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www.sbh4all.org



# 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](http://www.Menti.com)
3. Enter the code you will be provided



# SCHOOL-BASED HEALTH ALLIANCE

Redefining Health for Kids and Teens



## Presenters



Baila Salifou

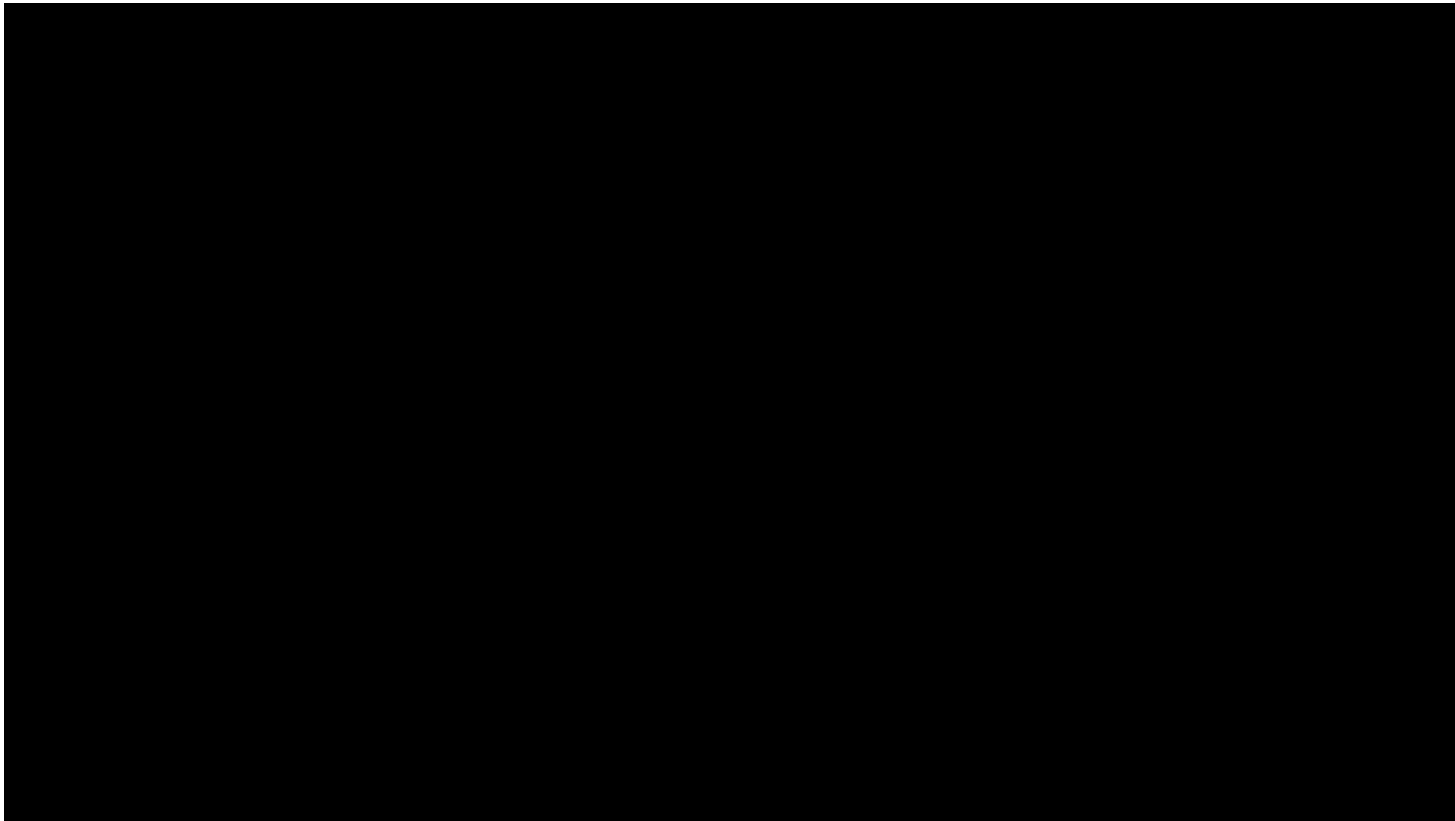


Kaitlyn Larkin, B.A.


# 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



# HOW DID WE GET HERE?



National Institutes of Health  
*Eunice Kennedy Shriver*  
National Institute of Child  
Health and Human Development

## 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**



# PHOTO FEEDBACK PROJECT



# TEENS ↔ GAME DEVELOPERS FEEDBACK

## Scene - School - Classroom

This scene blocking explores a english class location for the school environment.

Pass 04

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



Pass 03

Addressed in Pass 03:  
- Margaret Atwood



Want photos of desks from New Haven

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 TBR replaced



# CHARACTER & STORYLINE FEEDBACK



Clothes too kid like



Too old

No to the baggy pants



Favorite



# SCHOOL-BASED HEALTH ALLIANCE

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## STORIES

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

### PLAY FORWARD Elm City Stories

7th Grade	8th Grade	9th Grade	10th Grade	11th Grade	12th Grade

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


## SKILLS



**LULU**

--	--	--	--	--

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=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 of  
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.**



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<https://www.smokescreengame.org/>

3 REFUSE  You've chosen your strategy- now make a sentence that fits!



**SARAH**  
Oh sorry but I have to get to class early.


**MAKE EXCUSE**




**POW!**  
50



 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?



**RISK**

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

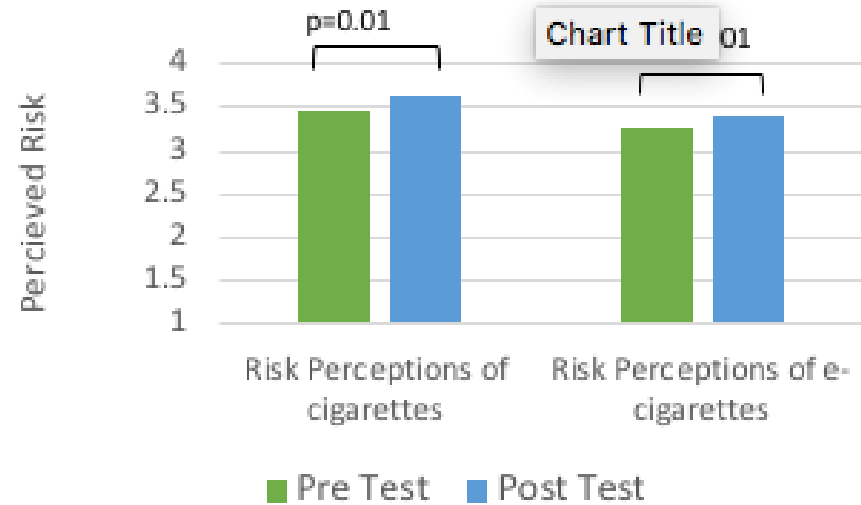
What should I say? Slide to choose.

They can deal - you can't smoke here anyways. Have a seat!

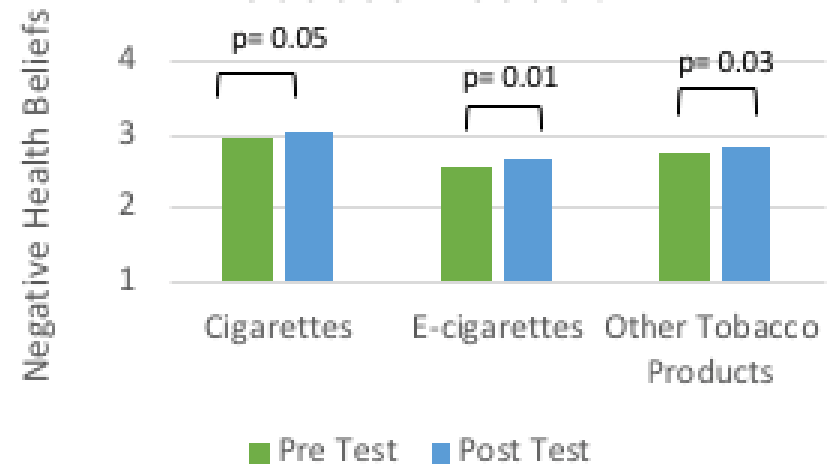
RISK REP WILL KNOW FRIEND



## Perceived Risk of Cigarettes and E-Cigarettes



## Negative Health Beliefs about Cigarettes, E-Cigarettes & Other Tobacco Products







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# PLAYTEST!

**STORIES** We all have stories where we made wrong choices. Explore these stories. Take charge of the mistakes and fix them.

**OH DIP!**  
You gotta get tested!

9th Grade 10th Grade 11th Grade 12th Grade

MISSING STIGMA NEW YEAR'S EVE HIV TESTING PRIVACY GETTING SERIOUS CONFIDE HEALTHCARE

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

**SKILLS**

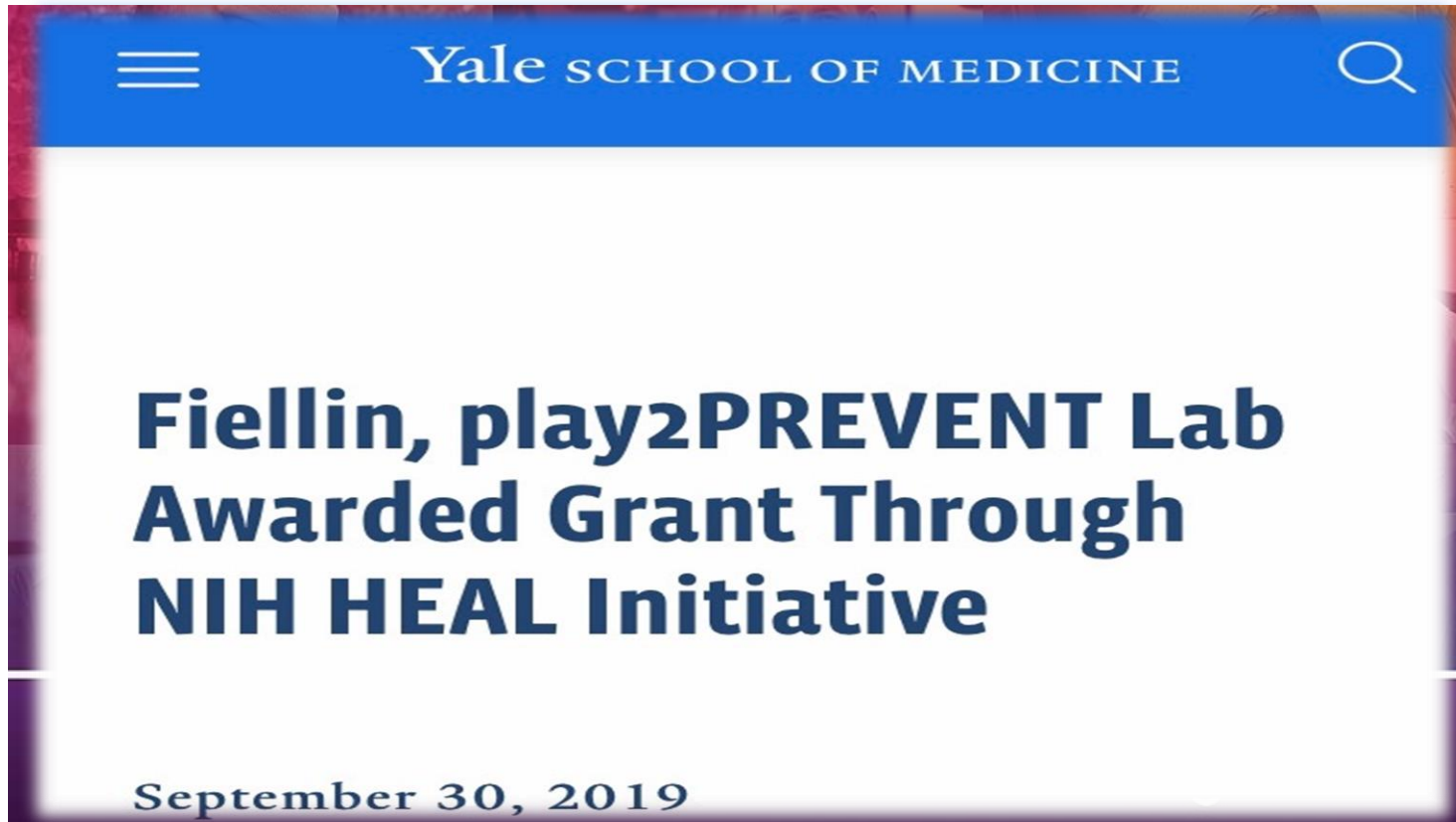
**SABINA**

KNOW SENSE 50  
PRIORITY SENSE 50  
TOGETHER SENSE 50  
PERSUASION POWER 50  
ME POWER 50  
FUTURE SENSE



To Request Free Access, go to:  
**[www.play2PREVENT.org](http://www.play2PREVENT.org)**  
or email **[play2PREVENT@yale.edu](mailto:play2PREVENT@yale.edu)**

# CURRENT PROJECT: **PLAYSMART**



Yale SCHOOL OF MEDICINE

## Fiellin, play2PREVENT Lab Awarded Grant Through NIH HEAL Initiative

September 30, 2019

The image shows a screenshot of a news article from the Yale School of Medicine website. The header is blue with the Yale School of Medicine logo and a search icon. The main text is in large, bold, blue font. The date is at the bottom left.

# PLAYSMART

## Game Development

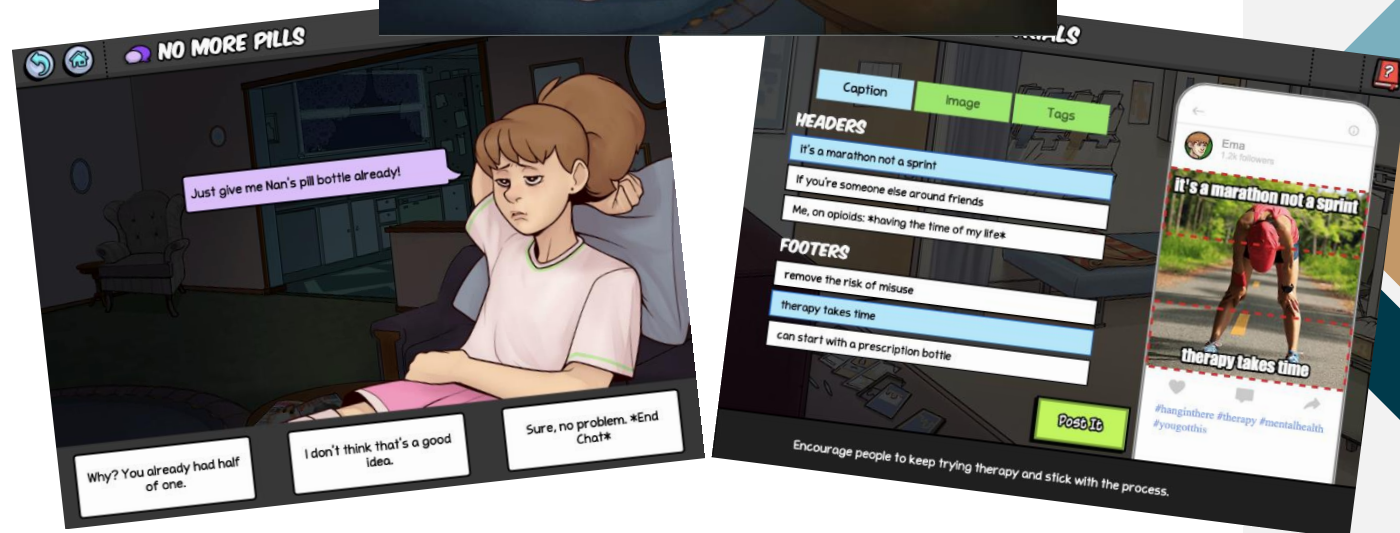
- Focus Groups
  - Adolescents
  - School-based health center affiliates
  - Prevention Specialists
- Interviews
  - Individuals in recovery from opioid use disorder
  - Treatment providers opioid use disorder

*He started using drugs because it made him feel happy and...  
Noz: We personally, the first opioid I learned about was...  
he liked being able to control the way he felt. He transitioned...  
percocet. I learned that it came in different mg. Basically, you...  
from cocaine to opioids (heroin) because he was doing a lot...  
got 10s and you got 20s, and some people, if they start...  
of cocaine, staying up until 3 am every night and wasn't able...  
taking 10s, then they gets used to that, so they had two 10s...  
to fall asleep. He needed a downer to get to bed. His sister's...  
and a 10, or they'll do two 10s and a 20, and basically balance...  
boyfriend offered him a downer to help him sleep. He didn't...  
it out. And, once you start off one, and that one don't work for...  
you no more, it's just a gateway to another opioid...  
tentanyl. 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.*

# PLAYSMART

## Game Development

- Storylines
- Content
- Art





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FPS: 29.5 Revision: b6ba5ef

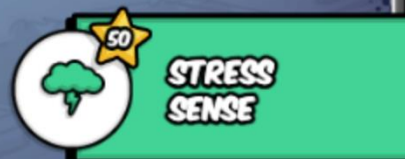
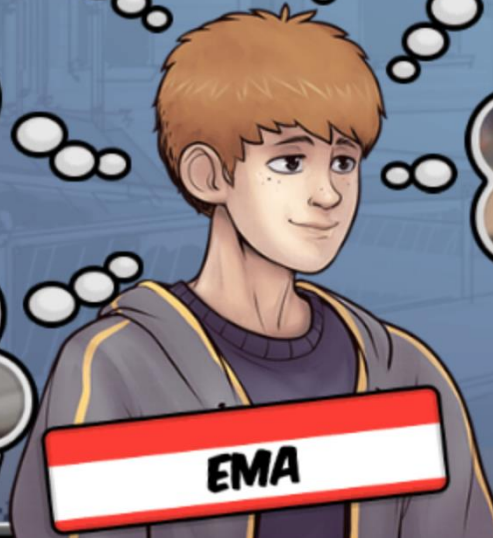
# STORIES

Go back in time and make safer choices around opioids.

Captions:

**ON**

# SKILLS



# 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 \*\*\*

[item:type=SocialMediaGameLevel,id=Dentist\_02\_Advocate\_Fo\_Yoself]

#SocialMediaGameLevel - Dentist\_02\_Advocate\_Fo\_Yoself

[field:name=Title]

Advocate For Yourself

[/field]

[field:name=Description]

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.

[/field]

[field:name=PlayerName]

[/field]

[field:name=Prompt]

Post about advocating for yourself when talking to healthcare providers.

[/field]

[field:name=ClosingPopunText]

I'm actually pretty proud of that post!

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

[/field]

-- Correct Answers --

Header: [header dentist 02](#)

Footer: [footer dentist 02](#)

**Baila Salifou**

**Deleted:** With 20/20 hindsight and all,

**Baila Salifou**

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

**Baila Salifou**

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

**Baila Salifou**

**Deleted:** Pretty proud of that post!

**Baila Salifou**

**Deleted:** Fingers crossed it will

**Baila Salifou**

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



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# 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](mailto: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](mailto: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

*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/>





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# 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](https://bit.ly/YDDSubmit)





## YOUTH DEVELOPMENT SURVEY

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

[bit.ly/ydsurvey2021](https://bit.ly/ydsurvey2021)





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# Youth Development Opportunities

  
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**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 Novelty

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May 20th, 2:00pm EST →

*Save the Date*

**'Be The Change'  
Youth Training Program**



*Ages  
14-22*

# THANK YOU!

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*Kaitlyn.larkin@yale.edu*

