GAMES PORTFOLIO

All of our games were developed with extensive input from our target audience of youth and other key stakeholders including school-based personnel and prevention specialists. Our games include the core competencies of Social and Emotional Learning (SEL). Our games are listed as an important mental health resource by the Office of the U.S. Surgeon General and are designed to meet the National Health Education Standards. Our smokeSCREEN game was featured in SAMHSA’s 2020 Evidence-Based Resource Guide Series: Reducing Vaping Among Youth and Young Adults.
PLAYSMART

Ages: 16 to 19 years.

PlaySmart provides youth with accurate knowledge and skill-building strategies focused on promoting mental health and preventing opioid and other substance misuse.

Approximately 6-8 hours of unique gameplay.


PLAYTEST!

Ages: 14 to 18 years.

PlayTest! provides youth skills around overall health promotion and health advocacy with the goal of encouraging them to seek out their healthcare including getting STI/HIV testing.

Approximately 6 hours of unique gameplay.

Theoretical foundation: Social Learning Theory, Social Modeling, Prospect Theory/Message Framing.
SMOKESCREEN

Ages: 10 to 16 years

smokeSCREEN provides youth skill-building on decision-making specifically, around vaping and smoking (conventional cigarettes, electronic cigarettes, flavored tobacco products), and includes strategies for both smoking prevention and cessation.

Approximately 6 hours of unique gameplay.


PLAYFORWARD: ELM CITY STORIES

Ages: 10 to 15 years

PlayForward: Elm City Stories provides youth with knowledge about risk, decision-making, and their health, and the skills to develop a better sense of future orientation, to navigate peer relationships and understand the risks and benefits of their choices and behaviors.

Approximately 16 hours of unique gameplay.

EMPOWERED

Ages: 14 to 18 years

empowerED instructs youth on how to take action to improve their school environment, to recognize themselves as agents of change, and improve their sense of well-being.

Approximately 1 hour of unique gameplay.

Theoretical foundation: Emotional Regulation, Cognitive Reappraisal.