Adolescent gaming has become the norm at a time when video games are becoming more social in nature. Longitudinal-experimental designs are necessary to test the benefits of video games which encourage in-game pro-social behavior. We therefore present a novel method for testing whether video games which reward in-game social behaviors can promote the healthy development of social skills.

We ran a small-scale pilot ($n = 16$, 5 males, age $M = 12.33$, $SD = .77$) which indicated no significant changes in self-report measures of social skills. Still, we remain positive about the usability of this method. We underscore our lack of findings by highlighting our small sample size. We further contend that studies that utilize this design should also employ behavioral measures.

**The potential of pro-social gaming**

Playing pro-social video games has been shown to temporarily increase pro-social thoughts and behavior (Gentile et al., 2009).

**Hypothesis:**

Repeated play of a video game that rewards social behavior will produce positive changes in social skills for young adolescents.