

# The relationship between the underlying mechanisms of a video game and depression in adolescence.

No registrations found.

<b>Ethical review</b>	Not applicable
<b>Status</b>	Other
<b>Health condition type</b>	-
<b>Study type</b>	Observational non invasive

## Summary

### ID

NL-OMON26604

### Source

NTR

### Health condition

Depression, prevention, adolescence.

## 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

Differences between the two groups in heart rate measurements and subjective experiences.

### Secondary outcome

1. Spence Children's Anxiety Scale (SCALE);

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2. Profile of Mood States (POMS);
3. Question experience of flow.

## Study description

### Background summary

The aim of this project is to study the association between different constructs in the videogame Journey and depression in adolescence. The focus will be on two main elements in the videogame which both can be related to depression, namely anxiety and rejection sensitivity. Depressive symptoms will be measured using the Child Depression Inventory (CDI). Video game sessions of both groups will be videotaped and their heart rate will be measured during play. We expect that depressive adolescents will show a stronger increase in heart rate during, as well as a slower recovery afterwards, when they are left in the game or when they encounter fearful stimuli compared to non-depressive adolescents. Finally, these data will be combined with narrative perceptual data on experienced emotions while playing.

### Study objective

We expect that depressive adolescents will show a stronger increase in heart rate during, as well as a slower recovery afterwards, when they are left in the game or when they encounter fearful stimuli compared to non-depressive adolescents. Finally, these data will be combined with narrative perceptual data on experienced emotions while playing.

### Study design

1. Screening of depressive symptoms (Child Depression Inventory);
2. Play video game.

### Intervention

30 adolescents with elevated depressive symptoms (CDI-score  $> 16$ ) and 30 adolescents with very few depressive symptoms (CDI-score  $< 8$ ) will play a promising game for depression prevention. During the whole game, heart rate will be measured and gameplay will be videotaped. In addition, subjective experiences will be asked during gameplay.

## Contacts

## **Public**

Montessorilaan 3

Ilse Luteijn  
Nijmegen 6525 HR  
The Netherlands  
024-3612551

## **Scientific**

Montessorilaan 3

Ilse Luteijn  
Nijmegen 6525 HR  
The Netherlands  
024-3612551

## **Eligibility criteria**

### **Inclusion criteria**

1. Adolescents in secondary schools (ages 15-18);
2. Informed consent from adolescents and parents;
3. Elevated depressive symptoms (CDI-score > 16).

### **Exclusion criteria**

1. No informed consent from adolescents and parents;
2. Adolescents with severe depressive score and suicidal ideation (score 3 on item 9 of the CDI);
3. Adolescents currently receiving mental health care.

## **Study design**

### **Design**

Study type: Observational non invasive

Intervention model:	Parallel
Allocation:	Non-randomized controlled trial
Masking:	Open (masking not used)
Control:	N/A , unknown

## Recruitment

NL	
Recruitment status:	Other
Start date (anticipated):	01-11-2014
Enrollment:	60
Type:	Unknown

## 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	NL4967
NTR-old	NTR5089
Other	ECG : ECSW2014-0109-248

## Study results