

# A video game increasing cancer risk perception and information seeking behavior among young-adult college students

<b>Submission date</b> 06/06/2015	<b>Recruitment status</b> No longer recruiting	<input type="checkbox"/> Prospectively registered <input type="checkbox"/> Protocol
<b>Registration date</b> 11/06/2015	<b>Overall study status</b> Completed	<input type="checkbox"/> Statistical analysis plan <input checked="" type="checkbox"/> Results
<b>Last Edited</b> 01/08/2016	<b>Condition category</b> Cancer	<input type="checkbox"/> Individual participant data

## Plain English summary of protocol

### Background and study aims

Some lifestyle behaviours, such as smoking, drinking alcohol and unhealthy eating are learned during adolescence and increase drastically as the child develops into a young adult. By encouraging them to seek information about the disease, young adults may become more aware of cancer risks and what preventative measures they can take. Video games for health have advanced, becoming successful innovative tools used for health promotion and disease prevention. Here, we want to look at the impact of a video game called "Re-Mission" on young adult college students' tendency to perceive the severity of cancer, feel susceptible to cancer, and seek cancer-related information.

### Who can participate?

Adults aged 18-40, attending college and happy to play video games.

### What does the study involve?

Participants are randomly allocated into one of three groups. Those in group 1 play at game at the high challenge level. Those in group 2 play the same game at the low challenge level. Those in group 3 are given illustrated pictures of the game, which involves no challenge. Participants are asked to report on their information-seeking behaviour at the start of the study and then 10 days later. They are also asked about their perception of cancer and how susceptible they feel to cancer.

### What are the possible benefits and risks of participating?

Not provided at time of registration

### Where is the study run from?

University at Buffalo, the State University of New York (USA)

### When is the study starting and how long is it expected to run for?

August 2011 to July 2013

Who is funding the study?  
Investigator initiated and funded (USA)

Who is the main contact?  
Dr Georges Khalil

## Contact information

**Type(s)**  
Scientific

**Contact name**  
Dr Georges Khalil

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<http://orcid.org/0000-0003-2870-2365>

**Contact details**  
1155 Pressler St. Unit CPB3.3248  
Houston  
United States of America  
77030

## Additional identifiers

**EudraCT/CTIS number**

**IRAS number**

**ClinicalTrials.gov number**

**Secondary identifying numbers**  
SBSIRB4555

## Study information

**Scientific Title**  
A video game promoting cancer risk perception and information seeking behavior among young-adult college students: a phase II randomized controlled trial

**Acronym**  
The Re-Mission Trial II

**Study objectives**  
Young adults playing Re-Mission at high challenge are more likely to perceive cancer risk and seek cancer-related information than young adults playing at low or no challenge. Cancer risk perception mediates the relationship between the intervention and information seeking behavior.

**Ethics approval required**

Old ethics approval format

**Ethics approval(s)**

Social and Behavioral Science Institutional Review Board of the University at Buffalo, the State University of New York, ref: SBSIRB 4555

**Study design**

Three-arm randomized controlled (Time × Condition) factorial design

**Primary study design**

Interventional

**Secondary study design**

Randomised controlled trial

**Study setting(s)**

School

**Study type(s)**

Prevention

**Participant information sheet**

Not available in web format, please use contact details to request a participant information sheet

**Health condition(s) or problem(s) studied**

Cancer prevention

**Interventions**

The intervention being studied is a video game called "Re-Mission"™ (HopeLab, Redwood City, CA). The study involved 3 conditions:

1. An intervention group playing Re-Mission at high challenge (n=85)
  2. An intervention group playing Re-Mission at low challenge (n=81)
  3. A control group of no challenge (n=50), presented with illustrated pictures of Re-Mission
- As opposed to low challenge, high challenge was conceptualized as a condition that arises from a set of obstacles that prevent the players from attaining their goals in the game.

**Intervention Type**

Behavioural

**Primary outcome measure**

Information-seeking behavior. It was measured through self-report using a validated scale at baseline and at 10-day follow up.

**Secondary outcome measures**

Perceived severity of cancer and perceived susceptibility to cancer. They were measured through self-report using validated scales at baseline and immediate post-test.

**Overall study start date**

05/08/2011

**Completion date**

26/07/2013

## Eligibility

**Key inclusion criteria**

1. Aged 18–40 years
2. Attending college
3. Consenting to play video games

**Participant type(s)**

Healthy volunteer

**Age group**

Adult

**Lower age limit**

18 Years

**Sex**

Both

**Target number of participants**

220

**Key exclusion criteria**

Having a medical or mental condition that hindered the ability to play games or complete questionnaires

**Date of first enrolment**

01/09/2011

**Date of final enrolment**

20/12/2012

## Locations

**Countries of recruitment**

United States of America

**Study participating centre**

University at Buffalo, the State University of New York  
Buffalo

United States of America

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# Sponsor information

## Organisation

University at Buffalo, the State University of New York (USA)

## Sponsor details

12 Capen Hall  
Buffalo  
United States of America  
14260

## Sponsor type

University/education

## ROR

<https://ror.org/01y64my43>

# Funder(s)

## Funder type

Other

## Funder Name

Investigator initiated and funded

# Results and Publications

## Publication and dissemination plan

The plan is to have the evaluation findings published before the end of 2015.

## Intention to publish date

## Individual participant data (IPD) sharing plan

## IPD sharing plan summary

Available on request

## Study outputs

Output type	Details	Date created	Date added	Peer reviewed?	Patient-facing?
<a href="#">Results article</a>	results	28/07/2016		Yes	No