


# Using the new generation of board games in forensic mental health

Clarissa Sorlie ( [@geekyOT](#) )



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South London  
and Maudsley  
NHS Foundation Trust



## River House Occupational Therapy Intervention Hubs



# The Guardian

## After books and vinyl, board games make a comeback

Tabletop games join trend for 'the real thing' over digital - and for having fun with other people



▲ Cafe and bars, such as Thirsty Meeples in Oxford, now cater for people wanting to enjoy the social fun of tabletop games. Photograph: Suki Dhanda

Forget Candy Crush, Fifa and Call of Duty - millennials are putting down their Xbox controllers and smartphones and picking up their dice as they embrace games their parents and grandparents used to love.

More and more people are exchanging marathon gaming sessions alone in a darkened room for the social fun of board games. With bars and cafes such as Thirsty Meeples in Oxford, and Draughts in London having a library of more than 800 games catering for the "cocktails and Cluedo" set, board games - as with colouring books - are no longer just Christmas presents for children.

# Millennials are driving the board games revival

Luke Graham | @LukeWGraham

Published 4:06 AM ET Thu, 22 Dec 2016 | Updated 9:16 AM ET Thu, 22 Dec 2016



## Context



**Board Games Are Growing In Popularity And Diversity, Thanks To Millennials**

By [Phaedra Scott](#)

July 05, 2018



DICE

DAYS OF WONDER

Board Game Popularity



Prezi

# The Guardian

## After books and vinyl, board games make a comeback

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River House  
Therapy I



# 'Your Go' Board Games Group





# Choosing the Games



REIMPLEMENTED BY: SUSHI GO PARTY!  
 RANK: OVERALL 361 FAMILY 73

**7.1 Sushi Go! (2013)**  
 24K Ratings & 4K Comments · GeekBuddy Analysis

2-5 Players  
 Community: 2-5 — Best: 4

15 Min  
 Playing Time

Age: 8+  
 Community: 6+

Weight: 1.17 / 5  
 'Complexity' Rating

Mechanisms  
 Card Drafting  
 Hand Management  
 Set Collection  
 Simultaneous Action Selection

Alternate Names: **סושי גו!** + 3 more  
 Designer: Phil Walker-Harding  
 Artist: Nan Ranglima, Tobias Schweiger, Phil Walker-Harding



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REIMPLEMENTED BY: LES AVENTURIERS DU... + 9 MORE  
 RANK: OVERALL 132 FAMILY 16

**7.5 Ticket to Ride (2004)**  
 57K Ratings & 11K Comments · GeekBuddy Analysis

2-5 Players  
 Community: 2-5 — Best: 4

30-60 Min  
 Playing Time

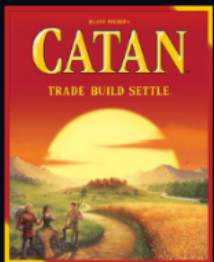
Age: 8+  
 Community: 8+

Weight: 1.87 / 5  
 'Complexity' Rating

Type  
 Family

Category  
 Trains

Mechanisms  
 Card Drafting  
 Hand Management  
 Route/Network Building  
 Set Collection



REIMPLEMENTED BY: CATAN 3D... + 18 MORE  
 RANK: OVERALL 294 STRATEGY 294 FAMILY 70

**7.2 Catan (1995)**  
 81K Ratings & 16K Comments · GeekBuddy Analysis

3-4 Players  
 Community: 3-4 — Best: 4

60-120 Min  
 Playing Time

Age: 10+  
 Community: 8+

Weight: 2.35 / 5  
 'Complexity' Rating

Mechanisms  
 Dice Rolling  
 Hand Management  
 Modular Board  
 Route/Network Building  
 Trading

Alternate Names: The Settlers of Catan + 55 more  
 Designer: Klaus Teuber



REIMPLEMENTED BY: PANDEMIC LEGACY... + 6 MORE  
 RANK: OVERALL 75 STRATEGY 80 FAMILY 6

**7.6 Pandemic (2008)**  
 78K Ratings & 13K Comments · GeekBuddy Analysis

2-4 Players  
 Community: 1-4 — Best: 4

45 Min  
 Playing Time

Age: 8+  
 Community: 10+

Weight: 2.42 / 5  
 'Complexity' Rating

Mechanisms  
 Action Point Allowance System  
 Cooperative Play  
 Hand Management  
 Point to Point Movement  
 Set Collection

Alternate Names: EPIZootic, Pandemic: 10th Anniversary Edition + 11 more  
 Designer: Matt Leacock  
 Artist: Josh Cappel, Christian Hanisch, Régis Moulun, Chris Quilliams, Tom Thiel



REIMPLEMENTS: TALES OF THE ARABIAN NIGHTS  
 RANK: OVERALL 334 THEMATIC 105

**7.2 Tales of the Arabian Nights (2009)**  
 10K Ratings & 2.6K Comments · GeekBuddy Analysis

1-6 Players  
 Community: 2-4 — Best: 3

120 Min  
 Playing Time

Age: 12+  
 Community: 12+

Weight: 2.16 / 5  
 'Complexity' Rating

Mechanisms  
 Dice Rolling  
 Point to Point Movement  
 Role Playing  
 Storytelling  
 Variable Player Powers



RANK: OVERALL 71 THEMATIC 26

**7.7 Dead of Winter: A Crossroads Game (2014)**  
 31K Ratings & 4.5K Comments · GeekBuddy Analysis

2-5 Players  
 Community: 3-5 — Best: 4

60-120 Min  
 Playing Time

Age: 13+  
 Community: 12+

Weight: 3.00 / 5  
 'Complexity' Rating

Mechanisms  
 Action Point Allowance System  
 Area Movement  
 Cooperative Play  
 Dice Rolling

Designer: Jonathan Gilmour, Isaac Vega

# Choosing t



🔗 REIMPLEMENTED BY: [SUSHI GO PARTY!](#)

👑 RANK: OVERALL [361](#) FAMILY [73](#)

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Designer: [Phil Walker-Harding](#)

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Mechanisms

[Card Drafting](#)

[Hand Management](#)

[Set Collection](#)

[Simultaneous Action Selection](#)

ALAN BARRY'S  
**CATAN**

TRADE BUILD SETTLE

Prezi

🔗 REIMPLEMENTED BY: [CATAN 3D...](#) + 18 MORE

👑 RANK: OVERALL [294](#) STRATEGY [294](#) FAMILY [70](#)

7.2

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[81K Ratings & 16K Comments](#) · [GeekBuddy Analysis](#)

Mechanisms

[Dice Rolling](#)

[Hand Management](#)

[Modular Board](#)

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[Trading](#)

# e Games



BOARDGAMEGEEK

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Type

Family

Category

Trains

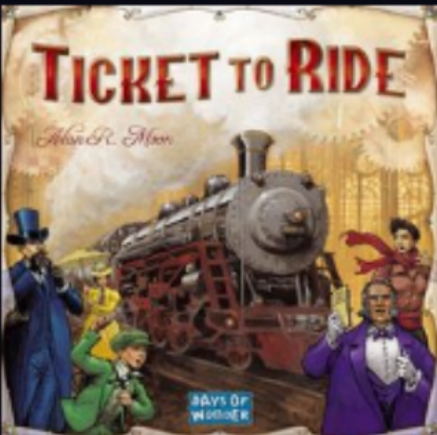
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Age: 8+

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Weight: 1.87 / 5

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REIMPLEMENTED BY: [PANDEMIC LEGACY:...](#) + 6 MORE

RANK: OVERALL 75 STRATEGY 80 FAMILY 6

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78K Ratings & 13K Comments · [GeekBuddy Analysis](#)

2-4 Players

45 Min

Age: 8+

Weight: 2.42 / 5

Mechanisms

Action Point Allowance System

Cooperative Play

Hand Management

Point to Point Movement

Set Collection





2-4 Players

Community: 1-4 — Best: 4

45 Min

Playing Time

Age: 8+

Community: 10+

Weight: 2.42 / 5

'Complexity' Rating ⓘ


Alternate Names: EPIZOotic, Pandemic: 10th Anniversary Edition + 11 more

Designer: Matt Leacock

Artist: Josh Cappel, Christian Hanisch, Régis Moulun, Chris Quilliams, Tom Thiel

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2-5 Players

Community: 3-5 — Best: 4

60-120 Min

Playing Time

Age: 13+

Community: 12+

Weight: 3.00 / 5

'Complexity' Rating ⓘ

Designer: Jonathan Gilmour, Isaac Vega

Mechanisms

Action Point Allowance System

Area Movement

Cooperative Play

Dice Rolling

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# forensic mental h

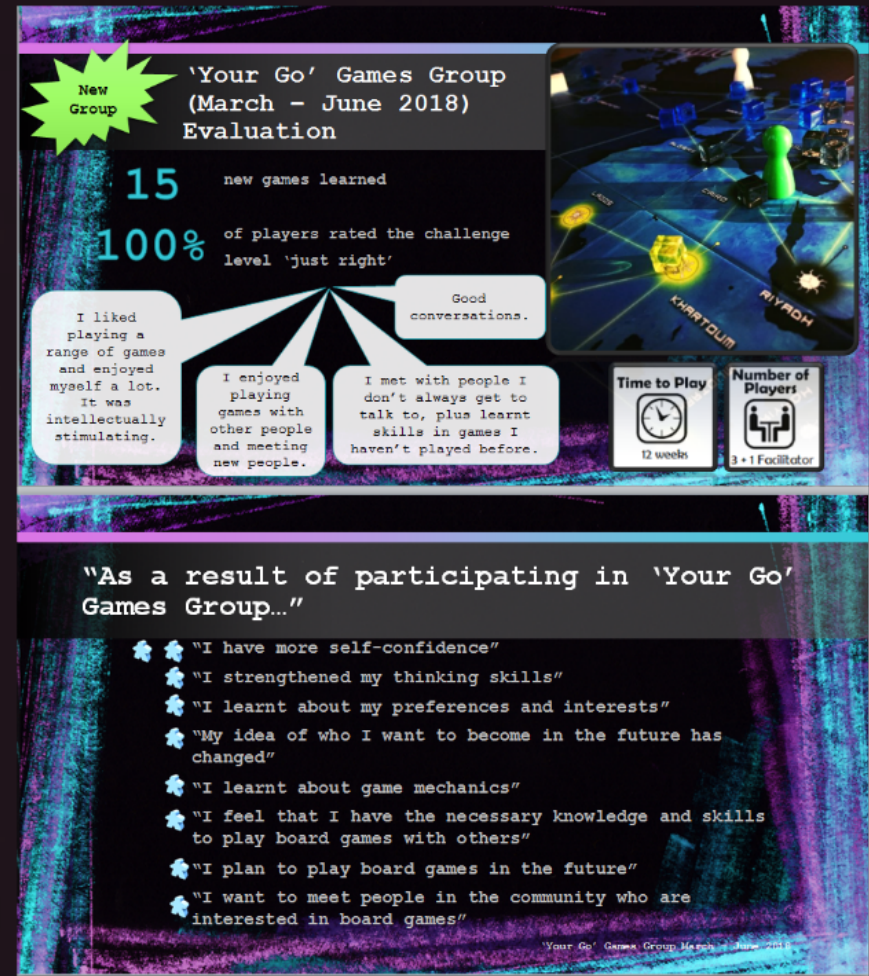
Clarissa Sorlie (  @geeky





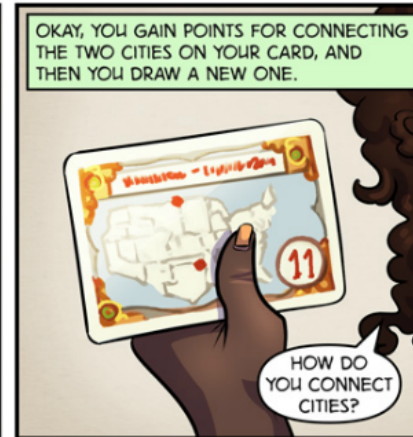
# Evaluation

"The group made me realise that it's possible to do things for fun that don't get me into trouble."





# Tips



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