

INTRODUCTION:

- This research study investigates the use of video games in speech-language therapy, examining their effectiveness based on previous literature and real-life data.
- In the digital age where technology is constantly advancing and is now being incorporated into various aspects of therapeutic care, it is imperative for speech-language pathologists (SLPs) to incorporate what their clients find enjoyable into their therapy activities, whenever possible and appropriate (*Brackenbury & Kopf, 2022*).



- Research has been done over the years to show the effectiveness of video games in therapeutic experiences, such as cognitive behavioral therapy (*Fernandez-Aranda et al., 2015*). However, there is not an abundance of research focusing on children in the speech-language therapeutic setting.

GOALS:

1. Describe the current research published relating to incorporating video games into educational/therapeutic settings.
2. Discuss the extent to which SLPs are currently using, or not using, video games in speech-language therapy.
3. Describe and compare the various examples and rationales of SLPs incorporating, or not incorporating, video games in speech-language therapy.

METHODS:

- Qualitative research approach via online survey. 51 participants shared perspectives and specific examples. Data analysis occurred to identify key themes.

PRELIMINARY FINDINGS:

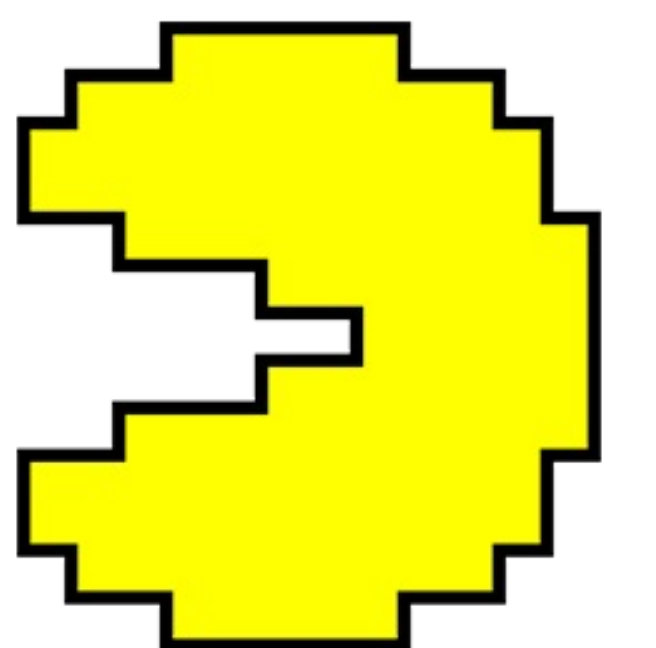
- After examining the 51 responses, 33 participants, 69%, had said they use video games in some capacity in their speech-language therapy. Videos games were reported to keep the child engaged and motivated. Results also mentioned noticing opportunities to work on language, as well as cooperative play and other aspects of social skills practice during video game experiences.

HIGHLIGHTED QUOTES:



“Most my students are very engaged when using an app or online game.”

“I’ve used Pac-Man... for sequencing, retelling narratives, and cooperative play”



“I’ve used a pizza shop/recipe making game which focused on executive functioning skills... [it] help[s] facilitate social skills.”

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