

# Critical Factors Associated with Depression in Children with Suicidal Tendencies: An Approach from Serious Games

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**Abstract.** Just a few decades ago the society has been interested in the field of children's rights. For this reason, the society as a whole, has been developing strategies to achieve that commitment. As a result, it has given more attention to this society segment that is vulnerable. With this the society does not pretend to expose the individual in the early stages of his life. The way in which children lives is critical in his formation when he reaches adulthood. Considering this, every field of study must be present with a childhood approach to the early stages of life. Hoping to contribute to build better generations. In the area of serious games we have better opportunities, because the games are a major part in the early stages of life and are present regardless of race, culture, religion or social status of the children. The multiple factors involved in shaping the character of children are out of his control. They are so many and varied that it becomes difficult for a child gets out unscathed. Although it is part of the natural formation of each individual processes it differently and therefore, is affected in a different way. This paper presents, a serious game prototype to be used as an aid in the treatment of children with emotional disorder, particularly in children with some sort of depressive behavior.