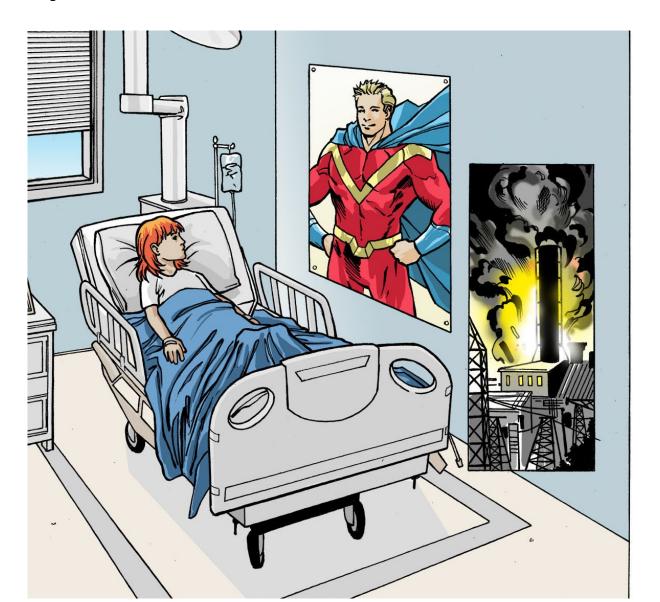
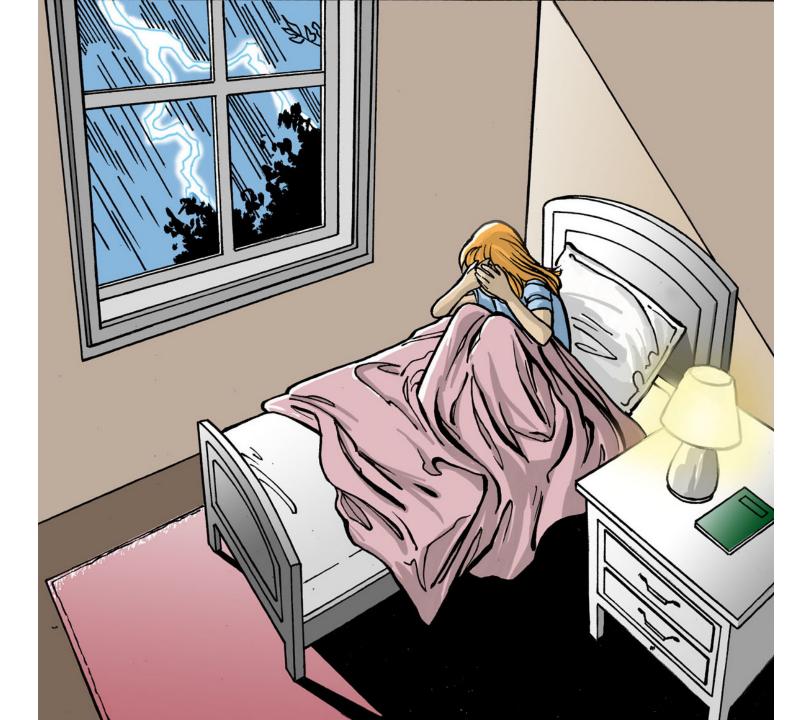


# Did you ever want to be a hero?



# Did you ever want to be a hero?





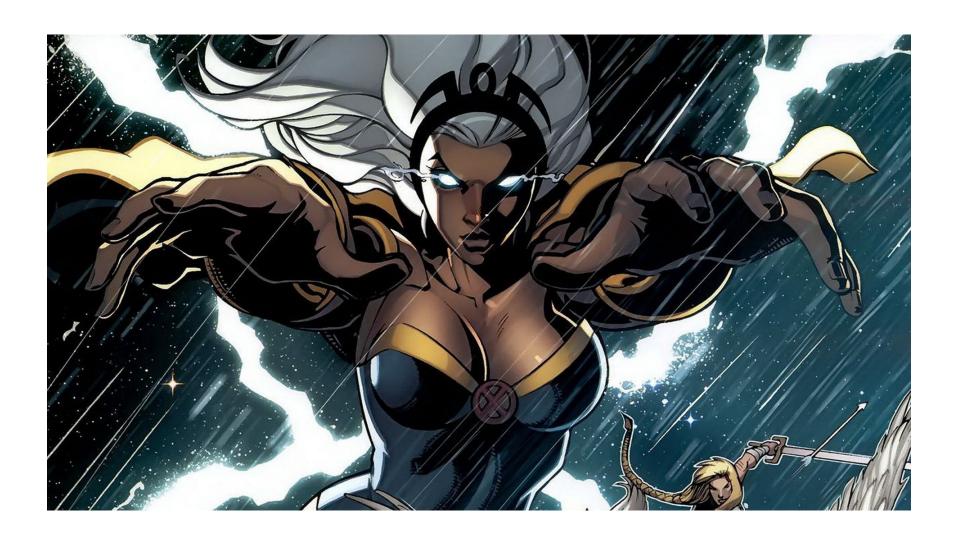




 "What I wouldn't give to be normal" Mystique and Beast (First Class)



# Posttraumatic growth



# Superman: clinical application

• "I wanted to be Superman... I failed"



# Superman: clinical application

- "I wanted to be Superman, I failed"
- Invincible



# Superman: clinical application

- "I wanted to be Superman, I failed"
- Invincible

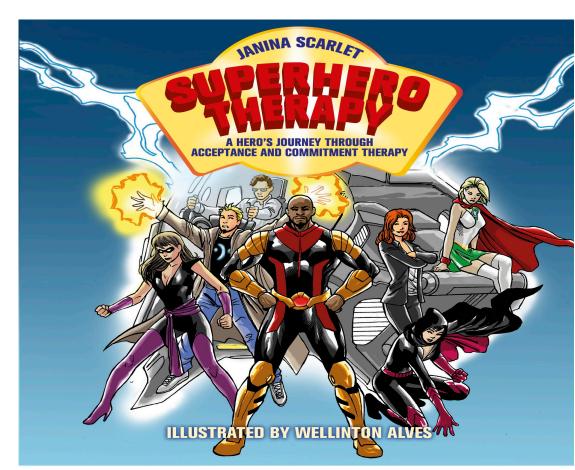
Kryptonite



# What is Superhero Therapy?

Using popular culture (books, TV shows, movies, and video games examples in research-supported

therapies)



# Why Superhero Therapy?

- During most difficult time, people feel alone
- Shame



Shame: I am bad.

Guilt: I did something bad.

#### Brené Brown's Research

- "We deny our loneliness. We feel shame around being lonely even when it's caused by grief, loss, or heartbreak"
  - Brené Brown
- We all have shame
- We're afraid to talk about shame
- The less we talk about it, the more we have it

 Appearance/body image

- Appearance/body image
- Money

- Appearance/body image
- Money
- Mental health

- Appearance/body image
- Money
- Mental health
- Physical health

- Appearance/body image
- Money
- Mental health
- Physical health
- Addiction

- Appearance/body image
- Money
- Mental health
- Physical health
- Addiction

Sex

- Appearance/body image
- Money
- Mental health
- Physical health
- Addiction

- Sex
- Religion

- Appearance/body image
- Money
- Mental health
- Physical health
- Addiction

- Sex
- Religion
- Surviving/experiencing trauma

- Appearance/body image
- Money
- Mental health
- Physical health
- Addiction

- Sex
- Aging
- Religion
- Surviving/experiencing trauma
- Accidents

- Appearance/body image
  Sex
- Money
- Mental health
- Physical health
- Addiction

- Religion
- Surviving/experiencing trauma
- **Accidents**
- Being hungry/angry/overwhelmed/tire d

# How shame shows up in mental health



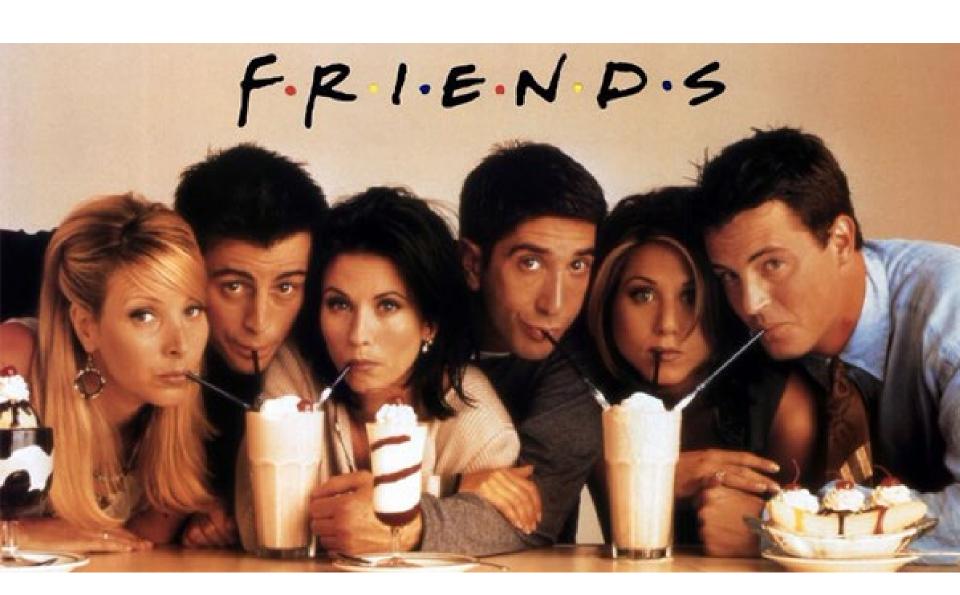
#### **Social Connection**

 Getting connected with people and meaningful activities helps restore functioning

 "It's not that misery loves company, it's that company is the antidote to misery"

- Kristin Neff

# Friendships & Fandoms



#### Healthier food choices



- Wansink et al. (2012) from Cornell University
- Children were asked to pick between apples and French fries
- Only 9% chose apples
- When primed with admirable heroes, like Batman, nearly 50% chose apples
- Wearing Batman suit keep attention longer

#### Sexual assault awareness for children

- Marvel and National Committee for Prevention of Child Abuse (NCPCA)( 1984 and 1985 )
- Spider-Man discovers that a little boy was sexually abused by his babysitter
- Spider-Man shares with him his own story of being sexually abused by a young man
- Boy is later able to report the incident to his parents with Spider-Man's help



# Example

- "Tina" 34 year old widow
- Lost her husband to gang related violence
- Struggles with grief and helping her son to grieve

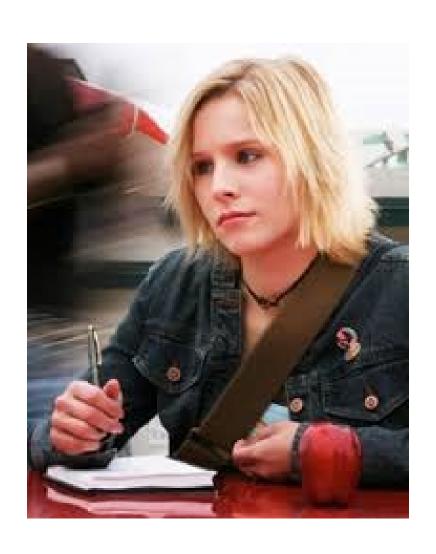
# **Black Panther**



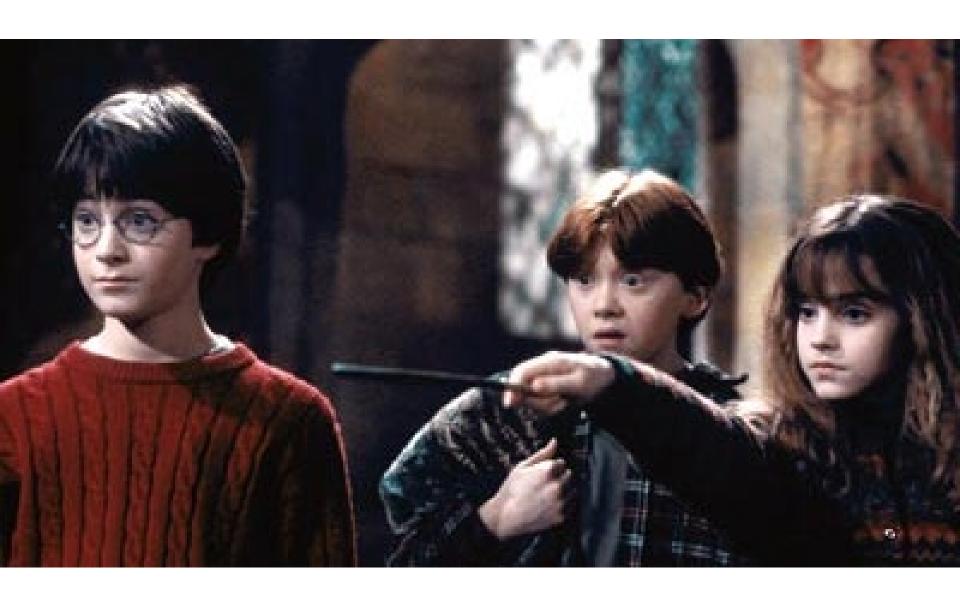
## Veronica Mars EXAMPLE



# What would Veronica do?



# Finding connection through Harry Potter



# Depression



#### **Patronus**



## Chocolate



## Phobias



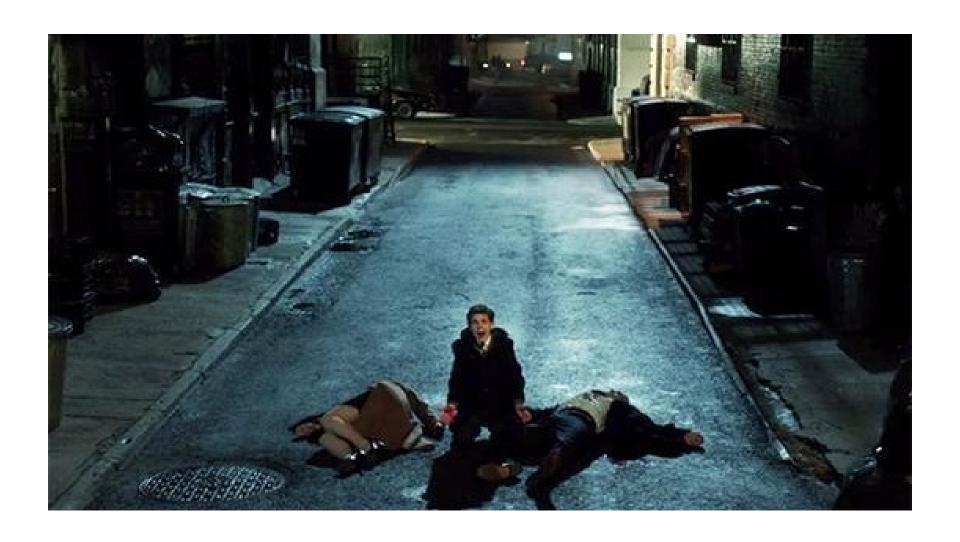
## Phobias



# Finds his courage when it really matters



#### Defining your Superhero origin story



## Your own origin story



#### Your (super)hero

- Can be real life or fictional
- Someone who is a figure of great strength and wisdom
- What you admire about them

## Your hero's message



#### Discussion

#### Gamify

• "The opposite of play isn't work. It's depression."

-Psychologist Brian Sutton-Smith (1960s)

#### Gamify

• "The opposite of play isn't work. It's depression."

-Psychologist Brian Sutton-Smith (1960s)



#### Are games a form of escapism?

- Most play to "escape"
- Find connection, build social skills, find friends
- Discover sense of purpose



#### Criticism

- Face criticism from family members, educators and therapists:
  - "Put down the game and do something real"
  - "Stop wasting so much time"





#### Sutton-Smith's research

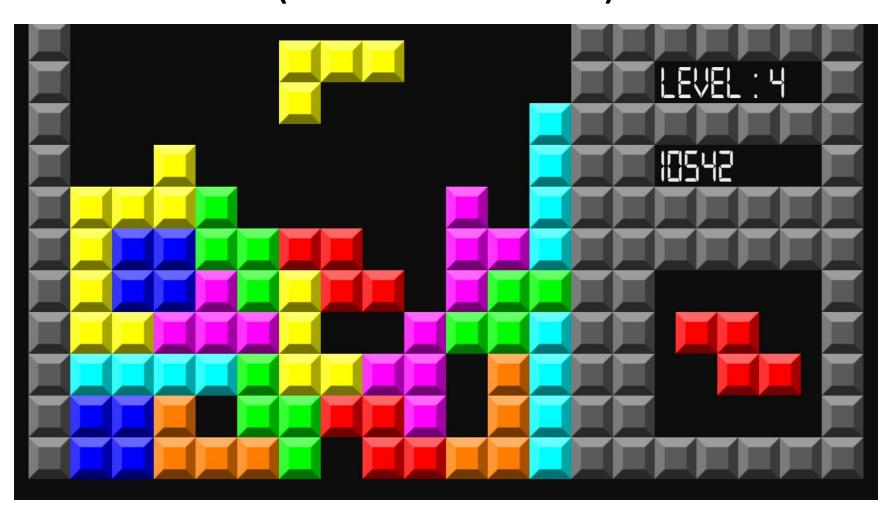
- Play Behavior
  - More self-confidence
  - More true to ourselves
  - Increased physical energy
  - More positive emotions (curiosity, optimism, excitement)



## Types of Games

- Tabletop
- LARP
- Computer/Video Games
- Mobile App

## Games in Tx (Tetris for PTSD)



# Pokémon Go – for depression and anxiety



## Spider-Man – S.A.D.



Spider-Man – Superhero IRL



#### Pop Culture Hero Coalition



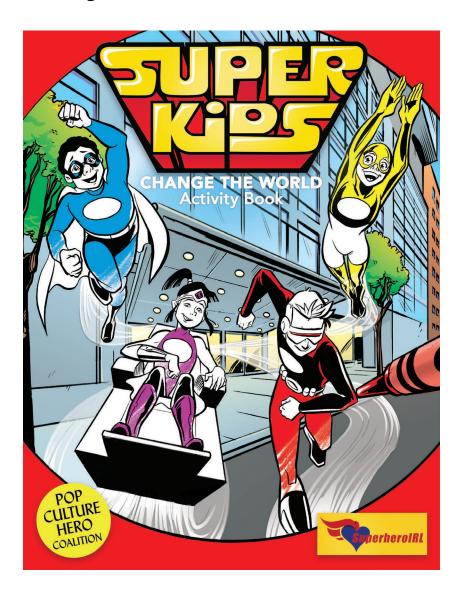
http://www.popculturehero.org

"We all love heroes, why not be one?"



## **PCHC Projects**

- Curriculum
- Books
  - SuperKids



#### Contact

- Superhero-Therapy.com
  - @ShadowQuill
- http://www.popculturehero.org
  - @SuperheroIRL

#### Let's be heroes

YOU MATTER



#### Let's be heroes

- YOU MATTER
- Keep Superheroing and don't forget your cape

