

Games as Counseling/Therapy Tools

Instructions: As a group, develop a faux mobile application (app) or game that can be used by clients as a counseling/therapy tool. Complete the handout with the appropriate information.

Name of app or game _____

Age-appropriate group to use the app _____

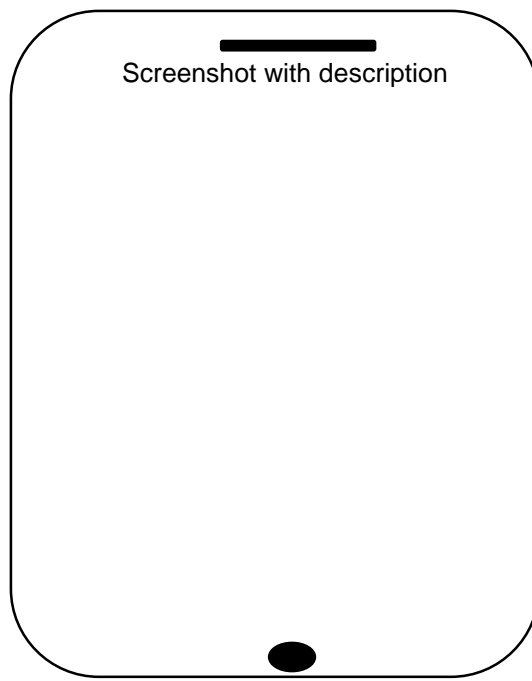
Type of emotional or behavior problem which would be addressed _____

Short description of emotional or behavior problem _____

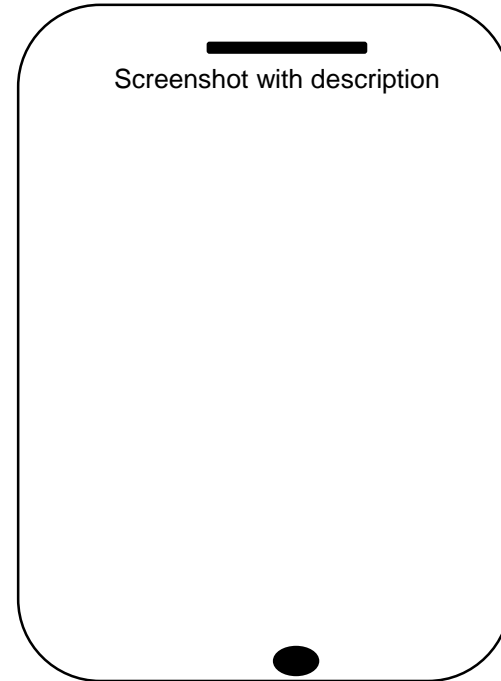
Use the space below to illustrate and describe what your app might look like.



A rounded rectangular template for a mobile app screen. At the top center, there is a thick black horizontal bar representing a status bar. Below this bar, the text "Screenshot with description" is centered. At the bottom center, there is a solid black circle representing a home button.



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