



changing
attitudes to dating
violence in
adolescents

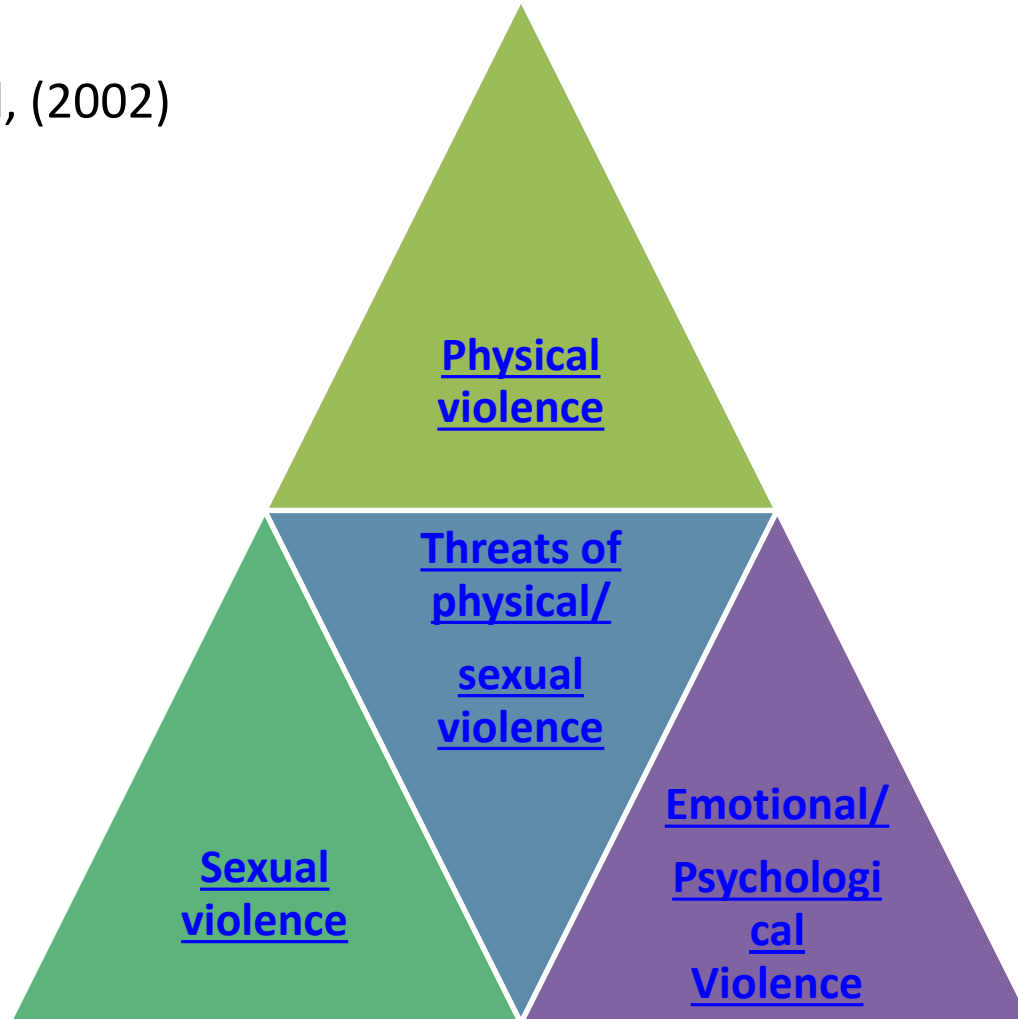
“Green Acres High”: A serious game based primary intervention

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What is dating violence?

Saltzman et al, (2002)



Recent Context

- May 2011: Council of Europe Convention
 - Includes those younger than 18 years of age

- Article 14: Education
 - ‘this article addresses the need to design, where Parties deem appropriate, teaching materials for all levels of education (primary, secondary and tertiary education) that promotes such values and enlightens learners with respect to the various forms of violence covered by the scope of this Convention’.

Adolescent help-seeking

- Adolescents generally reluctant
 - Contention regarding problem severity / help-seeking link (Fallon & Bowles, 1999; Timlin-Scalera, Ponterotto, Blumberg, & Jacksons, 2003; v.s. Seiffge-Krenke, 1993; Ciarrochi, Deane, Wilson & Rickwood, 2002)
- Specific to problem
 - Academic = teacher (Boldero and Fallon, 1995)
 - Interpersonal = peers
 - Family = parents
 - Health = health professionals

Why serious games?

- 70 – 95% of school-aged children play digital games (Wallenius et al, 2009)
- Multi-tasking; visual rather than textual; appeal to multiple learning styles (Oblinger & Oblinger, 2009)
- Potentially accelerated learning times (Sandford, 2006)
- Potential to examine behaviours more flexibly?

Green Acres High

- Daphne III transnational Action Grant: Feb 2011 – Jan 2013
- Serious game-based primary intervention
- Online teacher-support
- Classroom based BUT computer mediated

Content

- Five 50-minute sessions
 - Identifying healthy relationships
 - Dynamics of abuse
 - Risk factors
 - Conflict resolution
 - Help seeking

Non-classroom applications

- Marie Stopes International
- Barnardo's
- Looked after children
- Any situation with safeguarding