**Summary**

The first literature I read is a protocol using mobile serious game to increase HIV risk perception. Serious games here mean Utilitarian scenario and gaming scenario. The main intervention is based on a smartphone interactive educational story game named SwaziYolo. The hypothesis is that increased perceived risk of HIV provides cues to engage in protective behavior. The aim is to increase the intention to reduce multiple sexual partnerships, intention to know own and all sexual partners’ HIV status. Young people are main intervention targets. The game puts the players in the role of a young adult looking for love. Players are required to choose several courses of action in the storyline. The decisions they make will influence the opinions and behaviors of other characters, as well as the player’s own health and safety. After four weeks, participants will be required to complete the web-based questionnaire including risky sexual behavior and intention to change behavior (Perceived Risk of HIV Infection Scale).

This is an innovative and interesting mHealth intervention to change people’s risk sexual behavior. Young people are more likely to be attracted by the game and educated by it. The design of the kind of intervention may be helpful to our future work.

The second article is about post intervention effects of the Partners in Parenting (PiP) program on parenting risk and protective factors for adolescent depression and anxiety. On the basis of results of a self-assessment parenting scale, parents in the intervention group received feedback report that highlighted areas where they were doing well and where they should improve to educate their children. They were then given recommended Web-based modules to support them in making changes. This is a targeted and specific intervention. The primary outcome reveals that PiP was effective to improve parenting behaviors related to adolescent depression and anxiety. I also learned a new analysis method called Post-Hoc moderation analyses which can reveal the moderation effect of intervention condition and time. That may be useful to our intervention analysis.

**My Reading List**

1.Efficacy of Mobile Serious Games in Increasing HIV Risk Perception in Swaziland: A Randomized Control Trial (SGprev Trial) Research Protocol

2. A Tailored Web-Based Intervention to Improve Parenting Risk and Protective Factors for Adolescent Depression and Anxiety Problems: Post intervention Findings From a Randomized

Controlled Trial