

Play it Forward: Incorporating Therapeutic Digital Tool Benefits and Client Driven Interests in Play Therapy

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Supplemental handout

Some programs worth looking into and evaluating for your practice:

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| Apps: | Agar.io |
| Best Behavior | Breathe 2 Relax |
| Bubbles | Calm |
| Castle Story (Farm Story, all this genre) | Chicken Scream |
| Clash Royale | Crack and Break It |
| Dumb Ways to Die | Finger Fights |
| Fingle | Felt Board |
| Fluid | Fluidity |
| Hidden Folks | Instant Heart Rate |
| June's Journey | Memorise |
| Moving Child | My PlayHome |
| Plants v Zombies 1 | Pictorial |
| Puppet Pals | Red Hands |
| Sand Draw | Sesame Street Breathe |
| Snap's Stories | Storybird |
| Thumb War | Touch and Learn Emotions |
| Virtual Sandtray (Including the AutPlay expansion pack) | Zones of Regulation |

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| Virtual Reality: | TheBlu |
| NatureTreks | Beat Saber |
| Virtual Sandtray | Tilt Brush |
| Bogo | Job Simulator |
| Vacation Simulator | Minecraft |
| Wander | Google Earth |
| Bait | First Steps |
| Oculus First Contact | Richie's Plank Experience (intense, but useful in certain cases, determine carefully) |