

**Title – Industry vs. Inferiority Board Game: A Counselor’s Tool  
for Exploring Crises of School Age Children**

**Program of Study** – Counseling

**Presentation Type** – PowerPoint

**Mentor(s)** - Dr. Joy Mwendwa

**Student name(s)** – Lydia Dahl, Bethany Doan, Suzanna Moye, Ketluimar Vallecillo-Samot

The purpose of this project is to explore the application of Erikson’s Pyschosocial theory in the counseling of school age children through the use of a game. Erikson’s theory focuses on how different aspects of an individual’s world impact the eight proposed stages of his or her development. Erikson’s theory examines development across of the lifespan, and in each developmental stage, the individual faces a crisis that will either be successfully or unsuccessfully navigated. For a school age child, the crisis centers around industry versus inferiority, or developing mastery and competence rather than feelings of insufficiency. There are many tools and methods for counseling school age children, including group therapy, storytelling techniques and play therapy. However, there are few techniques that utilize specific psychological theories when working with children. This presentation focuses on the use of a board game to apply Erikson’s theory to counseling children, in order to help them identify their personal crisis and understand the implications of their developmental stage. Presenters believe that the four stages seen on the board would be significant for children, especially the addition of a spiritual prompt which has not often been included in other research or counseling models for children. The use of a tool that is specifically designed for children in the industry or inferiority stage would allow counselors to better understand and counsel children through their crises at

this age. Future research is needed to explore the effectiveness of this tool and the implications it has for counseling children.