

An experimental study to test the effects of training inhibitory control among young adults smokers.

No registrations found.

Ethical review	Not applicable
Status	Pending
Health condition type	-
Study type	Interventional

Summary

ID

NL-OMON22333

Source

NTR

Health condition

Smoking, Young Adults, Response Inhibition, Go/No-Go Training, Video Games

Roken, Jongvolwassenen, Inhibitie controle, Go/No-Go training, Video games

Sponsors and support

Primary sponsor: Behavioural Science Institute, Radboud University

Source(s) of monetary or material Support: Behavioural Science Institute, Radboud University

Intervention

Outcome measures

Primary outcome

Inhibitory control:

1. Go/No-Go Task.

2. Stop Signal Task (SST)

Secondary outcome

Evaluation of pictures in video game training.

Study description

Background summary

In this experimental study the effects of a game-based inhibition training will be tested in a Dutch sample of young adults smokers. Smokers who are motivated to quit are randomly assigned to one of two conditions. The intervention condition (inhibition video game) will consist of 5 play sessions of 6-10 minutes at home. The control condition (treatment-as-usual) will receive a self-help brochure by The Trimbos Institute containing information about strategies for initiation and maintenance of cessation. Measurements of primary and secondary outcomes will be conducted in both conditions at baseline, and immediately following the intervention in laboratory visits.

Study objective

The effects of a game-based inhibition training will be tested in a Dutch sample of young adult smokers. It is expected that the young adults who receive the inhibition video game will show higher levels of inhibitory control at post-test, compared to the control group.

Study design

1. Screening
2. Pre-treatment: all primary and secondary outcomes (one week before first session);
3. Post-treatment: all primary and secondary outcomes (one week after last session);

Intervention

Young adult smokers who are motivated to quit are randomly assigned to one of two conditions. The intervention condition will receive an inhibition video game, which is a Go-NoGo training transformed into a video game format. There will be 5 weekly play sessions of 6-10 minutes at home. The control condition (treatment-as-usual) will receive a self-help brochure by the Trimbos Institute to take home. This brochure, containing information about strategies for initiation and maintenance of cessation, can be considered standard treatment in the Netherlands.

Contacts

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Eligibility criteria

Inclusion criteria

Young adults who are 1) 18 years or older; 2) at least weekly smokers; 3) motivated to quit; and 4) willing to sign informed consent.

Exclusion criteria

Young adults who are 1) currently in psychosocial care; 2) taking psychotropic drugs

Study design

Design

Study type: Interventional

Intervention model:	Parallel
Allocation:	Randomized controlled trial
Masking:	Open (masking not used)
Control:	Active

Recruitment

NL	
Recruitment status:	Pending
Start date (anticipated):	27-01-2016
Enrollment:	100
Type:	Anticipated

Ethics review

Not applicable	
Application type:	Not applicable

Study registrations

Followed up by the following (possibly more current) registration

No registrations found.

Other (possibly less up-to-date) registrations in this register

No registrations found.

In other registers

Register ID

NTR-new NL5559

NTR-old NTR5680

Other Ethics committee of the Faculty of Social Sciences of the Radboud University Nijmegen : ECSW2015-2206-318

Study results

Summary results

N/A