Information Technology Application in Promoting Positive Education, Resilience, and Mental Wellness Among Hong Kong Primary Students:

A Gamification Approach

資訊科技之應用以推動香港小學生的正向教育、 抗逆力和心理健康:遊戲化方法之使用

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Project No.: KE-SI-2022/23-80

Strategic Theme: Use of IT in Education









港大正向健康打機上網計劃2.0



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This project contributes towards United Nations' Sustainable Development Goals GOALS









Overview

- Development of "D.N.A.: Digital Netizen Alliance (好網神聯盟)" Program
- Our lab's response to the serious mental health and gaming addiction problems among Hong Kong children
- Target audience: Primary school students in Hong Kong
- The D.N.A. program is being implemented in our network schools from December 2022 to June 2023.

上網計劃2.0





Social and Health Psychology Lab

有鑒於學生的情緒問題和打機成癮情況日趨嚴重,我們 希望透過計劃「港大正向健康打機上網計劃2.0: D.N.A. 好網神聯盟 」 中舉辦的一連串活動,建立學生正向身心 特質及健康上網習慣,促進親子關係,並致力研究預防 香港兒童情緒問題和打機成癮之方針。

目標對象: 小四至小六學生

活動內容: [D.N.A.好網神聯盟] 網上遊戲學習平台、

學生/家長/教師講座、學生小組、

機構簡介:香港大學心理學系社會及健康心理學實驗室

轄下的香港心康計劃,是由一群心理學家和 醫生組成的社會服務組織。一九九八年成立 計劃的首要目標是促進香港人的身心健康

從而提升生活質素。











Program Aims



The D.N.A. program aims to:

- Bolster mental and physical health among HK primary students
- Establish healthy Internet habits and responsible Internet use
- Promote a balanced digital lifestyle
- Cultivate warm family environment
- Prevent mental health and gaming addiction problems in Hong Kong

Program Framework







Student/Parent/ Family Workshops

Online Gamified Educational Platform, Student/Parent/Teacher Seminars

好網神聯盟冒險之旅 Adventures of the Digital Netizen Alliance





▶關於計劃 ▶冒險之旅 ▶活動消息 ▶聯絡我們

展開旅程



抗壓積極! 总長LEVEL Up!

「港大正向健康打機上網計劃2.0:D.N.A.好網神聯盟」, 旨在建立學生正向身心特質及健康上網習慣,以及促進親子 /家庭關係,致力研究預防香港兒童情緒問題和打機成癮之 方針,於小學校園實踐。

了解更多





















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Promotion Trailer of D.N.A. Program



攜手共創數碼抗逆力:家校承諾共證典禮 Building Digital Resilience Together: School-family Pledge Ceremony





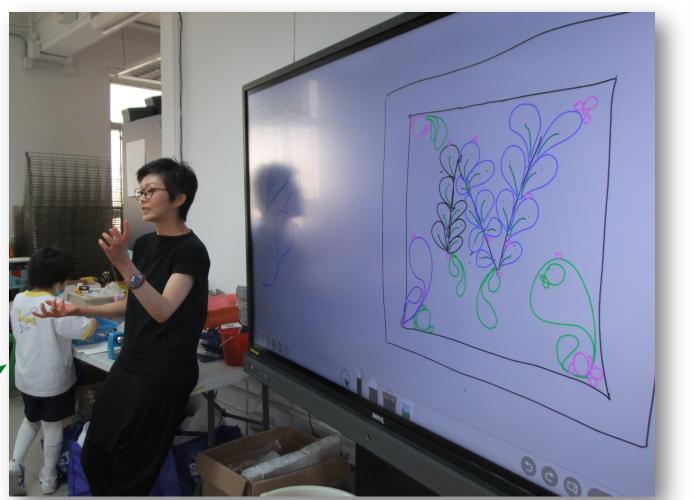
數碼排毒夏令營 Digital Detox Summer Camp





靜觀藝術齊共創:心靈藝術工作坊

Mindful Art Jam







歡樂家庭齊瑜珈:身心鬆弛工作坊

Fun Fun Family Yoga







心心相連:建立親密親子關係家長工作坊 Connecting with Your Kids: Enhancing Communication for Stronger Bonds





走出屏幕:開心小孩健康成長 家長工作坊/網上講座 Beyond the Screen: Building Healthy Habits For Happy Kids





培養科技智慧好兒童:家長網上講座

Raising Screen-smart Kids: Tips and Tools for Parents





培養科技智慧好學生:教師專業網上講座

Promoting Digital Wellness in Classroom:

Tips and Tools for Teachers





KE Outcomes and Impact

- 1. Enhanhced mental wellness: D.N.A. program improved overall mental well-being of primary students, reducing negative emotions.
- 2. Prevention and mitigation of gaming disorder: D.N.A. program fosters healthy gaming habits by teaching responsibility and providing tools to manage gaming habits, effectively preventing and mitigating gaming disorder.
- 3. Positive societal impact: D.N.A. program promotes better mental health and healthy gaming habits among primary students, leading to a significant positive impact on society.



Media Briefs





The HKU Social and Health Psychology Lab has designed the "D.N.A.: Digital Netizen Alliance (好網神聯盟)" program in response to the prevalent mental health and gaming disorder problems among Hong Kong primary students. This program aims to equip students with the skills to manage their emotions and handle stress effectively. The program also encourages students to participate in offline activities and manage their online time, aiming to reduce the risks of facing problems related to problematic Internet use and excessive gaming.

Research has shown that the D.N.A. program was effective in improving mental wellness among the primary students who had taken part. The program was found to be particularly effective in reducing their negative feelings over time, while also preventing and mitigating gaming disorder by fostering healthy gaming habits.

Apart from students, parents who participated in this program also considered that the parent workshops were effective in improving parent-child communication skills, providing professional advice on parenting, and promoting healthy and balanced lifestyle habits. Parents appreciated the real-life case analyses and examples in the workshops, which helped them identify areas for improvement and create a caring and warm family environment.

Overall, research evidence indicates that the D.N.A. program is a promising intervention for improving the mental health and digital well-being of Hong Kong children, and for strengthening parents' communication skills with their children and promoting healthy lifestyle habits for the whole family.





香港大學社會及健康心理學實驗室為應對香港小學生心理健康及打機成癮問題,特別設計了「D.N.A.: 好網神聯盟」計劃。該計劃旨在提供學生有效的情緒管理和應對壓力技巧,鼓勵學生參與離線活動和管理網絡使用時間,以減少過度沉迷打遊戲機和上網等問題的風險。

研究顯示,參與該計劃的小學生在心理健康方面獲得 了明顯的改善。該計劃特別有效地減少了學生的負面 情緒,同時通過培養健康的打遊戲機和上網習慣來預 防和緩解打機成癮問題。

除學生外,參與計劃的家長也認為家長工作坊有助於 改善親子溝通技巧,提供專業的育兒建議以及促進健 康平衡的生活習慣。此外,家長們還特別讚賞工作坊 中的案例分析和實例,認為有助於他們找出改善自己 育兒的方向,從而創造一個富關懷和溫暖的家庭環境。

總的來說,研究證據表明「D.N.A.: 好網神聯盟」計劃是一個具有潛力的心理健康支援計劃,旨在改善香港兒童的情緒管理和數碼健康福祉,並加強家長與孩子之間的溝通技巧,促進所有家庭成員的健康網上生活習慣。

