need
- A New Direction
- EMA
- Lean on Me
- Tough Love

SKILLS

- Risk Sense
- Refusal Power
- Social Media Game
- Stress Sense
Baila’s Experience

Game development
• Game testing
• Reviewing documents
• Attending informational webinars

Youth Perspective
• Attending game development meetings and planning
• Reviewed documents and provided feedback
Baila’s Experience

*** Social Media Game - Dentist_02_Advocate_Fo_Yoself ***

Adocate For Yourself

I totally understand that asking questions and getting information from my doctor is super important.
I want to let other people know that it’s better to be safe than sorry when it comes to advocating for themselves.

Poster about advocating for yourself when talking to healthcare providers.

I’m actually pretty proud of that post!

Hopefully, it will save someone from the pain I had to go through.

-- Correct Answers --

Deleted: With 20/20 hindsight and all,

Deleted: share with others that advocating for themselves when it comes to healthcare isn’t just smart,

Deleted: , but it’s also a matter of safety.

Deleted: Pretty proud of that post!

Deleted: Fingers crossed it will

Deleted: spare someone the pain I had to go through.

Header: header_dentist_02
Footer: footer_dentist_02
CURRENT PROJECT: **PLAYSMART**

Evaluation of the Game

- **Pilot Study**
  - March-April 2021
  - 30 students

- **Randomized Controlled Trial**
  - Begin date early September 2021
  - 532 students
  - 10-15 schools with school-based health centers across CT
CURRENT PROJECT: PLAYSMART

Implementation of the Game

• 15 high schools with a SBHC will implement PlaySmart and give feedback to the play2PREVENT Lab regarding implementation
Opportunities to Collaborate: *PlaySmart*

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.
- Baila 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 Kaitlyn’s presentation?
- Ways that you could see using these games in the school or SBHC setting?
- How do you think these games would impact your generation?
- What do you think are the biggest issues that affect youth today and how do you think the games can solve them?
- What role do you think the pandemic has played in substance misuse in youth?
- What other thoughts, ideas, or questions do you have?
Announcements and Opportunities
SBHA’s 2021 Spring and Summer Education Series for School-Based Health Care Professionals

The 10 session series will run March through August 2021.

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

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

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

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 Baila 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
THANK YOU!

Baila Salifou  
Bsalifou@sbh4all.org

Kaitlyn Larkin, B.A.  
Kaitlyn.larkin@yale.edu