Level Up: Using Video Games to Connect with your Clients

Presented By
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Online Training via Zoom
August 27, 2021, from 9 am-12 pm
Register Online
Training Session is $60.00
Student Rate is $30.00

Due to COVID-19 health concerns, this one-time online event has been approved by APT for 3 CONTACT CE HOURS

Building a rapport with young clients can be a struggle in this new world of pandemics, virtual learning, and working from home. By incorporating video games into our interventions, we are able to enter a world that builds on themes we already use in our practice.This workshop will explore possible ways to utilize video gaming as a play therapy technique in a virtual environment.

This workshop aims to give you new ideas on how to utilize video games as a way to connect, communicate, and create an environment that promotes more positive emotions, stress management, and resiliency.

Refund requests need to be in writing and received within 48 hours following the training

Contact us at: info@buildingblocks.solutions | 912.349.8043

Agenda

9:00am-9:30 am: Introduce speakers and audience - get participants' goals for training.

9:30am-10:00am: Introduce topic, define video games and how it works in the scope of play therapy.

10:00am-10:30am: Discussion and presentation regarding interventions and examples of games played together. Audience participation.

10:30am-11:00am: Discussion and presentation of how video games can assist in a variety of behavior issues.

11:00am - 11:30am: Discussion and presentation of ethical concerns. Brainstorming tips for best practices to maintain and comply with HIPAA regulations.

11:30am-11:45am: Q and A portion in order to address any concerns or issues regarding moving forward.

11:45am - 12 pm: Complete Post-test and discuss distribution of CEU certificates

Objectives

1. Participants will be able to describe how to use video games to build rapport with play therapy clients

2. Participants will create play therapy intervention that incorporate video games

3. Participants will discuss potential ethical concerns regarding the use of video games in play therapy

4. Presenters will demonstrate how to use video games to facilitate the therapeutic powers of play and facilitate communication, enhance social relationships, foster emotional wellness and increase personal strengths with play therapy clients..

5. Participants will be able to create an environment for play therapy clients to work on and be a part of a team.

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