iPad Video Game to Teach HIV Prevention Skills

What's new in Elm City?

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The games people play might lower their HIV risks. That's what researchers hope as they develop an iPad video game for at-risk youth of color. "Our game aims to change behavior in teens before they begin having sex," says Kimberly Hieftje, PhD, who works with Yale's Play2Prevent initiative to develop "serious games." Based on interviews with kids in New Haven, Connecticut, the interactive, educational game—titled PlayForward: Elm City Stories—allows youths to create avatars that face real-life decisions. Once players find out the results of their actions, they can go back in time to make better choices. This way, in reality they won't need a do-over.

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