

Suicide Intervention Prevention and Immersive Health Games

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Most recently, experts have recommended that interventions on social and behavioral factors related to health should link multiple levels of influence, including the individual, interpersonal, institutional, community, and policy levels (Smedley and Syme, 2000). Suicide Intervention Prevention focuses on health behavior theory of prevention through simulation. In this project, examples of causal relationships (immersion and interaction) between the characters in the simulation and the participant (player) become more meaningful and provide a unique platform to promote health education on the topic of mental health. Prevention theory enhances our work as researchers and practitioners in many ways.