DEMO	COMPETITION
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21

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Shadow's Edge

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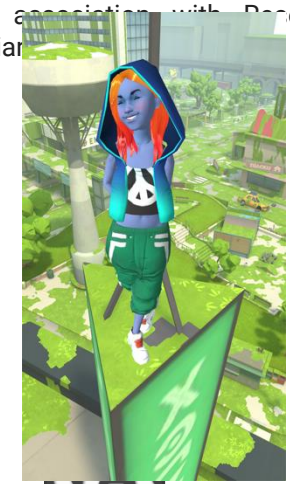
Keywords: Disease, Emotional resilience, Guided self-help.

Application field: Health

Learning goals: Players are better able to introspect and draw upon their own emotional resources, so they can eventually reach out for the support they need. Players are able to learn from and interact with peers in similar circumstances. Players come to terms with their illness by learning: “My illness doesn’t define me-I DO”

Target group: Teens and young adults, ages 13-24

Platform: Android and Apple mobile-devices. Internet connection required.
iOS: On iPhone, browse for Shadow’s Edge in the App Store to download. https://itunes.apple.com/ch/app/shadows-edge/id1294308300?mt=8
Android: On Android phone, browse for Shadow’s Edge in the Google Play Store to download.
https://play.google.com/store/apps/details?id=com.shadowsedge.diggingdeep&hl=en

Game Description: Shadow’s Edge is a free mobile game for teens and young adults that empower players to discover their personal story and to find courage to express them authentically as they live with significant health challenges. Teens are engaged through their medium-a mobile game-to come to terms with their experience. It brings together technology and psychology to support teens through the journey of their illness and empowers them to take charge of their emotional health.
Using the metaphor of reviving a city struck by a storm, players are guided through a process of self-inquiry and expression within an urban gaming environment. By responding to writing prompts and covering their city in graffiti, players uncover their personal story and build their emotional resilience to tackle the challenges they face. It was created by Little Chicken Gaming Company in a[illegible] and a wholly owned subsidiar[illegible] F[illegible] Valley.

Screenshots: