school before completion in Bangladesh which negatively influences their mental well-being. The study adopted a quasi-experimental action evaluation strategy to investigate the role of an improved school landscape on children's subjective well-being. A Government primary school ground in Bangladesh was co-designed and developed which was used as a context and tool for formal teaching and informal play. The intervention included participatory design and development of the school ground, use of the school ground for learning of formal curriculum and also for informal play that took place between November 2014 and May 2015. Focus groups discussion were conducted with children (n=29), teachers (n=11) and parents (n=6) both before and after the intervention in order to understand whether and how a designed environment can have an impact on children's teaching, learning and well-being. Semi-structured interviews were conducted with teachers (n=2) who led children outdoors for teaching of science and mathematics. The findings suggest that the new schoolyard offered increased opportunities for exploration of the environment, physical activity and interaction with peers which positively influenced children's well-being.

P19 THEMATIC ANALYSIS OF PLAYERS' REVIEWS OF VIRTUAL REALITY EXERGAMES

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Background Physical activity is associated with a variety of physical and psychosocial health benefits, but levels of moderate-to-vigorous intensity physical activity remain low worldwide. The application of virtual reality (VR) gaming systems involving movement (VR exergames) to promote physical activity is a promising avenue for engaging people in more physical activity. The aim of this study was to synthesise public reviews of popular VR exergames to identify common features that players like or disliked in order to inform future VR exergame design.

Methods We conducted a thematic analysis of 465 reviews of the 31 most popular exergames sold in the top three VR marketplaces, Steam, Viveport and Oculus. We identified the most common themes using thematic analysis.

Results The reviews were mixed, reporting a great variety of expectations, preferences and gaming experiences. Players preferred games that were highly realistic (e.g. closely simulate real-world sport), intuitive (in terms of the body movement and controls), and games that provided step-by-step increases in skill acquisition. Music was reported as greatly enhancing the experience. Favoured were social aspects with multiplayer options for company with friends or help from experienced players. Reviewers consistently reported that they felt VR exergaming was providing a high level of exertion equivalent to real world exercise, and the immersion/enjoyment was a welcome distraction from the exertion. There were three themes in negative reviews: the first was around bugs that rendered games frustrating. The quality of graphics had a particularly strong impact on perceived enjoyment. Reviewers disliked when games had overly complex controls and display functions that evoke motion sickness.

Conclusions VR exergames prove a stimulating way to engage in physical activity and a way to distract from negative perceptions of performing exercise. Future research calls for designing games that will stimulate the players in a realistic, intuitive, gradual step-wise way while meeting players' needs.

P20 RATIONALITIES OF POSTPONING SCREENING: WOMEN'S INTERPRETATIONS OF CANCER RISKS AND PREVENTION

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Background In mainstream public health theory and praxis, citizens' ability to comply to healthy and preventative behaviour is often interpreted to be a question of knowledge. However, knowledge is complex, including a blend of scientific and medical knowledge, cultural attitudes, individual convictions and ignorance, in addition to personal uncertainties. Thus, in the context of cervical screening attendance, social constructions of knowledge play a pivotal role in the articulation of rationalities towards screening attendance.

Aim To generate a critical understanding of the social construction of knowledge about cervical cancer risks and prevention, in order to better understand why women in Norway may postpone cervical screening.

Methods We have completed 11 focus group interviews (FGI's) in Norway. In nine of the FGI, women who had postponed cervical screening participated. The FGI centred around six statements about cervical screening attendance.

Results Two important controversies were prominent in women's reflection about cervical cancer risk and prevention. First, cervical cancer was throughout the discussions understood as randomly acquired, but risk was modified by lifestyle, stress, genetics, and sexual risk behaviour. Secondly, women reflected conflicting views on the purpose of screening. Screening was mainly understood as diagnostic, and to less degree as prevention and for data-gathering purposes. In further analysis, we analyse how these different opinions are linked to attitudes of cancer fatalism and cancer fear, as well as cancer stigma and blame.

Conclusion Construction of knowledge of cancer risk and prevention has significance for understanding ambivalence regarding screening attendance in Norway.

P21 'MY IDENTITY HAD JUST BEEN COMPLETELY DEVASTATED' – EXPERIENCES OF ADOLESCENT AND YOUNG ADULTS WITH

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Background Treatment of sarcoma often involves long-term hospitalisation, extensive surgery, loss of mobility, complex rehabilitation programmes, and is in many cases accompanied by low expectations of survival. Subsequently, poorer patient-