“ The Design And Application of Game Rewards In Youth Addiction Care”

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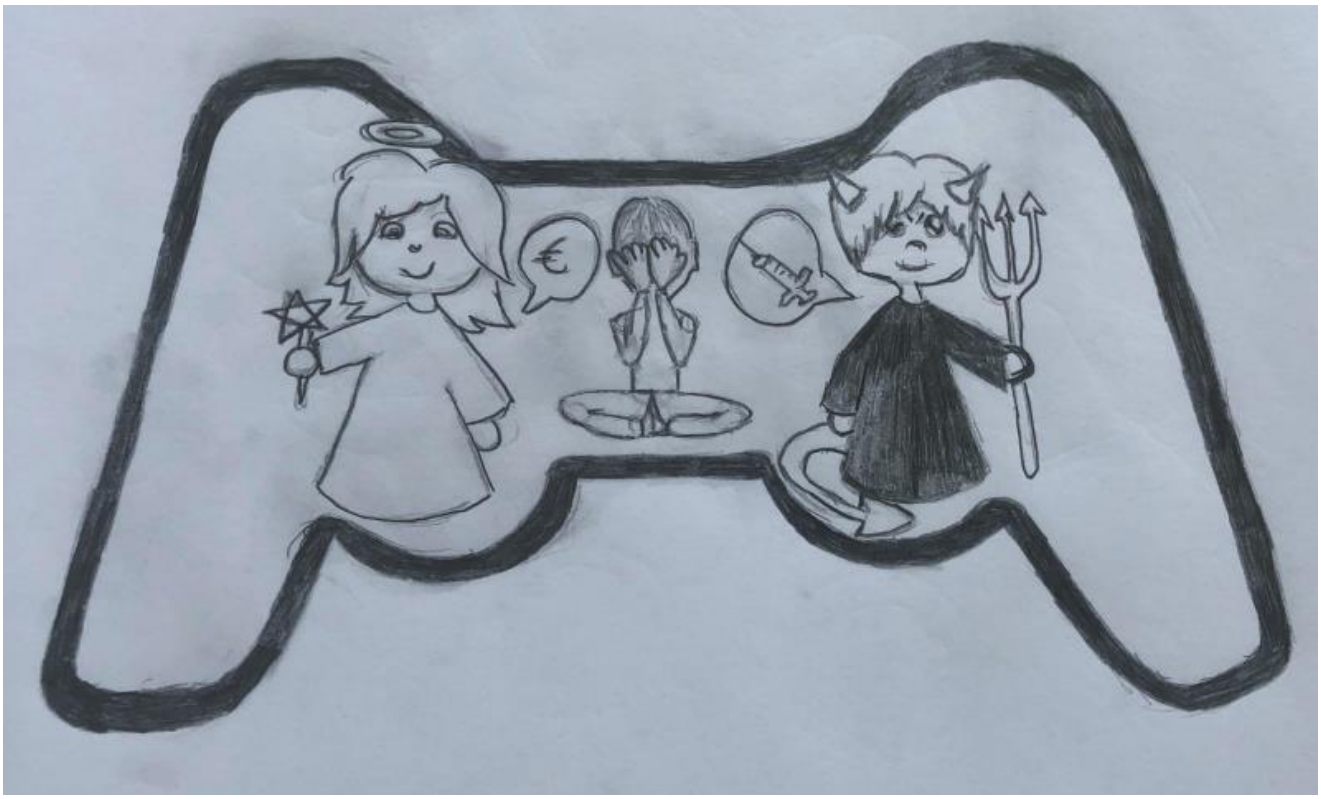

Project created for the class:
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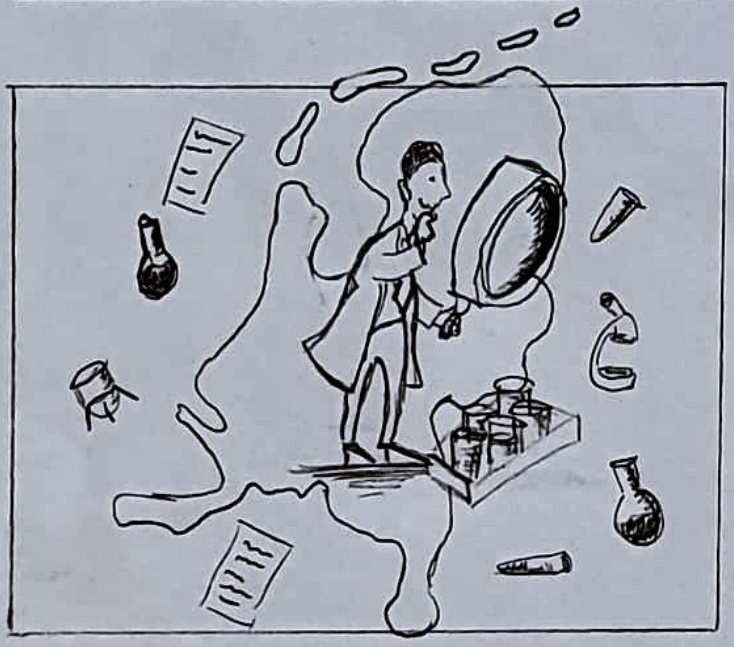
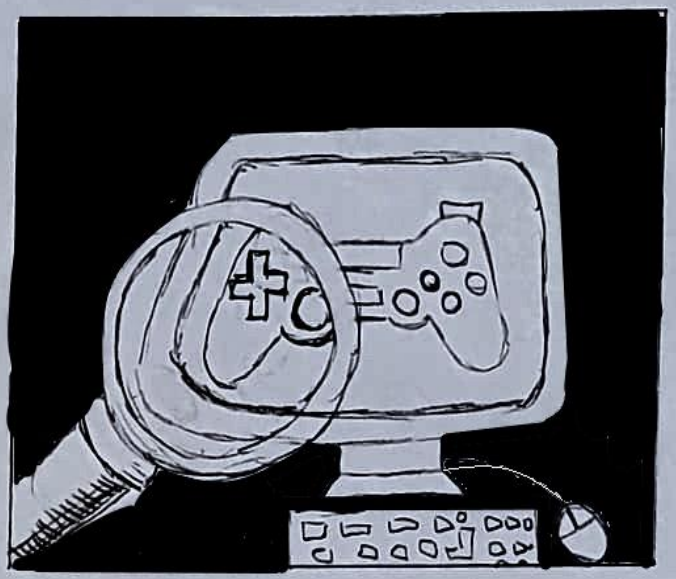
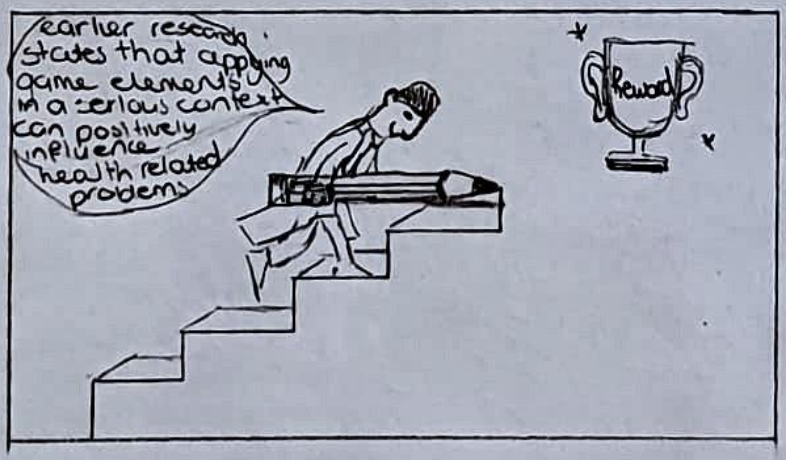
this study tested the effects if three types of rewards on game play duration and game evaluation differed between substance dependent versus non-dependent adolescents. Adolescence is a period in life that is characterized by increased risk taking, resulting from an overactive reward system in the brain.







types of Rewards

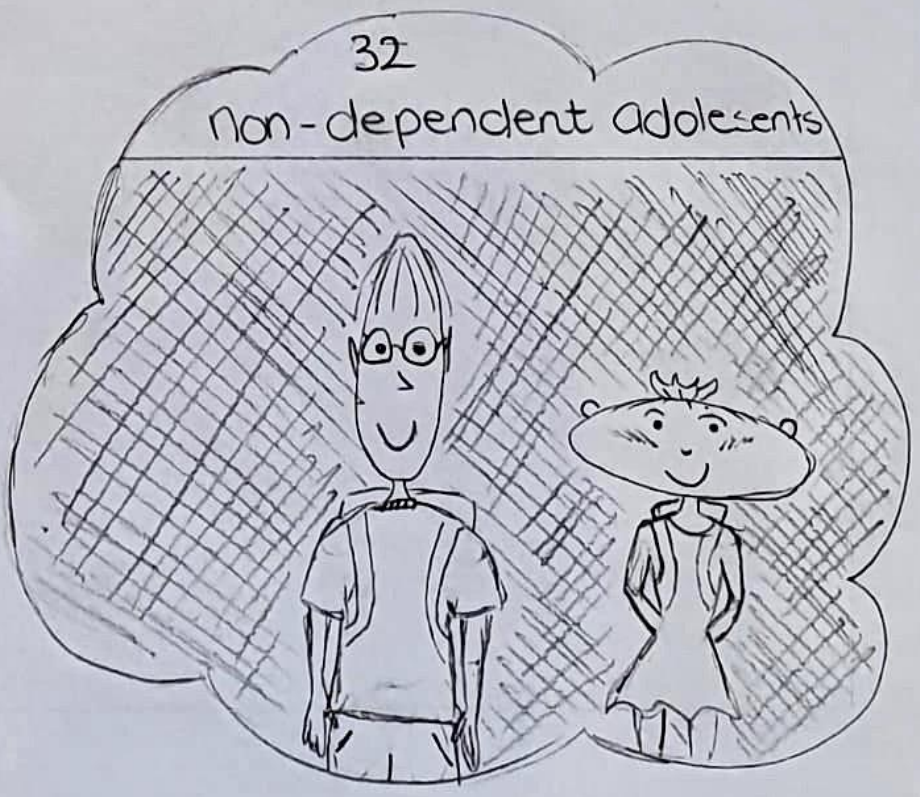
Monetary

Virtual Points

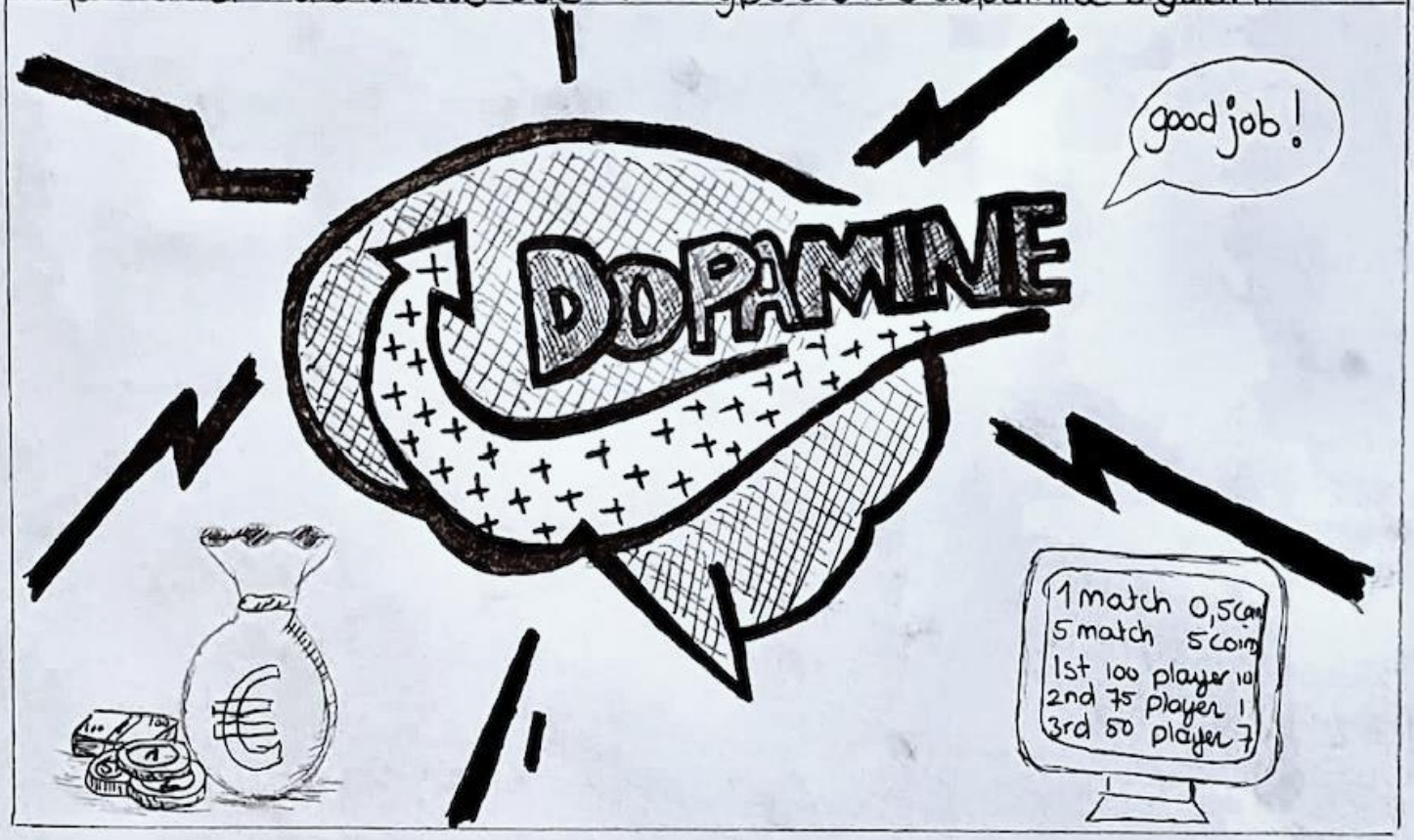
Social Reward

36
Substance dependent
minecraft

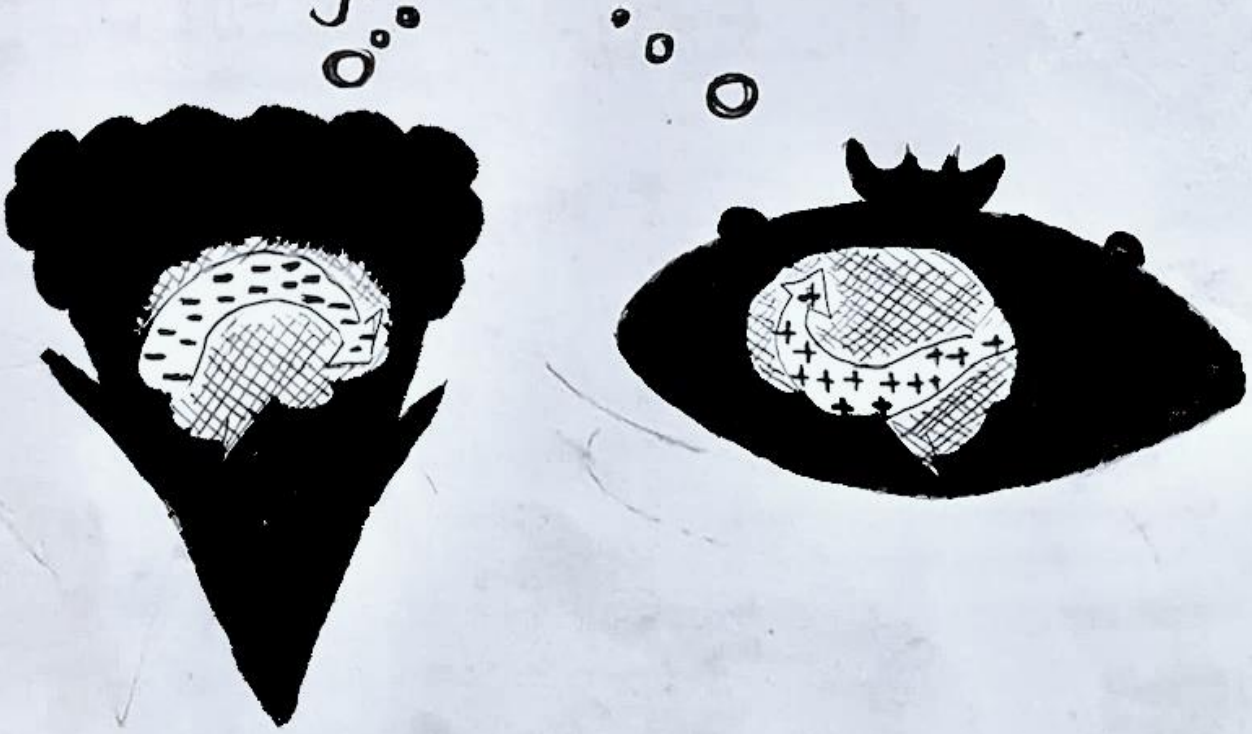
VS

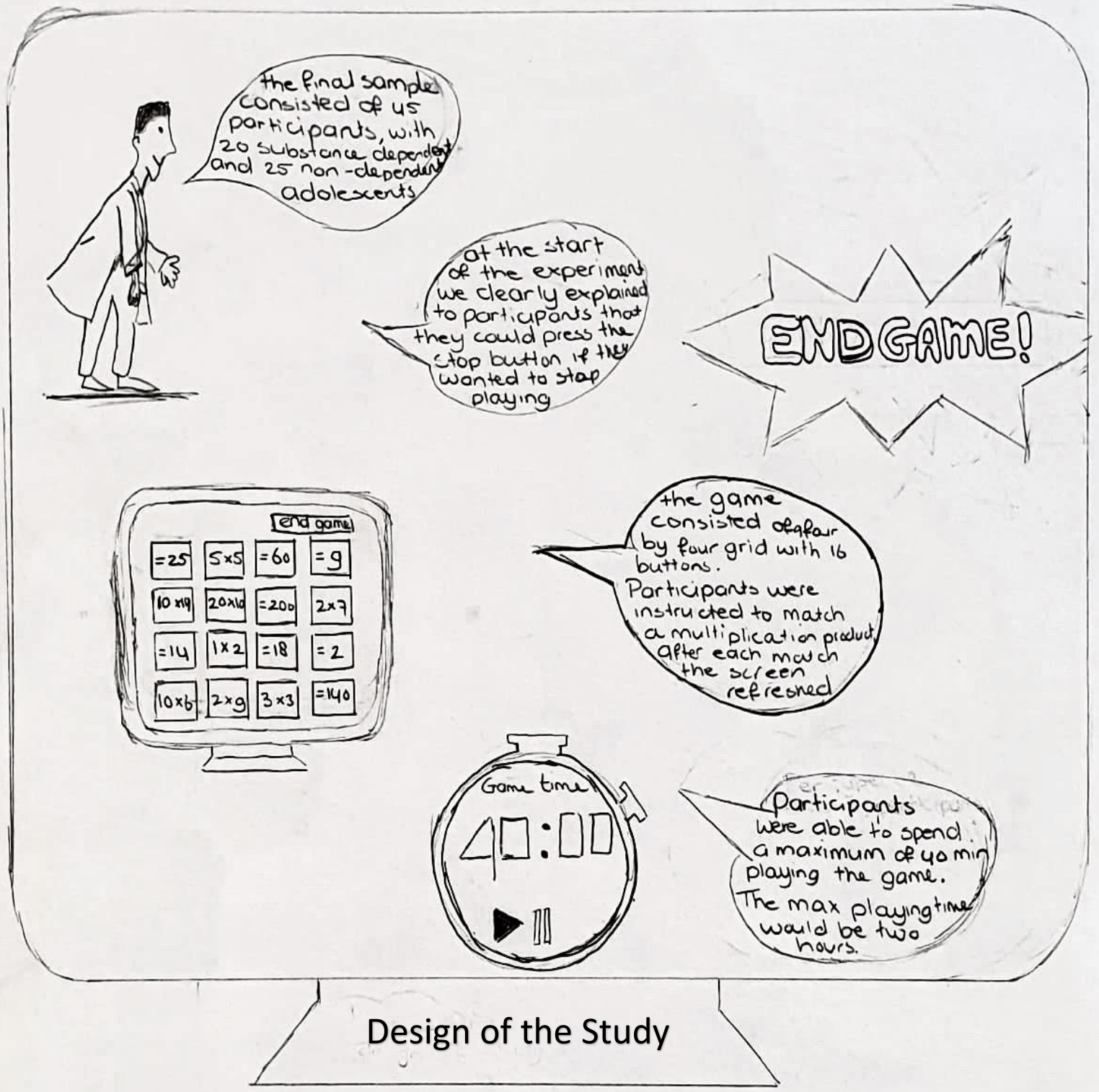

32
non-dependent adolescents

Video gaming is associated with dopamine release, and all addictive substances trigger increases in dopamine in a key region of the reward system of the brain. But, prior research suggest that the application of rewards may have less impact on substance dependent individuals due to a hyperactive dopamine system.

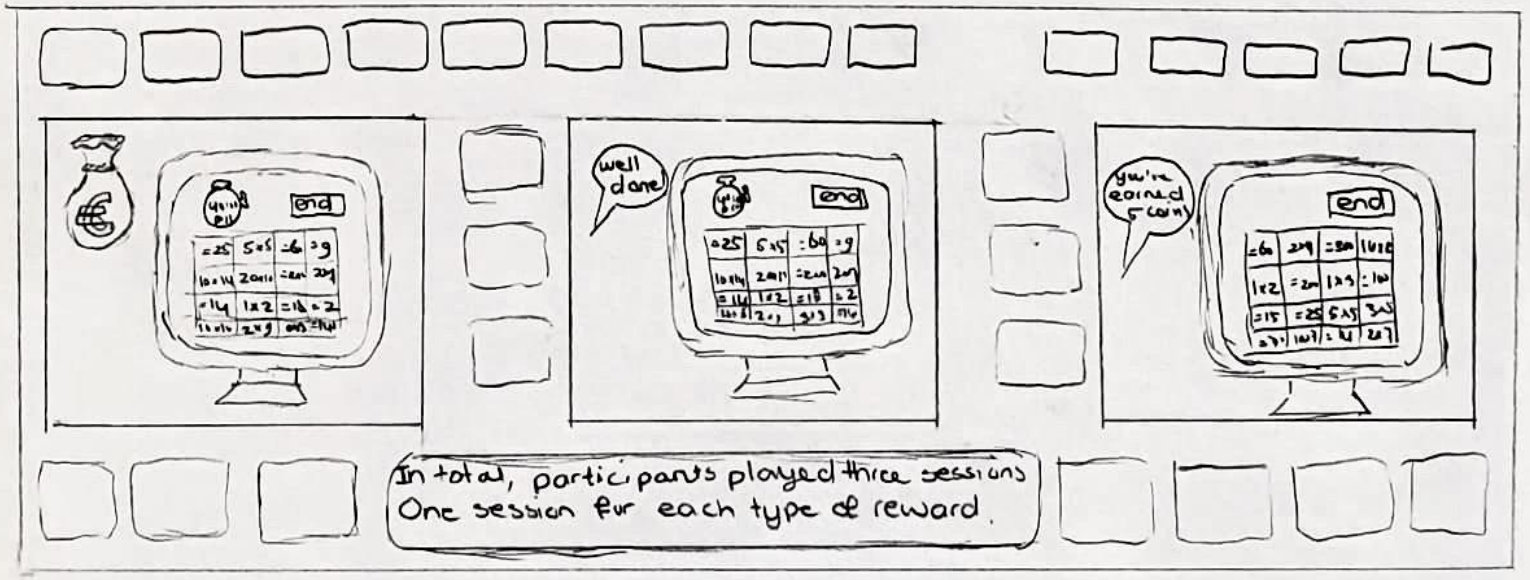


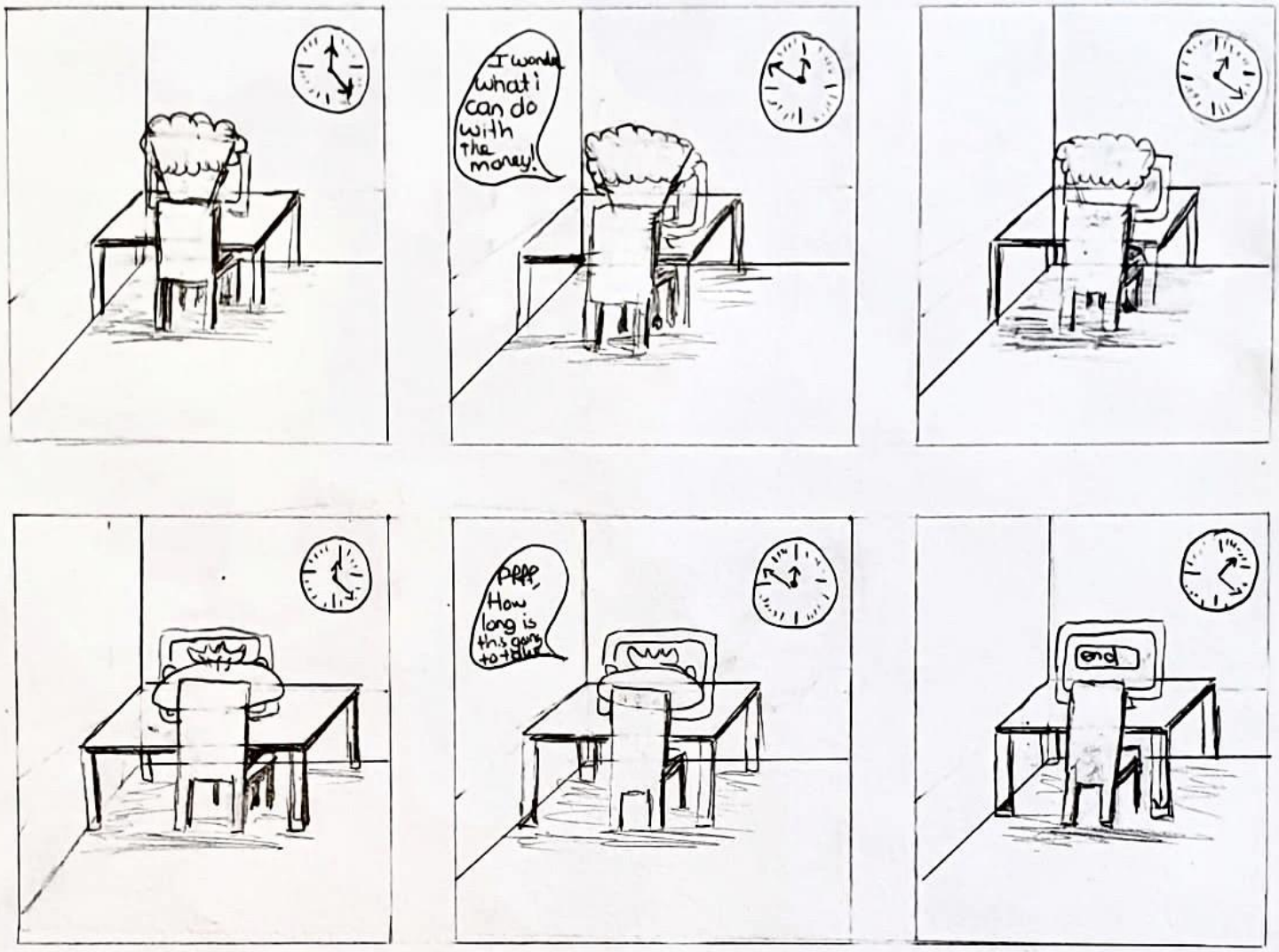
Hypothesis

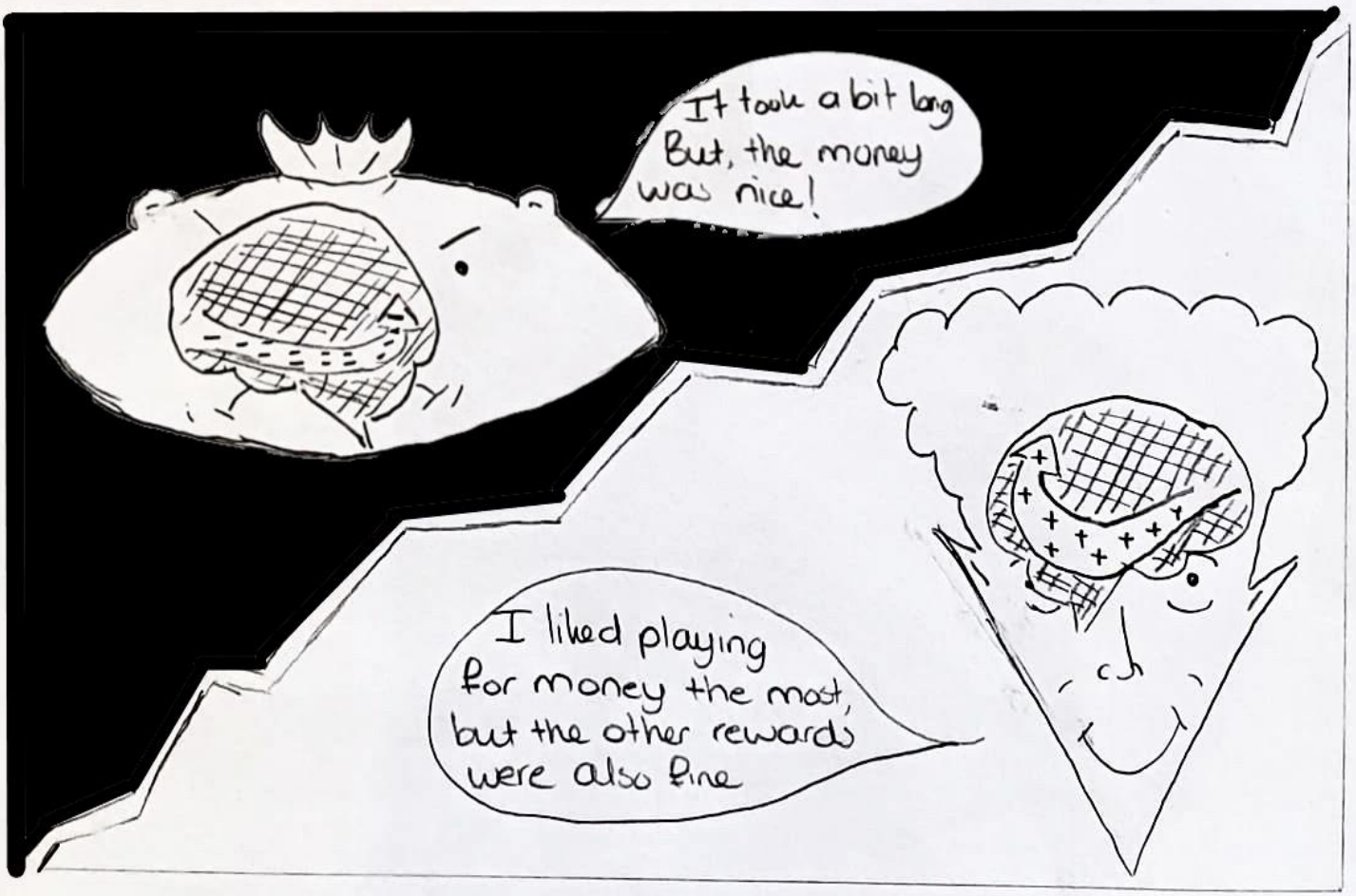




Design of the Study




I wonder what i can do with the money!
PFFF, How long is this going to take
end


It took a bit long But, the money was nice!
I liked playing for money the most, but the other rewards were also fine

Results turned out to be positive! The types of rewards motivated substance dependent adolescents in addiction care more compared to non-dependent adolescents in high-school. This finding was contrary to what the researchers hypothesized.

Therefore, persuasive game designers developing eHealth for an addiction care context can consider using rewards to motivate patients!