

OUR GAMES



SCROLLQUEST 2.0: HACK-N-SLASH YOUR WAY PAST REJECTION SENSITIVITY

MADE BY GEMH LAB

ABOUT THE GAME

ScrollQuest is a research-based game for understanding how youth deal with rejection. Rejection Sensitivity has been defined as “the disposition to anxiously expect, readily perceive, and overreact to rejection”. It can lead individuals to spiral into a vicious cycle of aggressive or withdrawn behaviors, ultimately leading to the emergence of serious mental health problems like depression.

The unique design challenge of ScrollQuest 2.0 was to create a more engaging and distinctive rejection experience than the widely-used, standardized task to assess rejection and isolation: Cyberball.

TRAILER

[ScrollQuest 2.0](#)

FEEDBACK

[SQ2]'s sci-fi aesthetic was sleek and cool. It's 3rd person iso-metric point and click gameplay felt responsive and intuitive. Anytime I was voted as the lowest contributing player I felt a sense of rejection and fear of missing out.

THE SCIENCE: [Social Games as Prevention Tools for Depression in Adolescents](#)

