Exergames effects on situational interest and physical activity of high school students: a pilot program in Physical Education



Elise Allard-Latour & Gilles Kermarrec

Université de Bretagne Occidentale, Brest, France

Elise ALLARD-LATOUR

Introduction – Situational interest, arousing engagement





Introduction – Exergames, SI et PA

- Exergames : active video games
- Increased SI ?



Dynamics of SI and PA in 5 weeks

- Increased PA ? -
- Conception of a PE program, based on Exergames (Kinect, Ring Fit, connected ergocycles), AND interest theory





(Pearson et al., 2015)

Method – Participants and measures

• 47 participants:

- 45 students (Mage= 15,205 ans, SD= 3,122) from 2 high schools, set up with exergames, Brest, France

- 2 teachers

Measures

- Situational interest: SI scale (15 items) and total interest scale (4 items) (Roure, Kermarrec & Pasco, 2016). Week 1/3/(5)

- Physical activity: MVPA data by accelerometers, worn on the ankle

Week 1/2/3/4/(5)

Compared with data from conventional PE studies

(Sun et al., 2012 ; De Vries et al., 2011)

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Results – Situational Interest



Results – Physical activity

Percentage of MVPA in PE



- In accordance with the litterature: SI decreases, but PA increases.
 → Novelty ?
- Exergames PE > Conventional PE.
- Which results in a full program ?
- No visibility in the real dynamic... SI and PA

(Sun et al, 2012; Brusseau et Burns, 2015)







Elise ALLARD-LATOUR

Perspectives





Thank you for your attention. Do you have any questions ?

Elise Allard-Latour & Gilles Kermarrec Université de Bretagne Occidentale, Brest, France elise.allardlatour@univ-brest.fr



Elise ALLARD-LATOUR