This is Me:
MARS ESCAPE

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The story

Earth became so polluted long time ago...
THE STORY

Goal: Escape From Mars
Calm down! Act your age!
The story
- Game-based module
- Increase self-efficacy and self-regulating behaviors of low-income youth
Target
- Low-income 3rd, 4th, and 5th graders
  - Low self-efficacy
  - Poor self-regulating behaviors
**Target**
- Low-income 3rd, 4th, and 5th graders
- Low self-efficacy
- Poor self-regulating behaviors

**Test**
- 16 participants/10 finished
- Ages 7-13
- Residing in low-income housing development in Louisiana
- Predominately African American
- Predominately girls
Low income youth consistently demonstrate lower academic achievement than their higher income peers.
ASPIRATIONS

Similar aspirations

Higher income

Lower income
Similar aspirations
Differing levels of achievement

Higher income
Lower income
Aspirations

- Similar aspirations
- Differing levels of achievement
Many Reasons

Homelessness, hunger, parental incarceration, etc
Many Reasons
- Homelessness, hunger, parental incarceration, etc

- Low self-efficacy
- Poor self-regulating behaviors
One’s perception of their abilities to perform tasks and reach goals

- Low-income youth tend to have low self-efficacy
- View obstacles as insurmountable as opposed to challenges to be overcome
Mastery
- Mastering skills and overcoming challenges

Modeling
- Seeing “like me” characters succeed and overcome obstacles

Low self-efficacy

Persuasion
- Positive reinforcement
- Physiological Arousal
- How the body reacts
The methods in which we monitor ourselves and our progress towards our goals

Helps us stay on track to reach our goals

Poor self-regulating behaviors
I’m going to go to college someday.
Good self regulation

Poor self regulation

I’m going to go to college someday.
I’m going to go to college someday by studying hard, paying attention in class, and finishing all my homework.
I’m going to go to college someday by studying hard, paying attention in class, and finishing all my homework.

I’m going to go to college someday.
THIS IS ME:
MARS ESCAPE
Marginalized group
Grab attention
Metaphor
How do I get from where I am now...
How do I get from where I am now...

...to where I want to be?
How do I get from where I am now…

…to where I want to be?

**Level 1 Subgoal**
Learn to fly the spaceship!

This is your personal notebook - finish all the strategies to reach the subgoal and beat the level!

**Level 1 Strategies**
- Find the flight teacher
- Ask the flight teacher to teach me how to fly the spaceship
- Pass the flight class

Close notebook
How do I get from where I am now…

...to where I want to be?

Challenge
We made it just in time! Let's get to Saturn! Click the map to plot the route!

Congratulations, Madeline

You made it to Saturn and saved the human race! We are forever in your debt!
- Self-efficacy
- Mastery
- Modeling
- Persuasion
- Self Regulation
Tinyurl.com/MarsEscapeVideo

3 minutes

Give me a green check when you’re back!
Games can be used to change affective behaviors
Games are powerful learning tools
Limitations and challenges
Thank you

My critical friends: Mike and Davina!
My classmates!
Dr. Fulford!
NHPFoundation!
- Chris, Kevin, and Ken
My wonderful husband!

Questions? Answers?