The CLapp project (Children’s Ludioliteracy Acknowledgement and Parental Proficiency)

Engl. transl.: The CLapp project (De spelgeletterheid van kinderen en competenties van ouders)

# Details

## Year

2016

## Scope

Local

## Countries

Belgium

## Type

Empirical research – Qualitative

## Methodologies

Interview

## Researched Groups

## Children Ages

Pre-adolescents (11-13 Years old)

## Funder

KU Leuven, Nationale Lotterij

## Funder Types

## Has Formal Ethical Clearance

## Consents

## Informed Consent

Consent obtained

## Ethics

Ethical issues flagged in the paper

## URL

https://soc.kuleuven.be/mintlab/blog/project/clapp/

## Data Set Availability

Not mentioned

## Data Set Link

https://soc.kuleuven.be/mintlab/blog/project/clapp/

# Goals

The CLapp (Children’s Ludioliteracy Acknowledgement and Parental Proficiency) project focuses on problematic game, gambling and games of chance behavior among children aged 11 to 12. The project wants to improve children’s and parent’s self-critical attitude towards gaming and gambling, also referred to as ‘ludioliteracy’. Within the context of early detection and intervention, CLAPP aims to:

Generate epidemiological prevalence data of risky off- and online gaming, gambling and games of chance behavior among children.
Identify motivational factors and the role of game features with regard to children’s risk behavior.
Measure children’s knowledge about and attitudes towards games, gambling and games of chance, as well as their perception of the National Lottery.
Develop a concept for a parental mediation application based on the principles of critical ludoliteracy.