

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

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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...

Ethische beoordeling	Niet van toepassing
Status	Anders
Type aandoening	-
Onderzoekstype	Interventie onderzoek

Samenvatting

ID

NL-OMON28260

Bron

Nationaal Trial Register

Aandoening

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

Ondersteuning

Primaire sponsor: Radboud University; Nijmegen, the Netherlands

Overige ondersteuning: Radboud University; Nijmegen, the Netherlands

Onderzoeksproduct en/of interventie

Uitkomstmaten

Primaire uitkomstmaten

Implicit attitude towards food (Greenwald, 1998).

Toelichting onderzoek

Achtergrond van het onderzoek

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.

Doel van het onderzoek

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.

Onderzoeksopzet

1. Pretest (all primary and secondary outcomes);

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

Onderzoeksproduct en/of interventie

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.

Contactpersonen

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Wetenschappelijk

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Deelname eisen

Belangrijkste voorwaarden om deel te mogen nemen (Inclusiecriteria)

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).

Belangrijkste redenen om niet deel te kunnen nemen (Exclusiecriteria)

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

Onderzoeksopzet

Opzet

Type:	Interventie onderzoek
Onderzoeksmodel:	Factorieel
Toewijzing:	Gerandomiseerd
Blinding:	Open / niet geblindeerd
Controle:	Actieve controle groep

Deelname

Nederland	
Status:	Anders
(Verwachte) startdatum:	14-09-2015
Aantal proefpersonen:	100
Type:	Onbekend

Voornemen beschikbaar stellen Individuele Patiënten Data (IPD)

Wordt de data na het onderzoek gedeeld: Nog niet bepaald

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

Resultaten

Samenvatting resultaten

n.a.