



Video Games for Clinical Practice

- Choosing Games
 - age-appropriate (focus on the rating of the game)
 - physical abilities
 - fine and gross motor coordination
 - walking, standing and/or sitting
 - activity level
 - cognitive abilities
 - complexity of the task
 - complexity of the instructions/plot
 - player interaction
 - single player
 - cooperative play
 - competitive play
 - therapeutic function of the game
 - client interest
- When to start “Game It”
 - beginning of the session – if necessary for rapport building or anxiety reduction
 - work 1st/play 2nd
 - no “Game It”
- Strategic therapeutic functions of “Game It”
 - strategically decide who gets to win
 - strategically change difficulty level
 - strategically delay gratification
 - strategically build frustration to practice/assess tolerance
 - strategically affect the need for or nature of communication between players
- Passive therapeutic functions of “Game It”
 - client reactions
 - reaction to the game content
 - reaction to the game tasks
 - reaction to skill difficulty
 - reaction to other players
 - nature of the game
 - turn-taking
 - choice making
 - strategy setting
 - goal setting
 - scanning
 - fine/gross motor coordination
 - interaction (game dependent)
 - creativity

Drew Messer dc.messer@live.com

Brian Moyer drmoyer@live.com

Liz Messer l.messer0218@gmail.com

<http://www.electronicgamingtherapy.com>