

Game ON: Investigating the effect of a health game on automatic associations towards unhealthy food

No registrations found.

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

Summary

ID

NL-OMON28260

Source

Nationaal Trial Register

Health condition

Overweight, Obesity, Health Game, Adolescents, Treatment. Overgewicht, Obesitas, Adolescenten, Behandeling

Sponsors and support

Primary sponsor: Radboud University; Nijmegen, the Netherlands

Source(s) of monetary or material Support: Radboud University; Nijmegen, the Netherlands

Intervention

Outcome measures

Primary outcome

Implicit attitude towards food (Greenwald, 1998).

Secondary outcome

1. Explicit attitude towards food (liking and craving, measured on a visual analogue scale).
2. Food behaviour 1; effort to acquire food (measured with a digital snack dispenser paradigm designed by van Koningsbruggen, G.M., Veling, H., Stroebe, W. & Aarts, H. (2014))
3. Food behaviour 2; virtual food choice (measured with a digital food choice question).

Study description

Background summary

The effectiveness of a health game based on an Evaluative Conditioning paradigm compared to a control game will be tested in a Dutch sample of adolescents. Adolescents are randomly assigned to one of two conditions, either playing the health game or the control game. Implicit

attitude and explicit measures will be measured prior to and directly after a 10-minute Game play session. It is expected that the adolescents in the intervention condition will show an increased healthy implicit attitude towards food, and decreased liking and craving of unhealthy food at the second measurement, compared to the control group. The participants in

the experimental conditions are furthermore expected to display healthier behaviour directly after game play in terms of effort to acquire food and virtual food choice compared to those playing the control game.

Study objective

The effectiveness of a health game based on an Evaluative Conditioning paradigm compared to a control game will be tested in a Dutch sample of adolescents. It is expected that the adolescents in the intervention condition will show a increased healthy implicit attitude towards food, caused by a stronger positive association towards healthy food, a stronger negative association towards unhealthy food, or a combination of both. Furthermore expected

is a decreased liking and craving of unhealthy food, and a healthier food choice at an immediate follow-up, compared to the control group.

Study design

1. Pretest (all primary and secondary outcomes);
2. Posttest (all primary and secondary outcomes), immediately after Game play

Intervention

Adolescents are randomly assigned to the experimental or control condition, resulting in two conditions.

1. The first condition, 'Health game Sky Islands', will consist of a single session of the health game, and pre- and post assessment of the implicit attitude using an IAT test.
2. The second condition, 'Control game Sky Islands', will consist of a single session of the control game, and pre- and post assessment of the implicit attitude using an IAT test.

Contacts

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Eligibility criteria

Inclusion criteria

1. Adolescents between 10 to 16 years of age;
2. Informed consent from the adolescents and one of their parents/ caregivers;
3. Overweight or Obesity (BMI cut-off values appropriate for age and gender will be used).

Exclusion criteria

1. No informed consent from the adolescents and one of their parents/ caregivers;
2. Adolescents with very limited knowledge of the Dutch language.

Study design

Design

Study type:	Interventional
Intervention model:	Factorial
Allocation:	Randomized controlled trial
Masking:	Open (masking not used)
Control:	Active

Recruitment

NL	
Recruitment status:	Other
Start date (anticipated):	14-09-2015
Enrollment:	100
Type:	Unknown

IPD sharing statement

Plan to share IPD: Undecided

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	NL5282
NTR-old	NTR5389
Other	EC study : Game On project.

Study results

Summary results

n.a.