

Piloting a Role-Playing Intervention for Aggression in a Translational Study

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INTRO

- The New Jersey Department of Education releases yearly statistics on violence, vandalism, and substance abuse in the public-school system, during the 2016-2017 school year there were 19,795 incidents of physical altercations (i.e., acts of violence) in the entire state.
- Previous studies have shown that role-playing games can be used as an effective method for treating behaviors based on strong emotional ties someone might develop with a character.

METHODS

- Participants created a character to play as in a live role-playing scenario where after baseline aggressive actions triggered the response cost (RC) contingency.
- Participants were put into one of three conditions (campaigns), A, B, or C.
- Campaign A stayed in baseline for three action points. Campaign B stayed in baseline for six action points. Campaign C stayed in baseline for nine action points.
- Once in intervention aggressive choices triggered a response cost contingency.

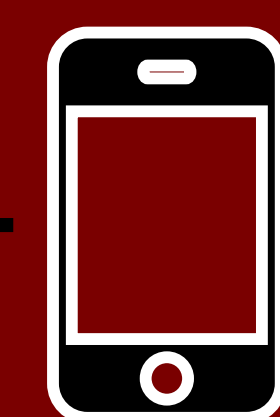
RESULTS

- Participant A-1 did not make contact with the RC contingency. They did not make an “aggressive” character.
- Participant A-2 tested the RC contingency before a reduction in aggressive choices was seen.
- Participant B-1 reduced aggressive choices after first contact with RC, then tested the contingency towards the end of the campaign.
- Participant B-2 made almost aggressive choices despite the RC contingency. They made an “aggressive” character.
- Participant C-1 was engaging in aggressive behaviors in baseline, once initial contact with the RC contingency occurred, aggressive choices decreased.

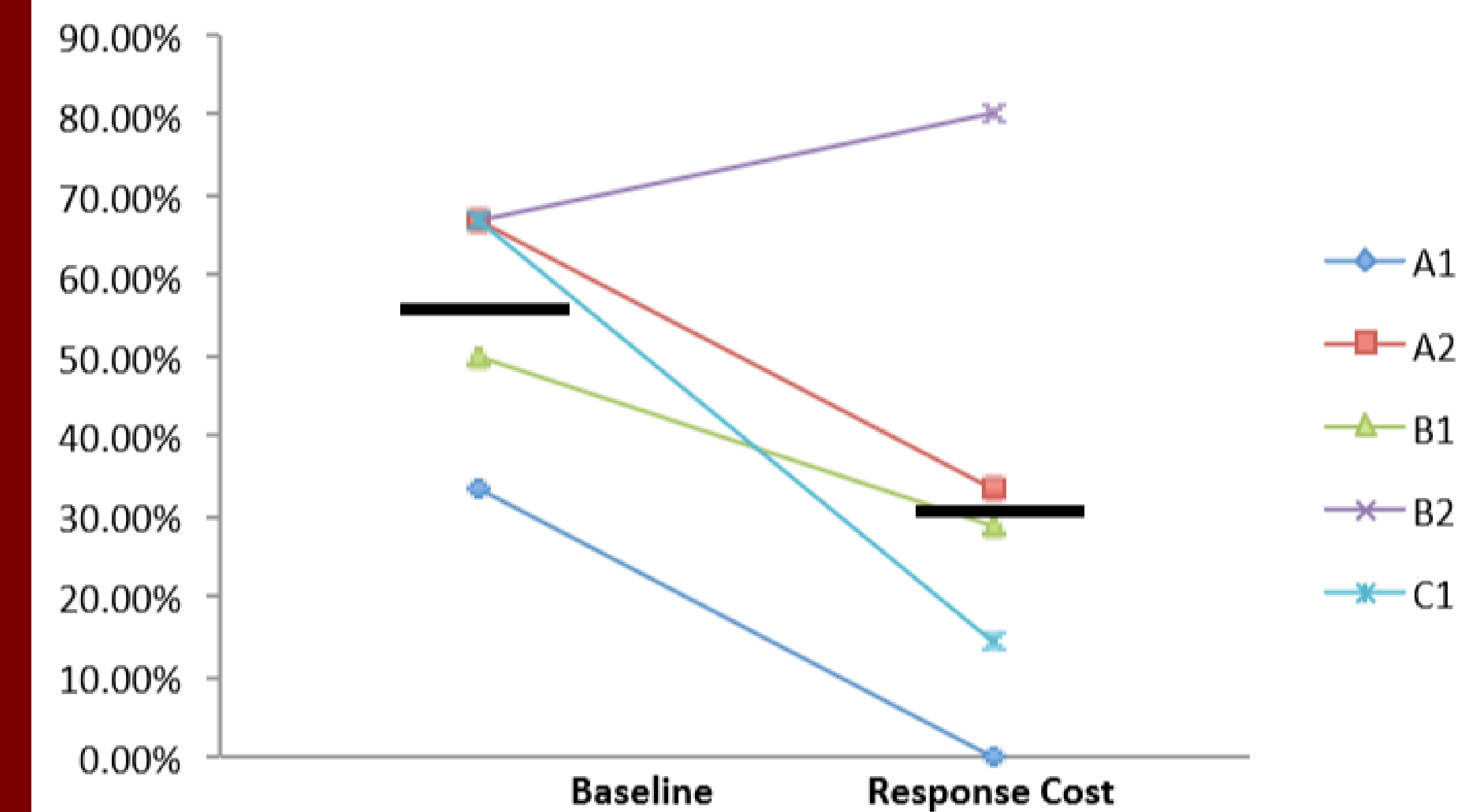
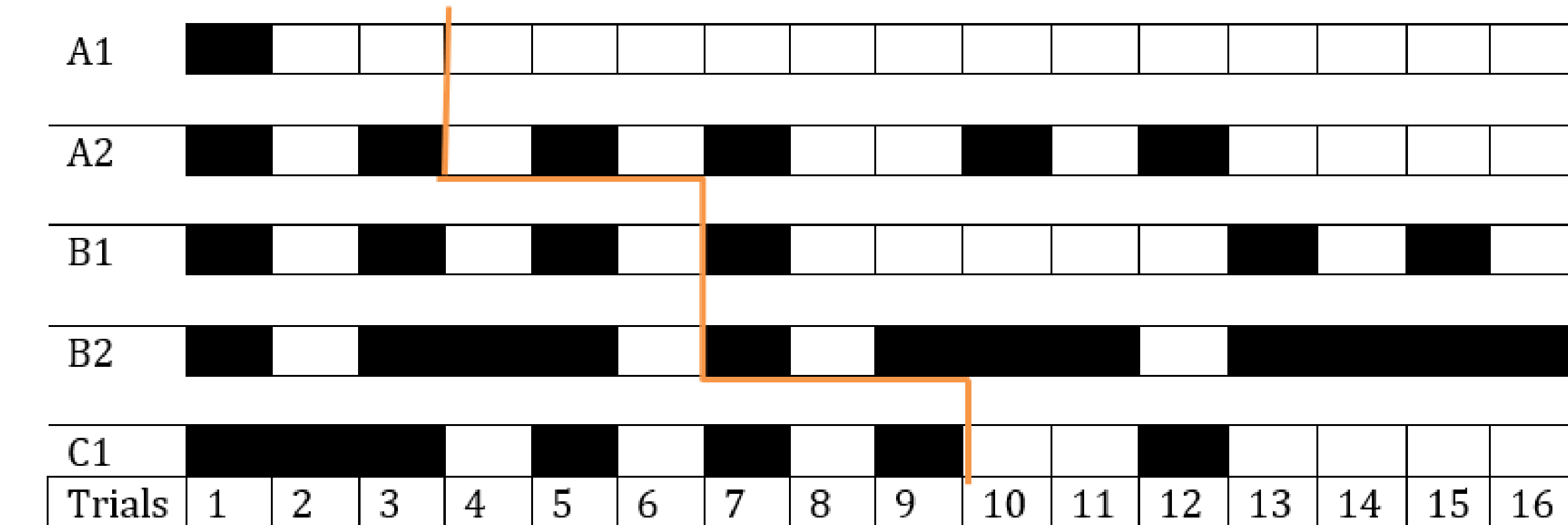
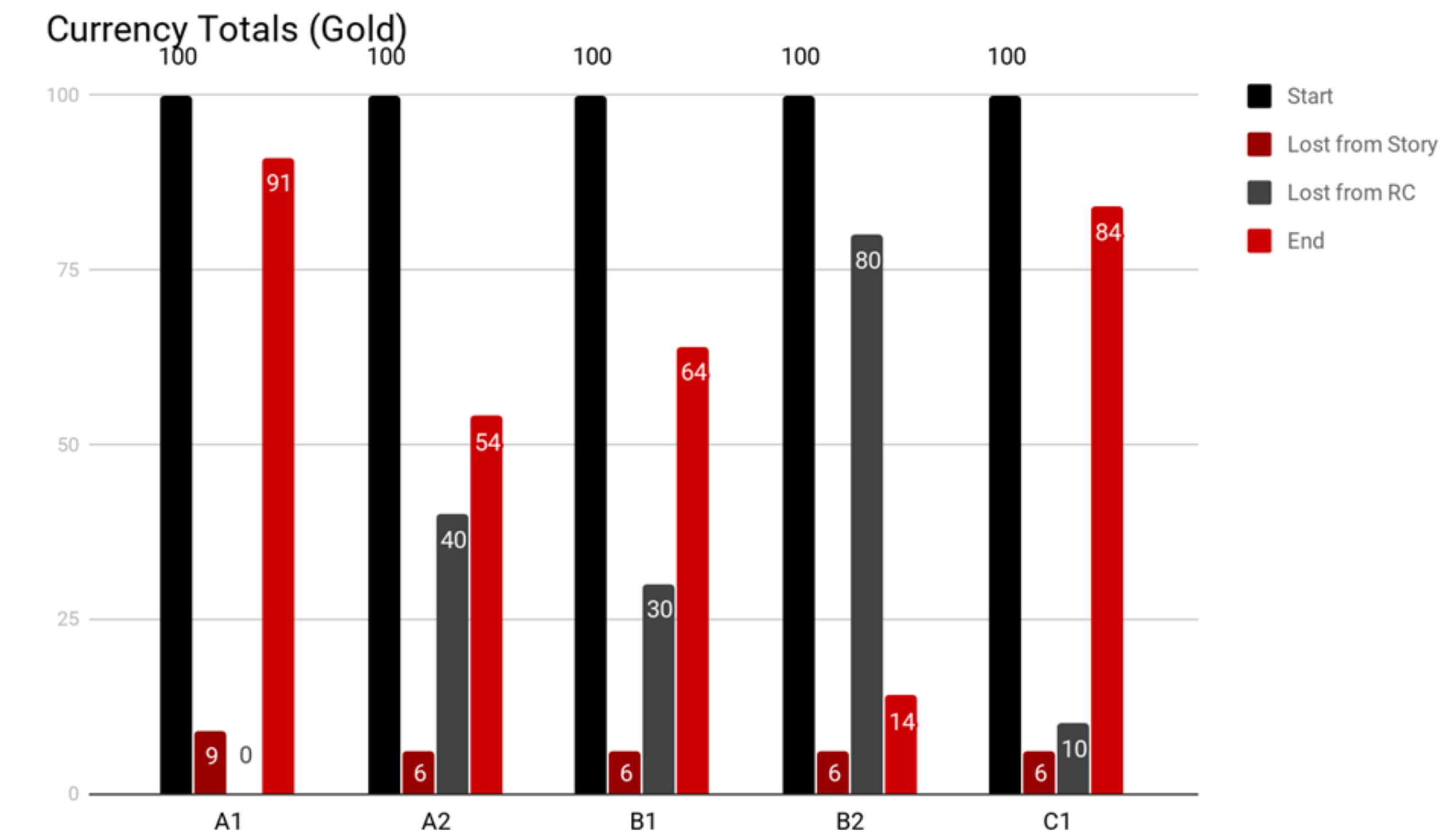
DISCUSSION

- In the intervention phase and after contact with the RC contingency there is a reduction in aggressive choices being made.
- If the RC contingency can lead to changing behaviors in games, it might be able to lead to behavior changes in children, though more data is needed.

Using response cost during a live role-playing scenario might be an effective tool in reducing aggression.



Take a picture to view the full paper!



Character Alignments chosen:

- Chaotic Good
- Lawful Good
- Chaotic Neutral