Response form for Certified Health Education Specialist (CHES) Category I Credit from IEJHE

Name: _____ CHES # _____

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International Electronic Journal of Health Education CEU Article Event # I0606

Young Cancer Patients' Perceptions of a Video Game Used to Promote Self Care

Congruent to Responsibility IV: Evaluating Effectiveness of Health Education Programs

Circle the letter of the correct response. A passing score is 80%.

1. The design of _____ was based on surveys of the views of health professionals about the psychological needs of young cancer patients undergoing treatment.
   a. Action man
   b. Re-Mission
   c. Indiana Jones and the Melanoma
   d. Meta Man

2. The perceived value of the videogame as an intervention capable of influencing knowledge, attitudes or health outcomes is referred to as
   a. credibility
   b. acceptability
   c. construct value
   d. context value

3. Ease, enjoyment and harmlessness of use refers to
   a. credibility
   b. acceptability
   c. construct value
   d. context value

4. Approval to conduct the study was obtained from relevant research ethics authorities at _____ cancer treatment centers in the United States, Canada, and Australia.
   a. 34
   b. 44
   c. 54
   d. 64

5. Participants were asked to complete questionnaires on _____ occasions
   a. one
   b. two
   c. three
   d. four

6. Associations between continuous variable were analyzed as _____
   a. t-tests
   b. correlations
   c. z-scores
   d. probability coefficients

7. _____ of the participants given access to Re-Mission also completed the acceptability/credibility rating scale at LTFU.
   a. 76%
   b. 80%
   c. 89%
   d. 91%

8. A major finding was that there was wide variation in the time spent by participants playing Re-Mission and the amount of time they played was significantly associated with the perceptions of Re-Mission as
   a. a fun activity
   b. an acceptable and credible intervention
   c. too labor intensive to be effective
   d. a worthless intervention

9. _____ of completers played Re-Mission for more then one hour per week on average.
   a. 17%
   b. 25%
   c. 27%
   d. 37%

10. The study indicates that Re-Mission is perceived by most young patients as _____ acceptable and moderately credible.
   a. not
   b. marginally
   c. quite
   d. moderately

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