DESCRIPTION

The long-awaited revision of the only book on game play available for mental health professionals

Not only is play a pleasurable, naturally occurring behavior found in humans, it is also a driving force in our development. As opposed to the unstructured play often utilized in psychotherapy, game playing invokes more goal-directed behavior, carries the benefits of interpersonal interaction, and can perform a significant role in the adaptation to one's environment.

This landmark, updated edition of Game Play explores the advantages of using games in clinical- and school-based therapeutic interventions with children and adolescents. This unique book shows how playing games can promote socialization, encourage the development of identity and self-esteem, and help individuals master anxiety-while setting the stage for deeper therapeutic intervention in subsequent sessions.

Game Play
Therapeutic Use of Childhood Games

Second Edition

Features:
* New chapters on games in family therapy and games for specific disorders

* Techniques and strategies for using game play to enhance communication, guidance, and relationships with clients

* The different types of therapeutic games, elaborating on their various clinical applications

---

**ABOUT THE AUTHOR**

CHARLES E. SCHAEFER, PhD, is Professor of Psychology at Fairleigh Dickinson University.

STEVEN E. REID, PhD, is in private practice in Long Island, NY, and New York City.

---

For additional product details, please visit [https://www.wiley.com/en-us](https://www.wiley.com/en-us)