Universität Basel

Publication

Understanding Player Perceptions of RegnaTales, a Mobile Game for Teaching Social Problem Solving Skills

Research on the use of serious games to support child and adolescent mental health interventions is in its early stages. Work is need to provide evidence of the applicability and effectiveness of using such games in teaching children skills needed to overcome their behavioral and emotiona problems. The present study adds to the knowledge in this area through the development and evaluation of Regna-Tales, a mobile game for teaching social problem-solving skills among children. The study examined the playability and usability of the mobile game among 12 children (Mean age = 9.58; SD = 1.78) from international schools in Basel. Results showed that 76% of participants found the game fun and 58% would play it again. Our findings further highlight the potential of serious games in teaching skills needed to address anger feelings and provide support for its use in child and adolescent mental health interventions.