



### ***'Computer games' working group meeting***

Wednesday 14<sup>th</sup> September, 2011, 12-2pm

#### **Apologies:**

**Attendees:** Tricia Stone, Jo Evans, Antonia East, Kerri Green, Sheri Ostler, Camilla McHugh, Claire Lloyd

#### **Purpose of meeting:**

1. What conditions, ages etc we are interested in
2. A clearer idea of what types of computer games we would be interested in
3. Whether we would want to compare the effects of using computer games to other types of therapy
4. What outcomes we would be interested in, i.e. movement, balance, concentration

**Introductions:** CL mentions there are other people who are interested but unable to attend

**Organising ideas:** CL explains the PICO process and that looking at Population, Intervention, Comparison and Outcomes is a way to organize everyone's ideas.

Lots of discussion about ideas which CL noted down in the PICO format, please see separate document

**Existing Literature:** CL explains that they have briefly looked at the literature and that the systematic review that was sent out before the meeting is a good summary of what has been done so far. (Reference for the systematic review is ...)

CL highlights that this review was carried out in 2009 so there is potentially more recent published studies, or research which is ongoing at the moment and has not yet been published. CL explains that it would be important to look at the literature in more detail before thinking about designing a piece of research, and suggests that a systematic review might be a good starting point for this project.

**Involvement of children in the project:** CL and CMc discuss the importance of involving children in designing the project and ask for advice about how best to achieve this. AE suggests that a good starting

point would be to ask children what games they like playing and why they like them. JE suggests that we would need to have different levels of questions for different abilities, for example:

1. Non-verbal: pictures of different consoles, then the different games available for each of the consoles
2. Verbal: set of closed questions

The group discuss ways that we might be able to talk to children, suggestions include:

- Through special schools
- Through the Torbay Disability Council (a group of young people with disabilities who are often consulted about a variety of different issues)
- Through Educational Psychologists so that we are able to talk to children attending mainstream schools, although JE points out that they are extremely busy. JE suggests that the best way of engaging EP's would be to attend one of their regular briefings and explain what we wanted to do
- JE suggests that we might be able to access mainstream schools through the STARS project which is an established project run by the child health team at PCMD.

The group also discusses whether or not children are aware of the improvements that they may be making by playing a computer game. Although parents might be interested in increased spatial awareness, for example, children may not think this is important

**Explanation of timings, funding etc:** CL explains that research is a long process, and that there are lots of things to consider and achieve before we get to the stage where we might be able to apply for funding to carry out a research project

**Name for the project:** CL and CMc ask the group to have a think about the name of the project and let them know of any ideas. One suggestion was 'The Impact of ICT on Children with Disabilities'

**Next steps:**

CL will spend more time looking at the literature with a focus on the ideas discussed in this meeting (see PICO on separate document)

CL and CMc will put some ideas together about the questions that we might want to ask children at this stage and circulate these to the group for comments and suggestions

CL and CMc will contact some special schools about the possibility of talking to a group of children about computer games

The group will meet again in a few months time to try and narrow down our ideas, using the information from the literature that CL has found