Texas Medical Center Library
DigitalCommons@The Texas Medical Center

Advances in Teaching and Learning Day Abstracts | Advances in Teaching and Learning Day

4-20-2007

Food Fury: Online Casual Game Development for Nutrition Education

Cynthia L. Phelps PhD
UT School of Health Information Sciences

Ross Shegog PhD
UT School of Public Health at Houston

Jerald Reichstein

McKee Frazior

Jon Wilsdon

See next page for additional authors

Follow this and additional works at: http://digitalcommons.library.tmc.edu/uthshis_atldayabs

Recommended Citation
Citation Information: Phelps, Cynthia L. PhD; Shegog, Ross PhD; Reichstein, Jerald; Frazior, McKee; Wilsdon, Jon; Kim, Yeon Jung; Willcockson, Irmgard PhD; Evans, Alexandria PhD, MPH; Perez, Adriana PhD, MPH; and Hoelscher, Deanna PhD, RD, LD, CNS, "Food Fury: Online Casual Game Development for Nutrition Education" (2007).
DigitalCommons@The Texas Medical Center, Advances in Teaching and Learning Day, *Advances in Teaching and Learning Day Abstracts.* Paper 64.
http://digitalcommons.library.tmc.edu/uthshis_atldayabs/64

This Article is brought to you for free and open access by the Advances in Teaching and Learning Day at DigitalCommons@The Texas Medical Center. It has been accepted for inclusion in Advances in Teaching and

Authors
Cynthia L. Phelps PhD; Ross Shegog PhD; Jerald Reichstein; McKee Frazior; Jon Wilsdon; Yeon Jung Kim; Irmgard Willcockson PhD; Alexandria Evans PhD, MPH; Adriana Perez PhD, MPH; and Deanna Hoelscher PhD, RD, LD, CNS

This article is available at DigitalCommons@The Texas Medical Center: http://digitalcommons.library.tmc.edu/uthshis_atldayabs/64

FOOD FURY: ONLINE CASUAL GAME DEVELOPMENT FOR NUTRITION EDUCATION, Cynthia L Phelps, PhD. UTHSC-H School of Health Information Sciences, Houston, TX, 77030. Ross Shegog, PhD. UTHSC-H School of Public Health, Houston, TX, 77030. Jerald Reichstein, AIAHouston, TX, 77006. McKee FraziorHouston, TX, 77006. Jon WilsdonHouston, TX, 77006. YeonJung KimHouston, TX, 77006. Irmgard Willcockson, PhD. UTHSC-H School of Health Information Sciences, Houston, TX, 77030. Alexandria Evans, PhD, MPH. UTHSC-H School of Public Health, Austin, TX, 78701. Adriana Perez, PhD, MPHBrownsville, TX, 78526. Deanna Hoelscher, PhD, RD, LD, CNS. UTHSC-H School of Public Health, Houston, TX, 77030.

Introduction

The United States is currently experiencing increased prevalence of obesity. This is a particular problem amongst children who require dietary and activity behavioral change to mitigate this problem. The use of computer games as channels to motivate health behavior in children is increasing. Casual games are a subset of computer games that are simple in design, easy to access and play, popular with children, and have the potential to be effective for drill and practice learning.

Purpose: To design, develop and evaluate the efficacy of a casual game, Food Fury, on identification of healthy and unhealthy food choices for children 10-12 years of age.

Methods

The learning task of food identification and categorization was matched with the game design mechanic, to form chains of like food items to clear the game board and move up in levels. Iterative design methods were used to refine game mechanics, information available, and graphics; based in part on a formative evaluation with a focus group of 6 children.

Current Status

The game is complete, and will be tested in late April 2007, for ability to increase children's accuracy in identifying healthy and unhealthy foods, as well as how well children liked it, how playable it was, and their general understanding of the game goals.

Conclusion

Casual games show promise as a method of learning about nutrition, but more research will need to be done to understand the learning in relation to the game design, and how games can fit into a larger program of positive behavior change.