



# Can the use of Rumble's Quest, a new measure of child wellbeing, benefit NGOs?

**FINDINGS FROM A BRISBANE IMPLEMENTATION TRIAL**

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# Overview



- What is child wellbeing?
- What is Rumble's Quest?
- What does Rumble's Quest measure?
- How is Rumble's Quest useful to NGOs?
- What does the Queensland Family and Child Commission trial involve?
- Preliminary trial findings

# What is child wellbeing?



Multi-dimensional concept, links to:

- thoughts
- feelings
- behaviour
- relationships
- experience

# Rumble's Quest: An Interactive Measure of Children's Wellbeing

Developed by:

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Professor Ross Homel



# What is Rumble's Quest?



Video Game: When children log in they become part of the story world where they meet Rumble.

Together they go on a journey - learning about each other on the way.

Gives children a voice to report on their own wellbeing.

# Measure of the child's wellbeing



## Total score:

General wellbeing dimension

## Four subscales

Attachment to school

Self-regulation and prosocial behaviour

Social confidence and positive relationships

Supportive home relationships



# Measures of the child's executive function skills



## Scores on:

Working memory

Inhibitory control

Cognitive flexibility

Attention control

Focus



# Psychometrics



Established:

- ✓ Validity
- ✓ Reliability
- ✓ Normative distribution of scores noting trends across:
  - ✓ Age
  - ✓ Gender

Validation included 3461 children from 11 primary schools  
Ongoing: Extended norming



# Advantages



- It's fun – children love it which promotes active involvement
- Easy to use
- Game takes around 40 minutes to complete
- Gives children a voice
- Low literacy requirement - suitable for ages 5-12 years

# Role of the QFCC



1. Promote the safety, wellbeing and best interests of children and young people
2. Promote and advocate the responsibility of families and communities to protect and care for children and young people
3. Improve the child protection system

# How can Rumble's Quest help agencies?



- Rumble's Quest previously used in schools by researchers looking at the impact of a community-based intervention

# How can Rumble's Quest help agencies?



**The QFCC wanted to trial the measure in family support services to:**

## **Assist needs assessment and planning**

- Give children a voice in relation to their own wellbeing
- Identify children who may be vulnerable or at risk of poor outcomes
- Tailor services to the needs of the family better
- Assess wellbeing within whole group - showing areas of strength as well as need - as guide for program planning

## **Provide an outcome measure for evaluating program effects**

- Obtain an objective understanding of the program effectiveness
- What improvements have we made?
- How have children's needs changed?
- Would it help to modify our action to accommodate the changes we see?

# Wellbeing Scores





## Student Scores

This section provides a table that sets out the 10 core scores for each child who participated in the test session (e.g., all children at the school who completed the measure).

 Sort by
 




Add to Report

 Filter by
 




By default results are all students sorted alphabetically

Id	First Name	Last Name	Overall Wellbeing	Attachment To School	Self-regulation & Prosocial Behaviour	Social Confidence & Positive Relationships	Supportive Home Relationships	Imp
123456	Ethan	Kingham	160	60	60	60	60	
123456	Paige	Kingham	160	60	60	60	60	
654321	Peter	Parker	160	60	60	60	60	
123456	Michael	Kalker	160	60	60	60	60	
654321	Katie	Wong	160	60	60	60	60	
123456	Ian	Walter	160	60	60	60	60	

# Child Assets


Administration Menu

Manage Children    Quest Blocks    Get Rumbles    Manage Groups    How to use    My Account

## Student Assets

Commitment to Learning    Positive Values    Positive Identity    **Safe Protective Environment**

### Safe Protective Environment Summary



Grand Mean 3.03  
n = 586

- High Band 60%
- Medium Band 27%
- Low Band 13%

### Key Highlights

- 7%** of students at the school report they do not know how to get help when they need it
- 11%** of students at the school report they do not have a caring adult available to help when they are upset
- 4%** of students at the school report they do not feel safe at home

Questions    Score

# What does the QFCC trial involve?



- Trial in three services providing family support in South-East Queensland, in conjunction with Griffith University and with support of DCCSDS
- Data collected from agency staff through semi-structured interviews and focus groups
- What are the **challenges** of implementing Rumble's Quest in family support services?
- What are the agencies' views of the **benefits** of using Rumble's Quest?

This information will be made publicly available to assist other agencies to decide if they are interested in using Rumble's Quest in their services

Data describes findings from one NGO.

Note: QFCC does not receive the children's scores



# Implementation findings



- Changes to intake processes
- Parents keen for their child to take part
- Children enjoyed
- Agency time taken
- Insufficient computer facilities
- Firewall issues
- Dealing with technical issues

## **In need of further exploration**

- Using the data

# Conclusions



**Agencies should know** that Rumble's Quest:

- Involves a small initial investment of time
- Is an easy to administer tool enjoyed by children
- Needs adequate computing facilities and may require some negotiation of firewalls
- Can give your agency useful and meaningful data to inform practice

Rumble's Quest will be available in the second half of the year



**Questions?**

# More information about RQ

RealWell website

Rumble's Quest Demo

<https://www.realwell.org.au/tools/rumbles-quest/>



# Thank you

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[qfcc.qld.gov.au](http://qfcc.qld.gov.au) | [talkingfamilies.qld.gov.au](http://talkingfamilies.qld.gov.au)

# Data security



Rumble's Quest automatically generates encrypted data that are uploaded to a secure Australian server

The identified data (i.e. children's names are included) are provided by the software directly to the service director (or school administrator)

The registered user (administering agency or school) downloads their own data directly and receives automatically a statistical report on all the children who have been tested by them at their site

*The collection of the data is governed by the ethics regime to which the school or agency is accountable; this includes their own existing protocols for written informed parental consent*

The developers of the measure are provided with rights to use de-identified data as a condition of registering to use the measure. This access to de-identified data is essential to facilitate the mechanics of the reporting functions that rely on the availability of population norms as a benchmark for performance