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

Submission date	Recruitment status	[_] Prospectively registered
06/06/2015	No longer recruiting	[_] Protocol
Registration date	**Overall study status**	[_] Statistical analysis plan
11/06/2015	Completed	[X] Results
Last Edited	**Condition category**	[_] Individual participant data
01/08/2016	Cancer	

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
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Protocol serial number
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

Primary study design
Interventional

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

Study type(s)
Prevention

Health condition(s) or problem(s) studied
Cancer prevention

Interventions
The intervention being studied is a video game called "Re-Mission"TM (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(s)
Information-seeking behavior. It was measured through self-report using a validated scale at baseline and at 10-day follow up.

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

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

Healthy volunteers allowed
No

Age group
Adult

Lower age limit
18 Years

Sex
All

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)

ROR
https://ror.org/01y64my43

Funder(s)

Funder type
Other

Funder Name

Investigator initiated and funded

Results and Publications

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?
Results article	results	28/07/2016		Yes	No