

Outcome Measure	BrainQuest
Sensitivity to Change	Unknown. An emerging battery.
Population	Paediatric
Domain	Social Cognition
Type of Measure	Objective Social Skills Battery
ICF-Code/s	d710-d729
Description	<p>BrainQuest is a video-based measure that presents ambiguous social situations in video format. The videos are filmed in the first person and participants are instructed to imagine they are an active participant in the social interchange. The participant is asked a series of open-ended questions that assess various SIP stages.</p> <p>The videos and questions are embedded in a computer program that can be completed by the participant without the researcher being present, thus reducing the influence of social desirability.</p>
Properties	<p><i>Dooley, Anderson, Ohan, Hemphill (manuscript submitted for publication)</i></p> <ol style="list-style-type: none"> 1) Responses on BrainQuest are significantly correlated to the traditional Social Information Processing (SIP) measure and aggression measures in a theoretically meaningful manner. 2) BrainQuest is also rated as significantly more enjoyable and engaging and are completed significantly faster than the paper-and-pencil version. 3) Inter-rater reliability and consistency are acceptable.
Advantages	<ol style="list-style-type: none"> 1) part of the PEERS battery; 2) engaging for children and adolescents; 3) video-based; 4) can be completed without the presence of researcher thus reducing influence of social desirability; and 5) Will be readily available on an app.
Disadvantages	Not yet widely used.
Additional Information	-
Reviewers	Vicki Anderson Cathy Catroppa

References

Dooley, J. J., Anderson, V., Ohan, J. L., & Hemphill, S. (2011). Brain Quest: A novel approach to the measurement of social information processing. Manuscript submitted for publication.