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.

Screenshot with description

Screenshot with description

Screenshot with description