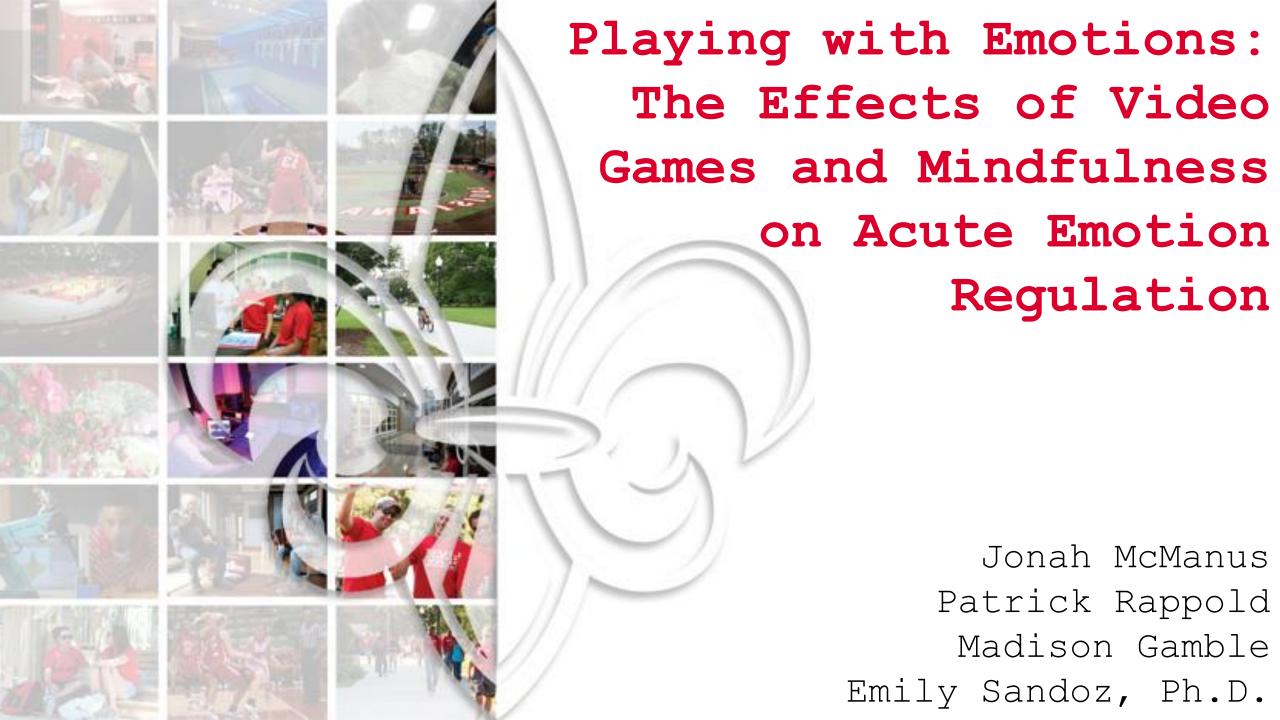
Disclosures for Jonah McManus:

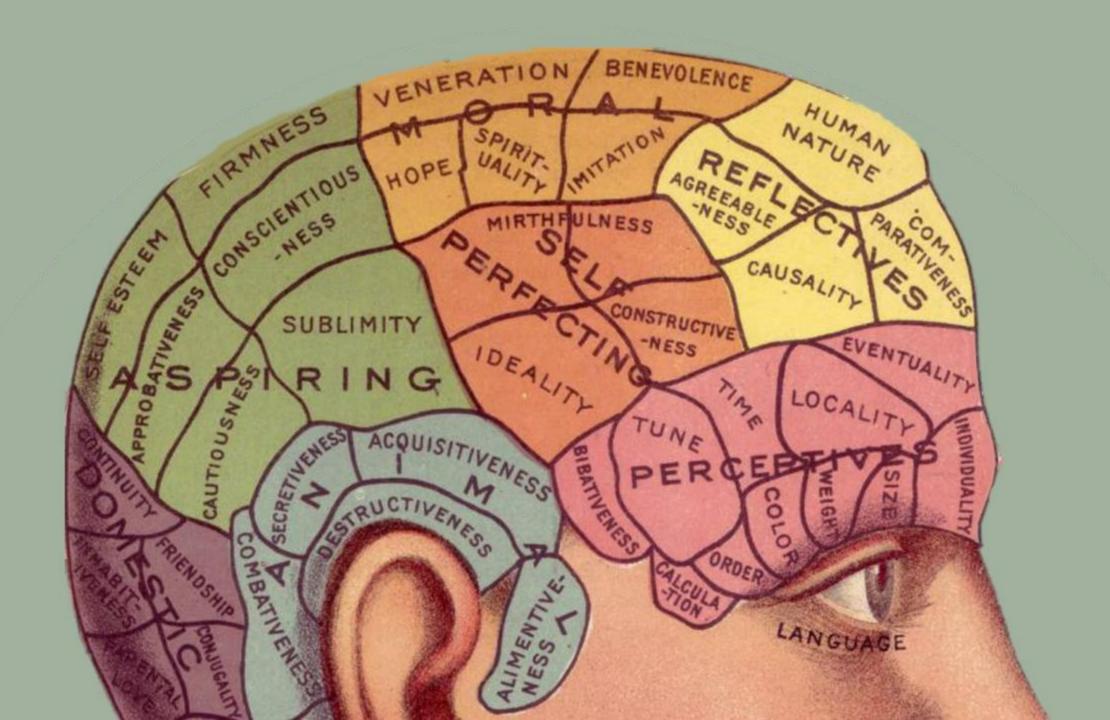
I have not received and will not receive any commercial support related to this presentation or the work presented in this presentation.







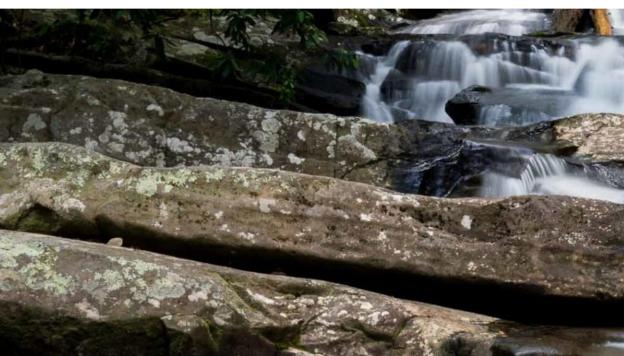






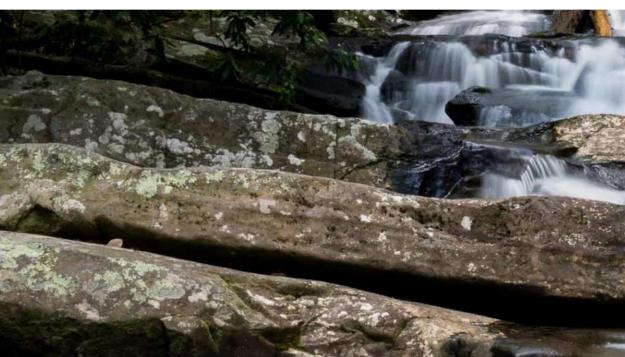








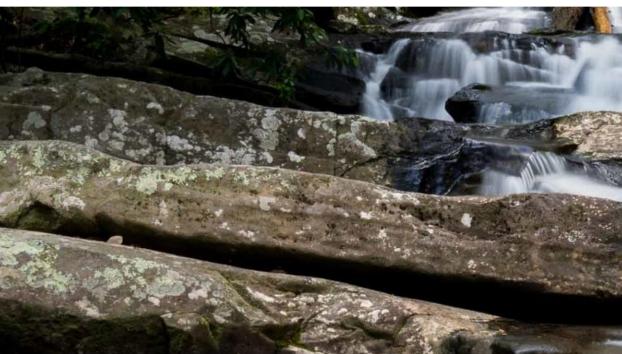






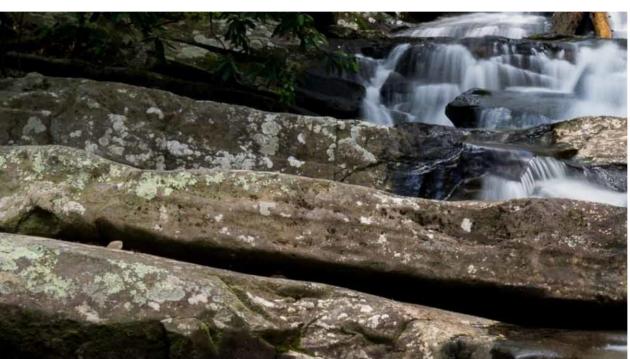






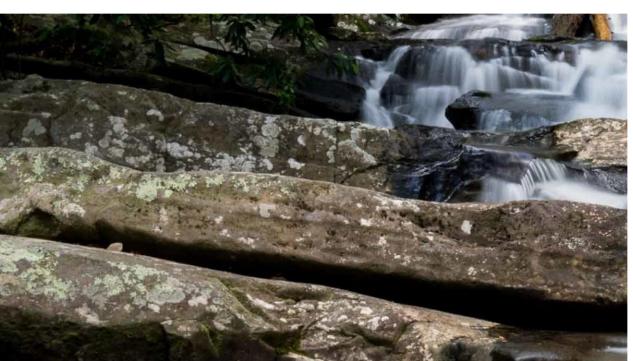












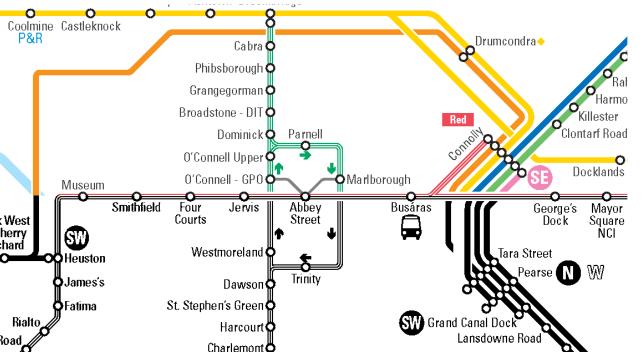




Context
Appropriate
Strategies









Goal Directed
Behavior

Context
Appropriate
Strategies

Willingness
To Experience
Emotions



Context
Appropriate
Strategies



Goal Directed
Behavior

Context
Appropriate
Strategies

Willingness
To Experience
Emotions





























Acceptance & Action Questionnaire Version II



Acceptance & Action Questionnaire Version II

Difficulties in Emotion Regulation Scale - Positive



Acceptance & Action Questionnaire Version II

Difficulties in Emotion Regulation Scale - Positive

Difficulties in Emotion Regulation Scale - State

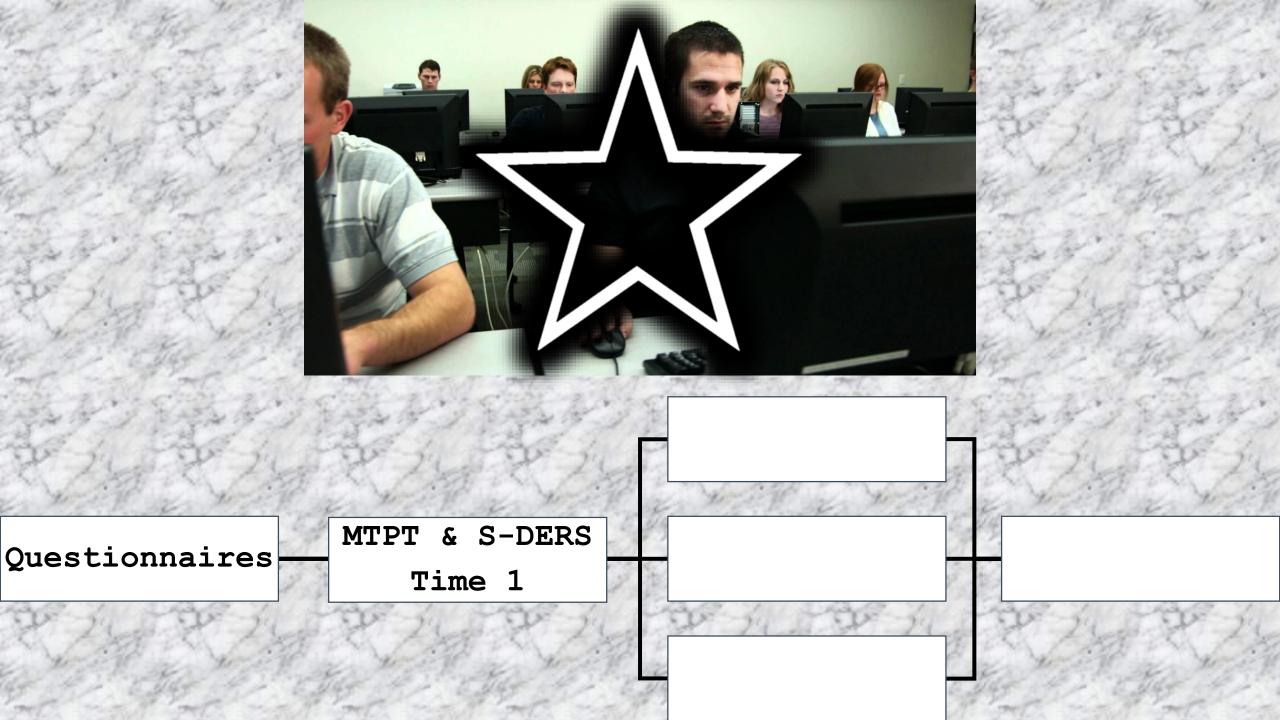




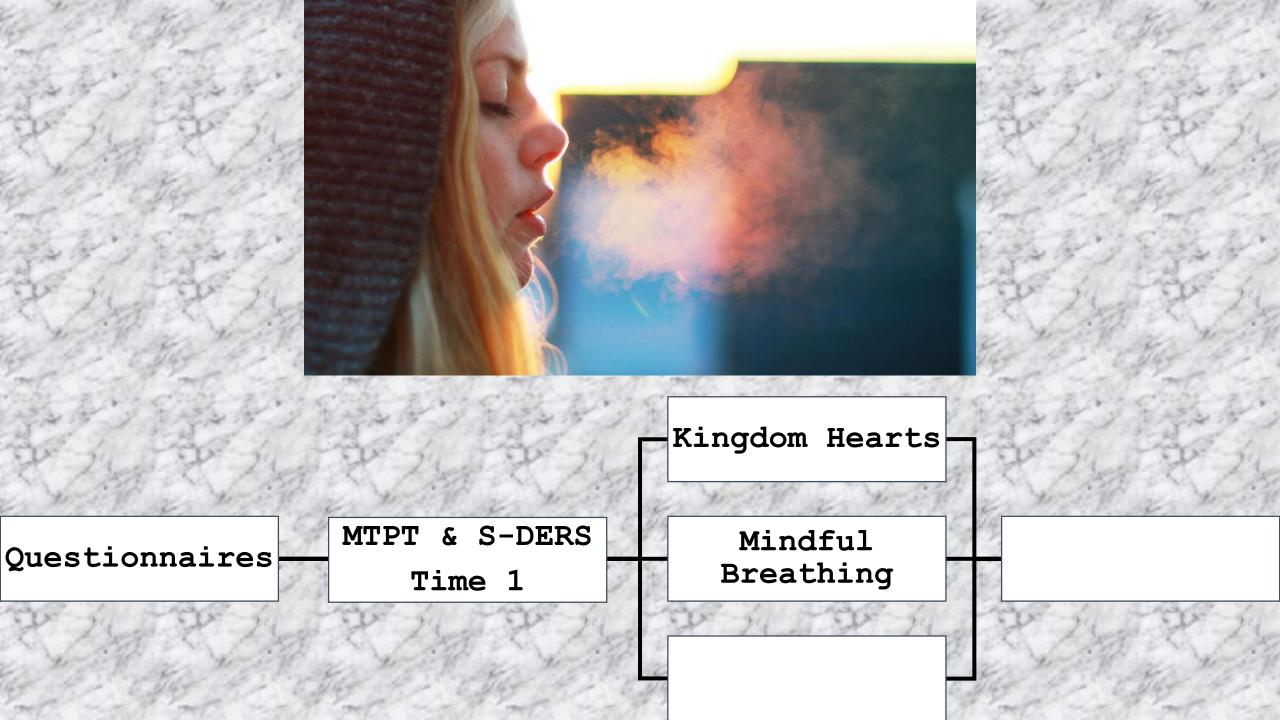


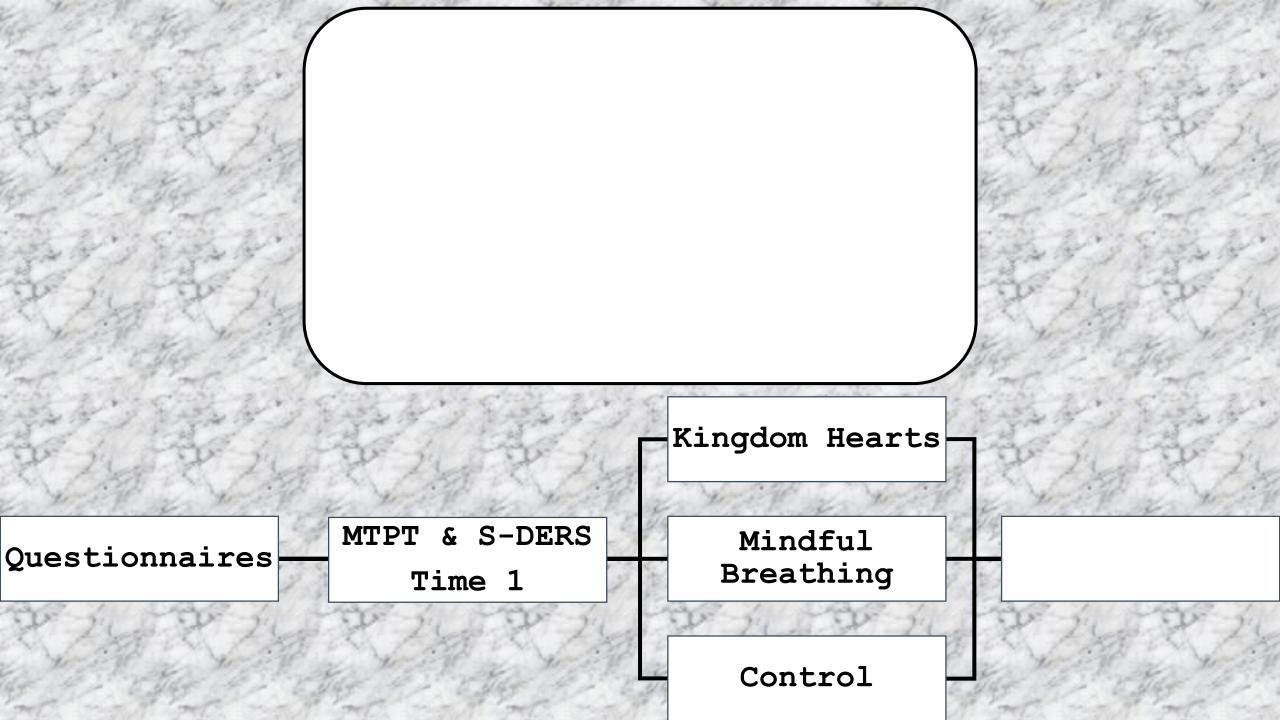














Questionnaires

MTPT & S-DERS
Time 1

Kingdom Hearts

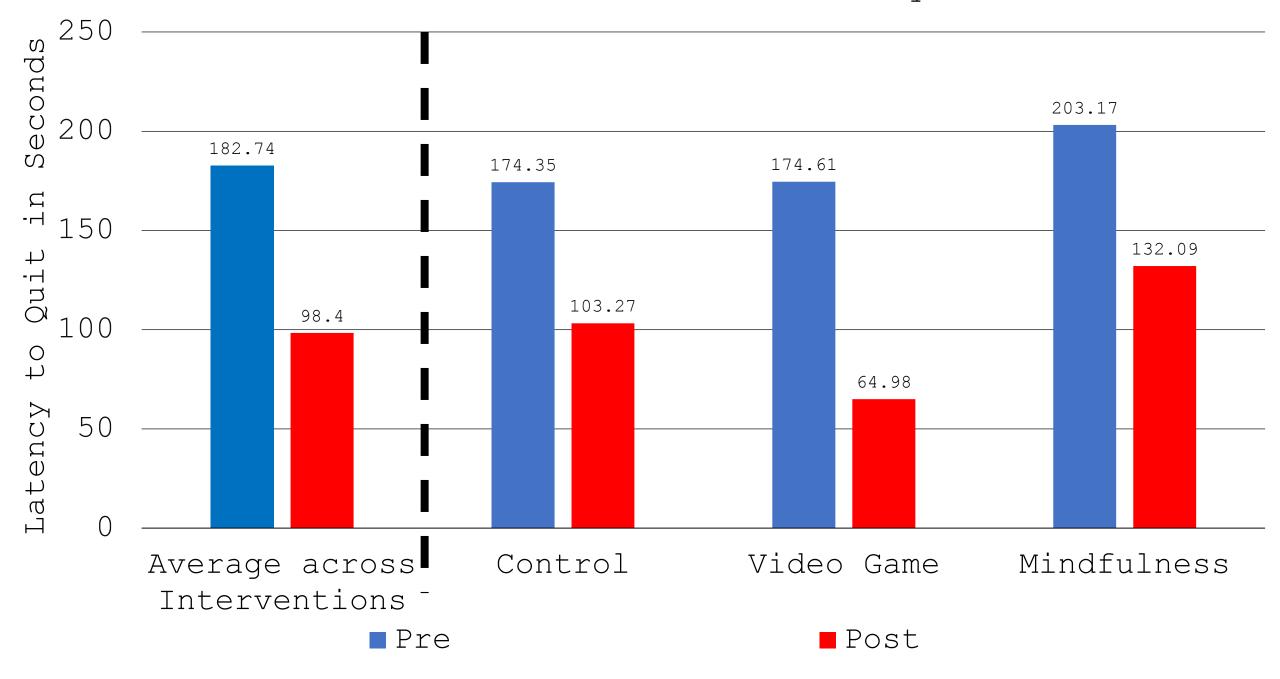
Mindful Breathing

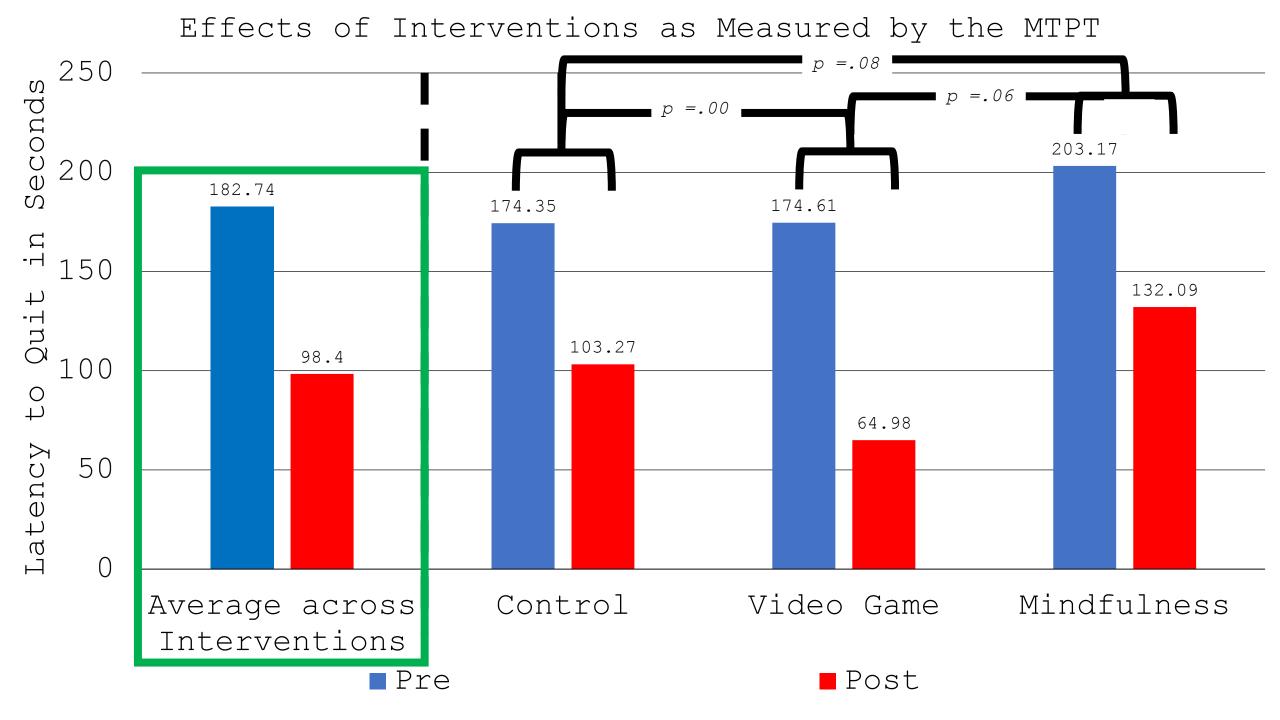
Control

MTPT & S-DERS
Time 2



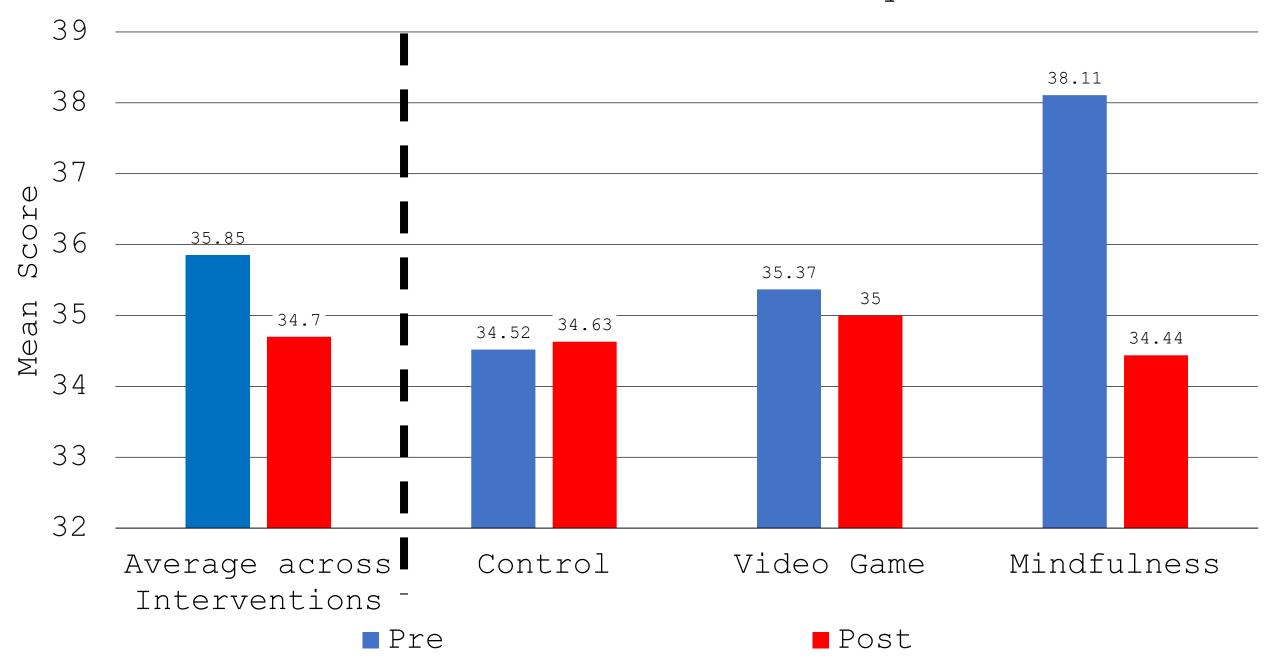
Effects of Interventions as Measured by the MTPT

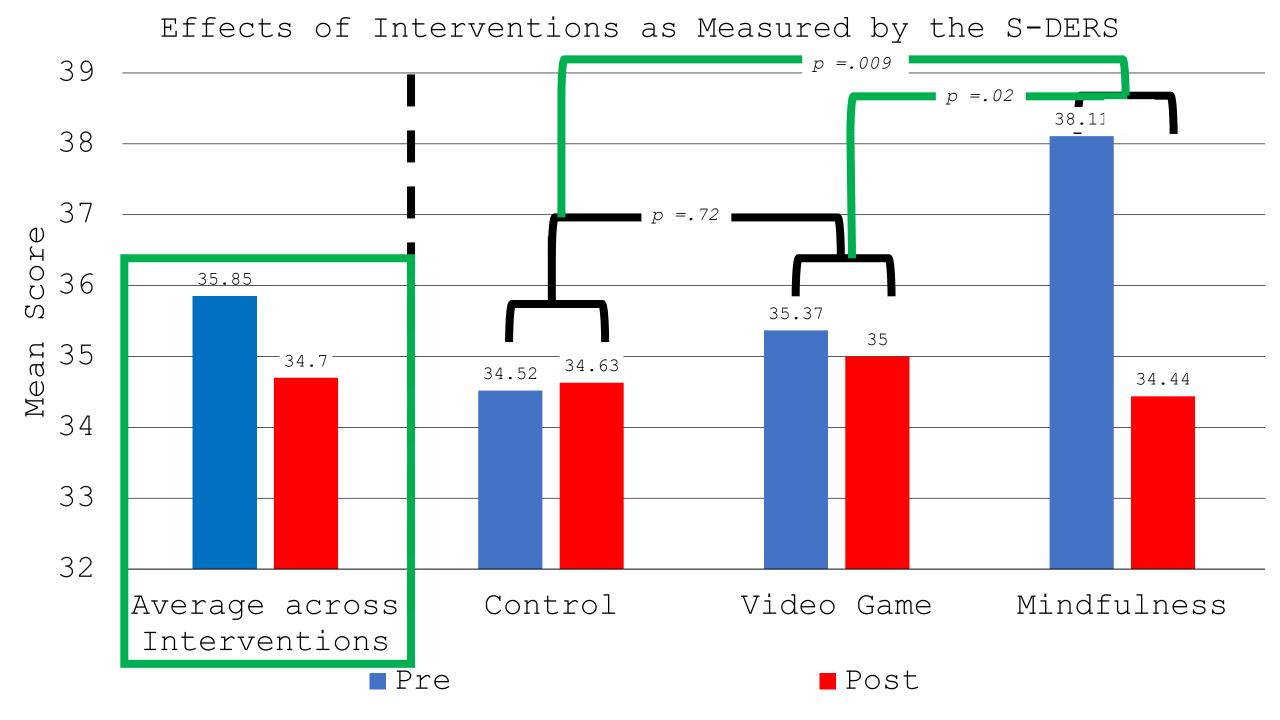




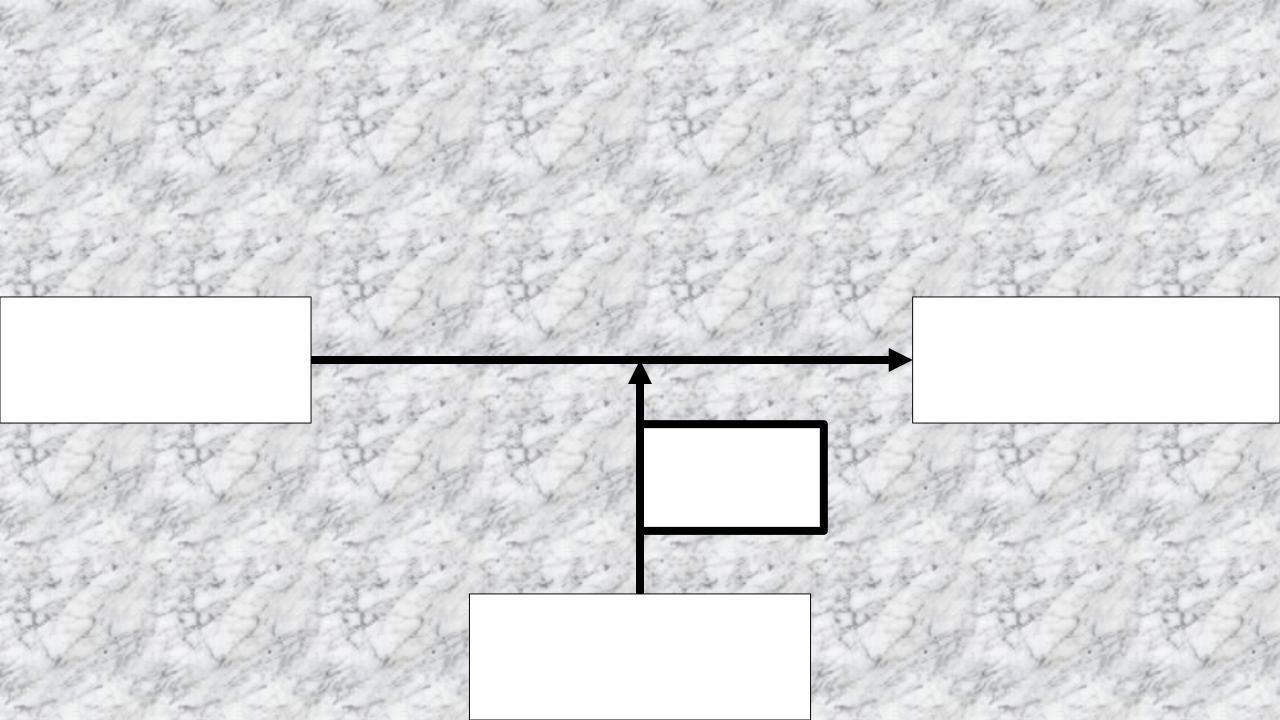


Effects of Interventions as Measured by the S-DERS











Video Game Condition

MTPT Scores

Decreases in

+1 SD b=1.28 t(1)=4.19*

High DERS-P Scores





Mindfulness Condition

2

High AAQII Scores

+1 SD

b=1.33

t(1) = 4.20*

Decreases in S-DERS Scores











Playing with Emotions:
The Effects of Video
Games and Mindfulness
on Acute Emotion
Regulation

Thank you for your time and attention

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