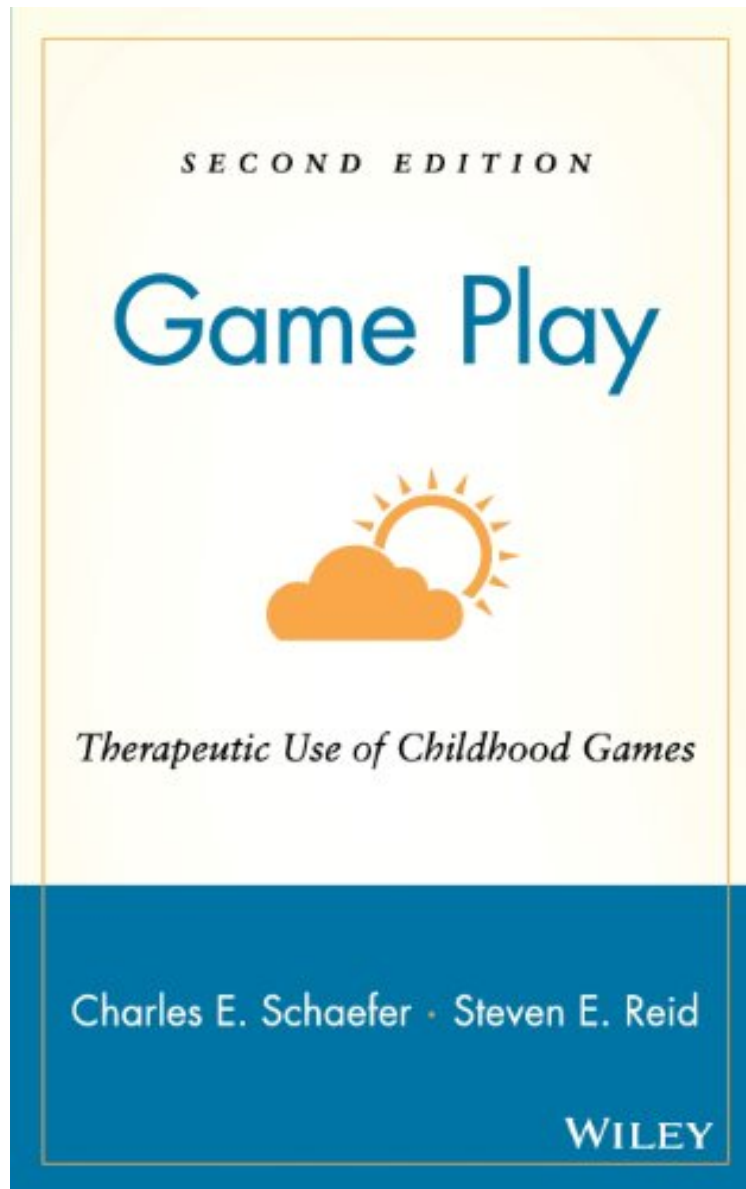


(Mobile book) Game Play: Therapeutic Use of Childhood Games

## Game Play: Therapeutic Use of Childhood Games

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#1137781 in Books Charles E Schaefer 2001-01-15Original language:EnglishPDF # 1 9.49 x 1.30 x 6.44l, 1.81 #File Name: 0471362565406 pagesGame Play Therapeutic Use of Childhood Games | File size: 78.Mb

**From Charles E Schaefer : Game Play: Therapeutic Use of Childhood Games** before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Play: Therapeutic Use of Childhood Games:

25 of 26 people found the following review helpful. Game playBy Joav MerrickThis is the second edition of an important book, first published in 1986 and edited by Charles Schaefer, professor of psychology from the Fairleigh

Dickinson University and Steven Reid, who is in private practice in New York. Games are a very important part of child development and there are some of us, who will never stop playing games, even in adulthood. Games can be played by the person for his or her own enjoyment, but it is also a tool of communication between the professional or therapist and the child, adolescent or client. It is essential in play therapy and the first edition was very helpful in the new classification of how games were used in therapy to further development and emotional growth: communication games, problem-solving games, ego-enhancing games and socialization games. The first edition catalyzed specialization in the field of game play therapy and this second edition is divided into five parts: Games to elicit communication and fantasy expression, using traditional games in child therapy, game play for children in crisis, therapeutic games for children with ADHD and teaching social skills through games. This second text is therefore an illustration of how this field has undergone a specialization in evaluation and problem solving of many problems of childhood and adolescence. I especially found the chapter by Steven Reid on "Therapeutic use of card games with learning disabled children" and the chapter by Billie Corder on "Using games and game play in group therapy with sexually abused children and adolescents" worth reading both due to its review, case story and practical approach. This textbook is recommended to mental health clinicians (psychologists, social workers, nurses, psychiatrists) working with children and adolescents. Professor Joav Merrick, MD, DMSc Medical Director, Division for Mental Retardation, Box 1260, IL-91012 Jerusalem, Israel. E-mail: jmerrick@aquanet.co.il

The long-awaited revision of the only book on game play available for mental health professionals Not only is play a pleasurable, naturally occurring behavior found in humans, it is also a driving force in our development. As opposed to the unstructured play often utilized in psychotherapy, game playing invokes more goal-directed behavior, carries the benefits of interpersonal interaction, and can perform a significant role in the adaptation to one's environment. This landmark, updated edition of Game Play explores the advantages of using games in clinical- and school-based therapeutic interventions with children and adolescents. This unique book shows how playing games can promote socialization, encourage the development of identity and self-esteem, and help individuals master anxiety-while setting the stage for deeper therapeutic intervention in subsequent sessions. Game Play Therapeutic Use of Childhood Games Second Edition Features: \* New chapters on games in family therapy and games for specific disorders \* Techniques and strategies for using game play to enhance communication, guidance, and relationships with clients \* The different types of therapeutic games, elaborating on their various clinical applications

"...an interesting and constructive reference book for social workers, psychologists, play therapists and other professionals..." (Jnl of Clinical Child Psychology and Psychiatry, Vol 8(1))From the Back CoverThe long-awaited revision of the only book on game play available for mental health professionals Not only is play a pleasurable, naturally occurring behavior found in humans, it is also a driving force in our development. As opposed to the unstructured play often utilized in psychotherapy, game playing invokes more goal-directed behavior, carries the benefits of interpersonal interaction, and can perform a significant role in the adaptation to ones environment. This landmark, updated edition of Game Play explores the advantages of using games in clinical- and school-based therapeutic interventions with children and adolescents. This unique book shows how playing games can promote socialization, encourage the development of identity and self-esteem, and help individuals master anxietywhile setting the stage for deeper therapeutic intervention in subsequent sessions. Game Play Therapeutic Use of Childhood Games Second Edition Features: New chapters on games in family therapy and games for specific disorders Techniques and strategies for using game play to enhance communication, guidance, and relationships with clients The different types of therapeutic games, elaborating on their various clinical applications About the AuthorCHARLES E. SCHAEFER, PhD, is Professor of Psychology at Fairleigh Dickinson University. STEVEN E. REID, PhD, is in private practice in Long Island, NY, and New York City.