

Game Changer: Developing Healthy Video Game Habits in Autistic Youth

Presented by: Steve Arcidiacono, Ph.D.

Hosted by Florida Atlantic CARD

About the Presenter

Steve Arcidiacono, Ph.D., is a licensed psychologist with 15 years of experience providing evidence-based interventions for a variety of emotional and behavioral concerns with youth and families. He is an enthusiastic public speaker who regularly provides trainings for mental health professionals, school staff, and families in the community on topics related to screen time management, social media, sleep health, and video games.

Training Descriptions

Target Audience: (Educators, Speech and Language Therapists, Board Certified Behavior Analysts, Mental Health and Behavioral Health Therapists & providers, Other Professionals, Parents)

More than 3.3 billion people play video games worldwide, including more than 90% of children in the United States. Autistic youth are particularly vulnerable to high video game play time and have an elevated risk of developing problematic gaming habits. This two-part series will review trends and statistics in the gaming industry, risks and benefits of video game play for autistic youth, and guidance on screen time management to ensure balance with priorities.

Training Objectives

Participants will be able to:

- List three facts regarding trends in youth gaming habits.
- Explain risks and benefits particular to autistic youth who play video games.
- Identify at least two resources to develop a media plan for screen time management.

Date:

May 1- May 31, 2025

Location:

Online, pre-recorded event

Duration:

Part 1: 2 hours

Part 2: 2 hours

Registration Deadline:

May 31, 2025

Limited to first 500 participants

Register Here:

Registration is mandatory.

[Part 1 Registration](#)

[Part 2 Registration](#)

For more information contact:

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