

Growth Through Gaming: The Power of Games to Support Social Flourishing

Washington Association for School Psychologists

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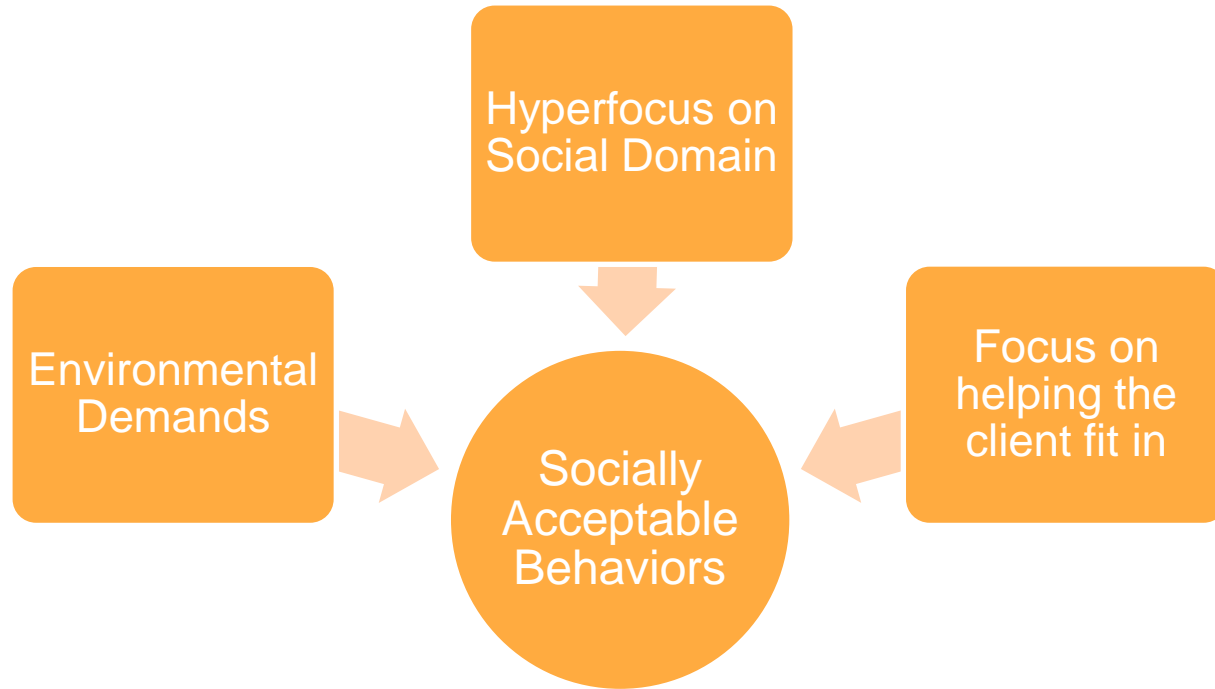
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Presentation Objectives

Following this presentation, participants should be able to:

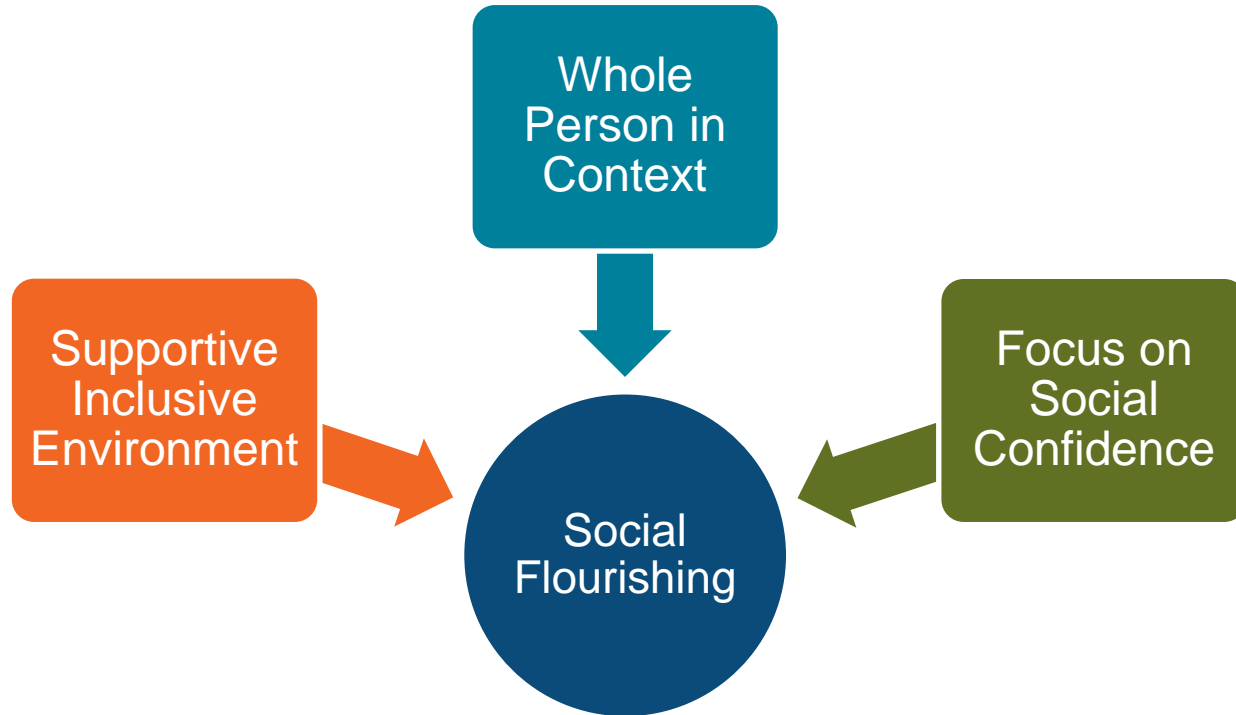
1. List the core concepts of the social flourishing model.
2. Describe the three dimensions of capacity building.
3. Describe at least two ways in which TTRPGs and sandbox games can be used to support social growth.

Discrete Skill/Deficit Lens

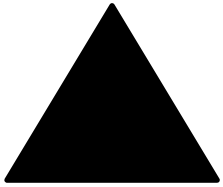


(Bottema-Beutel et al., 2018; Gates et al., 2017; Mikami et al., 2017)

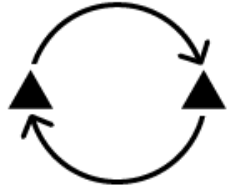
Social Flourishing Model



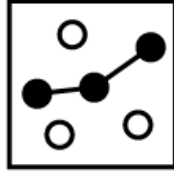
Core Capacities



Regulation



Collaboration



Planning



Perspective



Pretend Play

Three Dimensions of Capacity Building

Knowledge

They don't know it?



They need to build knowledge.



Teach them!

Performance

They don't use it?



They need to build praxis.



Provide encouragement
and reinforcement!

Fluency

They use it, but not effectively?



They need to build fluency.



Coach them!

Minecraft

- Minecraft is a first-person video game that can be played across many devices (consoles, phone/tablet, PC). Minecraft can be played alone or with others, and there are multiple game modes.

Regulation

Collaboration

Creativity

Problem
Solving

Perspective



Tabletop Role-Playing Games (Dungeons & Dragons)

- Tabletop role-playing games (TTRPGs) are games played with a group of people where players work together as a team to solve problems, uncover treasures, and defeat monsters in a fictional environment.

Regulation

Flexibility

Creativity

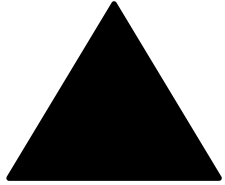
Pretend Play

Collaboration

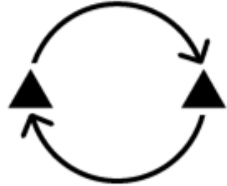
Rfahlkrhi (no one in the world can actually pronounce it)



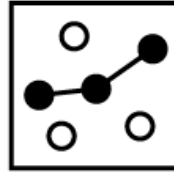
Core Capacities



Regulation



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Pretend Play

Social-Emotional Learning Goals

Self-Awareness

Self-Management

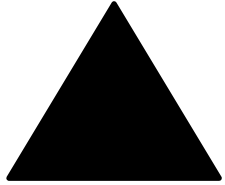
Self-Efficacy

Social-Awareness

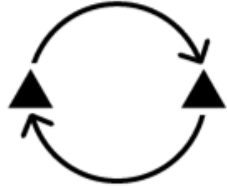
Relationship Skills

Social Engagement

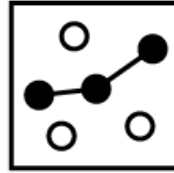
Core Capacities



Regulation



Collaboration



Planning



Perspective



Pretend Play

21st Century Leadership Skills

Creativity and Innovation

Flexibility and Adaptability

Critical Thinking and Problem Solving

Social and Cross-Cultural Skills

Leadership and Responsibility

Communication and Collaboration

Using Games Intentionally

- Intentional gameplay can help to catalyze inherent benefits of games.
- Participants engage in communication around the group with peers and facilitators as well as within the fantasy space through their characters.
- Numerous opportunities for modelling, skills practice and coaching.
- Participant's acquired skills can translate to real-life environments (similar to simulation training in sport, medicine, military fields).

Game Literature

- TTRPGs can be used to increase social connectedness in adults (Abbott, Strauss, Burnett, 2022).
- Facilitated TTRPGs can increase self-reported quality-of-life with autistic youth (Kato, 2019).
- Minecraft has been utilized to support collaboration and social connectedness with autistic youth (Riordan & Scarf, 2016).
- Minecraft and other online games can create opportunities for social connection and community building for autistic youth that in-line with their communication preferences (Ringland et al., 2016).

Caveats

- Games are great tools and many can be leveraged to support growth. Facilitated or supported use of games is likely to have different risks and outcomes than student-led, unsupported play.
- When utilizing games to support students, facilitators should be aware of the benefits and potential risks of each games.

Learn More!

- Questions
 - Email training@gametogrow.org
- Training Information
 - Applied TTRPG trainings for educators and mental health professionals
 - Introduction to Applied Minecraft
- Use code “WSASP” for 10% off training opportunities

Thanks for having us WSASP!





References

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