

# **Video gaming as an add-on intervention in emotion regulation therapy among adolescents with internalizing disorders: a preliminary study.**

Gepubliceerd: 03-12-2019 Laatst bijgewerkt: 18-08-2022

We hypothesize that adolescents who play a serious game as add on to the regular CBT stay more interested to play the game, are satisfied with the game, do more homework and are able to apply the learned strategies in real-life. We expect little...

<b>Ethische beoordeling</b>	Positief advies
<b>Status</b>	Werving gestart
<b>Type aandoening</b>	-
<b>Onderzoekstype</b>	Interventie onderzoek

## **Samenvatting**

### **ID**

NL-OMON26125

### **Bron**

Nationaal Trial Register

### **Verkorte titel**

Serious gaming in emotion regulation therapy

### **Aandoening**

Depressive or anxiety disorder and emotion regulation difficulties

### **Ondersteuning**

**Primaire sponsor:** No sponsors

**Overige ondersteuning:** None

### **Onderzoeksproduct en/of interventie**

## **Uitkomstmaten**

### **Primaire uitkomstmaten**

Satisfaction (likert scale)

Duration/ frequency adolescents play the game (gamelogs)

## **Toelichting onderzoek**

### **Achtergrond van het onderzoek**

Earlier research on serious gaming for improvement of emotion regulation strategies (ERS) has focused mostly on youth with externalizing psychopathology and anxiety in a residential setting, but emotion regulation problems also occurs within youth with internalizing psychopathology. The appliance of ERS in internalizing psychopathology in adolescents seems more promising since this type of pathology is more differentiated and rumination plays a greater role in the development of anxiety or depression in this developmental phase. The present study aims to test the feasibility of a serious game for emotion regulation problems (Dojo), which has been previously studied within an residential adolescent population and will asses the initial effectiveness of the serious game as add on to treatment as usual (TAU) among youth with internalizing psychopathology in an ambulatory setting, more specific adolescents with anxiety or depression.

### **Doele van het onderzoek**

We hypothesize that adolescents who play a serious game as add on to the regular CBT stay more interested to play the game, are satisfied with the game, do more homework and are able to apply the learned strategies in real-life. We expect little negative effects; no negative changes in their anxiety/depression symptoms or their emotion regulation strategies (neither an increase of maladaptive emotion regulation strategies or a decrease in adaptive emotion regulation strategies) and no problems with school/homework, social contacts and hobbies.

### **Onderzoeksopzet**

Pre- post-treatment and during follow up after 3 and 6 months.

### **Onderzoeksproduct en/of interventie**

Dojo (developed by Gamedesk, Los Angeles, CA) is an 3D game for adolescents who have emotion regulation problems. In the game, emotions are being challenged and adolescents learn how to accurately cope with them. Dojo comprises two evidence based strategies in ameliorating ERS: (1) heart rate variability (HRV) biofeedback and (2) emotion regulation CBT-training.

# Contactpersonen

## Publiek

Pro Persona  
Laura Knoop-Munsterman  
  
0630266065

## Wetenschappelijk

Pro Persona  
Laura Knoop-Munsterman  
  
0630266065

## Deelname eisen

### Belangrijkste voorwaarden om deel te mogen nemen (Inclusiecriteria)

Adolescents are being included when there is internalizing psychopathology (a depressive or anxiety disorder is measured with the Dutch translation of the Mini International Neuropsychiatric Interview for children and adolescents (MINI-KID) and emotion regulation difficulties, which are measured with the FEEL-KJ (an instrument to measure emotion regulation strategies in children and adolescents).

- Cut off score FEEL- KJ:

Adaptive emotion regulation strategies < 40 (low use of adaptive emotion regulation strategies), and/or

Maladaptive emotion regulation strategies > 60 (high dysfunctional use of emotion regulation strategies).

### Belangrijkste redenen om niet deel te kunnen nemen (Exclusiecriteria)

Adolescents are excluded from the study if there is an other mental disorder diagnosed, such as ADHD, autism or substance abuse.

# Onderzoeksopzet

## Opzet

Type:	Interventie onderzoek
Onderzoeksmodel:	Anders
Toewijzing:	N.v.t. / één studie arm
Blinding:	Open / niet geblindeerd
Controle:	N.v.t. / onbekend

## Deelname

Nederland	
Status:	Werving gestart
(Verwachte) startdatum:	01-12-2019
Aantal proefpersonen:	12
Type:	Verwachte startdatum

## Voornemen beschikbaar stellen Individuele Patiënten Data (IPD)

**Wordt de data na het onderzoek gedeeld:** Nog niet bepaald

## Toelichting

N/A

## Ethische beoordeling

Positief advies	
Datum:	03-12-2019
Soort:	Eerste indiening

## Registraties

## Opgevolgd door onderstaande (mogelijk meer actuele) registratie

Geen registraties gevonden.

## **Andere (mogelijk minder actuele) registraties in dit register**

Geen registraties gevonden.

## **In overige registers**

<b>Register</b>	<b>ID</b>
NTR-new	NL8212
Ander register	Commisiemensgebondenonderzoek Radboud UMC : 2019-5290

## **Resultaten**

### **Samenvatting resultaten**

N/A