

Play is a natural way for children to communicate, and traditional games and toys are commonly used in child psychotherapy. Despite the increasing popularity of computer games among children, their use in child psychotherapy is not yet widespread. This thesis focuses on the development of a computer game to aid psychotherapists working with children aged approximately five to ten years. The game features Octopus as the main character, and children under the supervision of their therapist can experience four different adventures, including avoiding obstacles in the sea, balancing on seaweed, dressing up, and riding out a storm. The game is designed to prompt discussions with the therapist. The development of the game was iterative, with collaboration from a child psychologist and a graphic artist. Three child psychologists tested the game in practice with approximately twenty children and found it to be a useful therapeutic tool.