

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

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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...

Ethische beoordeling	Niet van toepassing
Status	Anders
Type aandoening	-
Onderzoekstype	Observationeel onderzoek, zonder invasieve metingen

Samenvatting

ID

NL-OMON26604

Bron

NTR

Aandoening

Depression, prevention, adolescence.

Ondersteuning

Primaire sponsor: Behavioural Science Institute, Radboud University

Overige ondersteuning: Behavioural Science Institute, Radboud University

Onderzoeksproduct en/of interventie

Uitkomstmaten

Primaire uitkomstmaten

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

Toelichting onderzoek

Achtergrond van het onderzoek

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.

Doel van het onderzoek

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.

Onderzoeksopzet

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

Onderzoeksproduct en/of interventie

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.

Contactpersonen

Publiek

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Wetenschappelijk

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Deelname eisen

Belangrijkste voorwaarden om deel te mogen nemen (Inclusiecriteria)

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

Belangrijkste redenen om niet deel te kunnen nemen (Exclusiecriteria)

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.

Onderzoeksopzet

Opzet

Type: Observationeel onderzoek, zonder invasieve metingen

Onderzoeksmodel:	Parallel
Toewijzing:	Niet-gerandomiseerd
Blinding:	Open / niet geblindeerd
Controle:	N.v.t. / onbekend

Deelname

Nederland	
Status:	Anders
(Verwachte) startdatum:	01-11-2014
Aantal proefpersonen:	60
Type:	Onbekend

Ethische beoordeling

Niet van toepassing	
Soort:	Niet van toepassing

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

Register	ID
NTR-new	NL4967
NTR-old	NTR5089
Ander register	ECG : ECSW2014-0109-248

Resultaten