

## Webinar One Questions and Answers:

Is there a way teachers can know which students complete the games so that we can give our students credit/reward in some way?

*At this time, there isn't a way for teachers to monitor students' progress electronically. We have recently submitted a grant to upgrade our back end system that would allow teachers to track student progress, so that is forthcoming. What we have seen teachers do is require that students take a screenshot of the homes screen and submit that to show all of the levels have a check mark for completion.*

Are your games aligned to national health education standards? If so, are there any documents available to see where the alignment is?

*At the current moment, not all of our games have been aligned to the national health education standards. This is a project that we are working on as well. Our game smokeSCREEN does have a document that provides a brief overview of its alignment to national health education standards (attached).*

Maybe I missed it, but what tool was used to measure the outcome of the game trials?

*For our randomized controlled trials students take assessments before and after they play the game. Those assessment questions measure their knowledge, attitudes, intentions, self-efficacy and behaviors around different topics that are included in the game.*

Do you have games that target Elementary School students?

*Currently we don't have any games that target elementary school students.*

Do you all have a "transcript" of the content involved? Before we can share information with students, it has to be thoroughly reviewed by our screening committee.

*For some of our games we have completed manuals that take you through all of the storylines and content. We are currently working on having those produced for all of the games. These manuals could be shared with the screening committee so that they are aware of everything the students will encounter in the game.*

It would be great to have a mental and emotional health game to help build skills. Conflict Resolution too.

*We are currently in the process of submitting grants specifically for this as we realize that it is an important area where our games could also be impactful. In the meantime, we've taken the opportunity to build some storylines about mental health into our recent game about opioid misuse prevention.*

*We agree conflict resolution is another great idea.*

Have you considered a collaboration with a program like Everfi?

*We will definitely pass this along to our leadership, as we are always looking to expand our partnerships. If you have a contact there, please send them our way!*