



PenCRU Computer Games Working Group Meeting Thursday 8th November 2012

Notes of meeting

Attendees: Clare Norman, Antonia East, Tricia Stone, Claire Lloyd, Sarah Bailey, Camilla McHugh

1. *Update on application for PenCLAHRC funding*

Our bid for PenCLAHRC funding was unsuccessful although we did get through the first round.

Focus now on defining research question and seeking alternative sources of funding in the long term. We touched on the possibility of commercial funding, i.e. Nintendo but also discussed the problems with this, i.e. conflict of interest.

2. *Feedback on current literature*

SB fed back about the current literature (What's the Evidence document in meeting pack). Quite a few small scale studies but there is a clear need for a large randomised controlled trial.

3. *Future Plans: Establishing network*

We discussed the need to establish a network of people doing research in this area. We are aware of a research group in Sussex who have carried out a pilot study using Wii Fit for children with Developmental Coordination Disorder (DCD) and they are keen to meet. There are several other avenues through which we can find out who is doing research in this area, which we will explore. The aim of this will be to hold a meeting to discuss ideas and potential collaboration; everyone will be kept informed about the progress of setting this meeting up.

Action: CL to set meeting up

4. *Future Plans: Which games/which conditions/what health benefits?*

Alongside establishing a network of researchers/clinicians with similar interests we also need to be thinking about what a potential research question might look like. As a starting point to this we need to narrow down which games we might be interested in,

which conditions/disabilities we think might benefit from playing these games, and what health benefits we would be interested in.

We discussed the best way to achieve this in a relatively short time span. Using a short survey of parents, children and potentially physios/OTs in the local area was discussed and we agreed:

- a. Separate surveys for parents and children
- b. Children to be asked just about games.
Four questions 1) Which consoles do you have (e.g. Nintendo Wii, Xbox Kinect)?; 2) What games do you play?; 3) Which games do you prefer?; 4) Why are they your favourite?
Then also potentially a question about any health benefits they had noticed but need to be careful about the language that is used, i.e. don't refer to 'health benefits' but put into context
- c. Parents to be asked about games, health benefits and demographic info so that we can match games and potential benefits to conditions and ages.
The demographic info will include asking about the condition that their child has been diagnosed with and any specific difficulties they have
- d. Using Survey Monkey to facilitate this; asking the working group to review the questions and then sending the survey to the Family Faculty in the first instance

Other general discussion points about the possibility of a computer game therapeutic intervention included:

- It would be better for the computer game intervention to be delivered for less than 30 minutes at a time as many children would not be able to concentrate for longer than that; a shorter time might encourage more focused playing.
- Also, children may not be able to engage physically for >30 min.
- The outcomes of interest for the parents are motor skills, but also concentration, social skills, hand coordination, mapping/targeting skills and confidence to take part in activities that they may not be able to do in real life.
- The parents were more interested in the Wii, partly because using the hand held controllers give the children more practice with fine motor control. The Xbox Kinect doesn't use hand held controllers at all. We may need to be specific about which Wii games we are looking at because there are many options available - pull together a list of different games?
- Due to a variety of issues around online computer games where you can potentially 'meet' people online, it was decided that these types of games would not be included.

- Children, their parents, their physio or OT, or their teachers could all feedback about perceived health benefits of their active computer game use.
- We could ask physios which games actually involve movements that they would consider to be therapeutically beneficial. Some games may involve movements that may not actually be beneficial or prescribed as part of physio.
- We could think about contacting professional organisations of physios to ask them to survey their members and see what they think about active computer games and the Wii.

Action: CL to put together list of questions and email round.

**When happy with questions, set up Survey Monkey and pilot on CN, AE, TS
CMc to send survey to Family Faculty**