

INTRODUCTION

- Navigating the complex world of postsecondary education (PSE) can be difficult for students, particularly those students with learning disabilities (LD) or attention-deficit / hyperactivity disorder (ADHD).
- Students currently get information about the transition to PSE from high school guidance counselors or documents scattered across various organization websites, making the information largely inaccessible and cumbersome.
- To aid students, we have designed a self-paced online game as a “go-to” for accessible information that is housed in one place.

PREVIOUS RESEARCH

- Gamification has been shown to have a positive effect on improving executive functions in individuals with ADHD (Alabdulkareem, E., & Jamjoom, M., 2020).
- Gamification also appears to be engaging and to increase participant motivation (Lumsden et al., 2016).

PARTICIPANTS & PROCEDURES

- Participants were provided with a link to the online game.
- Then participants participated in a one-on-one interview with a member of research team about:
 - The content and design (e.g., did they find it accessible, enjoyable and/or engaging).
 - The perceived benefits (e.g., Was this information useful?).
 - Feedback on the further development of the game.

Leveling Up: Developing a Game for Students with ADHD and LD Transitioning from High School to Postsecondary Education

Serena Chan, Lauren Goegan, Richard Zhao, Meadow Schroeder, Avery Keuben, Talaal Irtija

GAMIFICATION HAS POTENTIAL TO SUPPORT TRANSITIONING TO POSTSECONDARY EDUCATION FOR STUDENTS WITH ADHD AND LD

RESULTS: PERCEIVED BENEFITS

- “Something I definitely wish I had before I left high school”
- “I think the information was very practical and applicable”
- “Give me a chance to kind of reflect on like, oh yeah, I guess like I didn’t consider this”
- “The way the information was presented was effective for my learning.”
- “The activities in the gamified version helped me develop a transition plan for postsecondary education.”

FEEDBACK FOR FURTHER DEVELOPMENT

- “I like the accessibility. I like to be able to click around.”
- “More of the mini games like the Jeopardy”
- “Habit building exercises”

FUTURE DIRECTIONS

- The game will hold resources in one place and explicitly show students how to navigate the transition from high school to postsecondary.
- The game has the potential to not only set them up with skills they can apply during studies, but also teach life-long skills (e.g., advocacy).
- A long-term objective is to follow students as they enter postsecondary, and the impact of this game on their success.

