**Yale GIM “Research In Progress” Meeting**

**Presented by**

**Yale School of Medicine’s Department of Internal Medicine**

**Section of General Internal Medicine**

**“Digital Game Interventions to Promote Mental Health Outcomes in Youth and Young Adults”**

**Claudia-Santi F. Fernandes, Ed.D., LPC**

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**Date: February 17, 2022 12:00pm – 1:00pm**

Zoom: <https://zoom.us/j/95746029979?pwd=QzhPa1FycWYxZFVHT3ZtYlYzN1p3UT09>

**Texting code for today’s session: TBD**

**Course Director/Host: Patrick G. O’Connor, MD, MPH, 203-688-6532**

***There is no corporate or commercial support for this activity***

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| Program Goal:  1. Describe the development and evaluation of digital game interventions to address mental health outcomes in youth and young adults  2. Identify a tier-1/universal intervention and a tier-2/targeted intervention to address mental health in schools  3. Consider implications of digital game interventions to increasing access to mental health support services among youth and young adults |
| Target Audience: Medical Professionals (change as needed) |

*Financial Disclosure Information: Dr. Fernandes has no relevant financial relationship(s) with ineligible companies to disclose.*

*Accreditation Statement: Yale School of Medicine is accredited by the Accreditation Council for Continuing Medical Education (ACCME) to provide continuing medical education for physicians.*

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