### **TAG Educaiton Festival 2023**

# Promoting student well-being and resilience Testing a systemic game-based intervention focused on basic psychological needs at our university

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# 1 THEORETICAL BACKGROUND

University students' mental health is lower compared with non-studying young adults (Brazeau et al., 2014; Stallman, 2010).

Interventions to promote student well-being mainly remain to an individual level (bspw. Akeman et al., 2019; Dawson et al., 2019); interventions focused on the academic system scarcer in contrast.

Promising factors within the academic system encompass, amongst others, the basic psychological needs (Self-Determination Theory,

Deci & Ryan, 1985; Stanton et al., 2016).

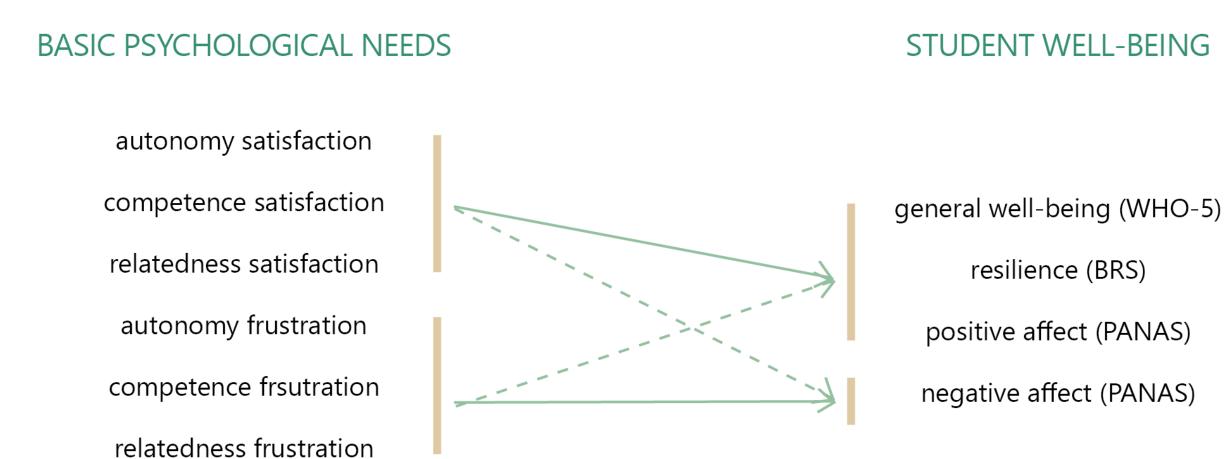
The **intervention** aims to promote awareness regarding the basic needs using a game-approach (Figure 1) as well as to adjust and evaluate the course design respectively (Figure 2) to foster student well-being and resilience, in turn.





### Research question:

How effective is the intervention in promoting student wellbeing and resilience?



## 3 RESULTS

Basic psychological needs: For positive affect, need satisfaction constitutes a predictor; for negative affect, however, it is mainly need frustration; competence frustration constitues the strongest predictor in general (Table 1).

**Table 1.** Results of the multiple regression (both courses, t1)

	0 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	O	0	0
	$\beta$ WHO-5	$\beta$ pos affect	eta neg affect	$\beta$ resilience
autonomy (S) competence (S) relatedness (S)	.16 .14 .24*	.24* .28* .02	.12 .07 07	.14 .04 .05
autonomy (F) competence (F) relatedness (F)	09 39** 10	.13 40** 04	.12 .50** .34**	03 62** .08
adjusted R <sup>2</sup>	.58	.41	.47	.46

Note. p = \*<0.05, \*\*<0.01; S = satsifaction, F = frustration

- **Group differences:** The intervention course displayed higher well-being ( $\Delta^2 = 124.3$ , F(1) = 6.5, p = .01,  $\eta^2$  = .05) and less frequent negative affect ( $\Delta^2$  = 254.5, F(1) = 4.7, p = .03,  $\eta^2$  = .04) than the control course. Regarding basic psychological needs, students in the intervention course were more satisfaied than those in the control course with both their competence ( $\Delta^2 = 2.5$ , F(1) = 4.4, p = .04,  $\eta^2 = .03$ ) and their relatedness  $(\Delta^2=6.3, F(1)=12.0, p<.01, \eta^2=.09)$ . Time and interaction effects remain insignificant.
- Qualitative feedback: Students reported feeling seen and more competent, and that they valued the social contact. Beyond that, both students and teachers emphasised the intervention's influence on their need satisfaction and well-being.

"We get even more the sense that the teachers etc. really care about us."

"[I liked] the amount of input we were allowed to make. I also enjoyed that [the teacher] made an effort to create personal connections between students."



"We opened ourselves for the first time with our friends for the board game."

Figure 1. Example card

as part of the intervention

Design: longitudinal mixed method with questionnaire, observational, and interview data (Figure 2)

positive correlation

negative correlation

- Sample: intervention course ( $n_{t1} = 41$ ,  $M_{age} = 19.6$ ,  $n_{\text{woman}} = 19$ ,  $n_{\text{other}} = 1$ ;  $n_{\text{t2}} = 25$ ,  $n_{\text{t3}} = 11$ ) vs. control course  $(n_{t1} = 51, M_{age} = 19.5, n_{woman} = 14, n_{other} = 2; n_{t2} = 23, n_{t3} = 8)$
- Analysis: quantitative (multiple regression, multivariate analysis of (co)variances); qualitative (interviews  $n_{\text{students}} = 2$ ,  $n_{\text{teachers}} = 2$ ); observational (descriptive)

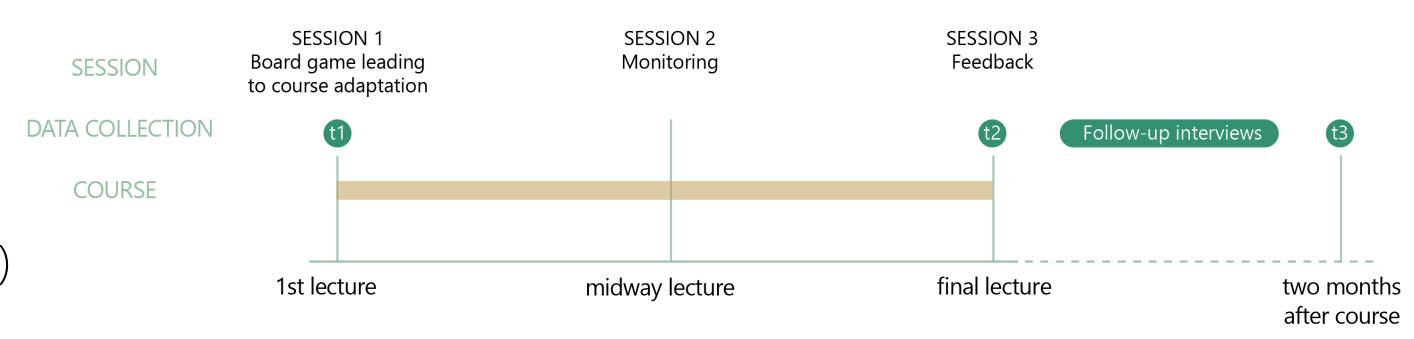


Figure 2. Procedure of intervention

- Although we could not prove the effectiveness of the intervention quantitatively, the qualitative remarks hint towards the intervention's potential
- **Take-home-message:** Promoting the basic psychological needs on a systemic level can be beneficial for student well-being also within the academic system

