

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

Name: _____ CHES # _____

E-mail Address: _____ (Certificates will be sent via email)

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 than 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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