



Newsletter



These last few months have been incredible at XRPeds and we have some exciting updates to share with you!

Recent Events

University of Michigan's 2023 XR Summit

Creative Producer and Project Director Justin Berry was in Michigan last month for the University of Michigan's 2023 Extended Reality Summit as a Speaker with The New School's Maya Georgeiva. Their talk, *XR Design: Empowering the Next Generation of Creators*, explored how to share the value of XR with students, as well as the challenges that faculty face in working with emerging media.



GDC & PAX East

In March, the XRPeds team traveled to San Francisco to attend 2023's Game Developer's Conference (GDC). GDC is a yearly event bringing together game makers from all corners of the globe for a week of learning and discussion. On Tuesday, March 21st, Drs. Hieftje and Marks hosted a talk at the Future Realities Summit. Their talk, *Kids and XR: Leveling up While Playing It Safe*, focused on the risks and benefits of using XR for youth, including recommendations for developing and implementing XR applications with this vulnerable population.

After GDC wrapped up, Kim, Asher, and Justin headed back across the country to Boston, MA, to attend PAX East, a four-day event celebrating games and gaming culture. There, our team played new games, attended sessions and panels, and left feeling inspired.



Medicine in the Metaverse

This February Randy Rode, Director of Campus IT Partner Relationship and Development, assisted by XRPeds, hosted Yale's first-ever Medicine in The Metaverse Conference. This event brought together over 60 healthcare and industry professionals for two days of workshops and presentations on the current and upcoming advancements in healthcare applications of XR technology. Featuring expert speakers and live demos, Medicine in The Metaverse was a huge success! Thanks, Randy, for being such an amazing host and trailblazer!



Recent Publications

Drs. Puthenpura, Marks, and Hieftje from XRPeds recently published a paper regarding the link between brain tumors and personality changes in pediatric patients. In this paper, ChatGPT was used to help write the paper as a way to explore its potential as a tool for academic writing as well as exploring the benefits and drawbacks of using natural language AI within academic writing. You can read the paper using the button below.

[CHECK IT OUT](#)

write a 500 word discussion with references about pediatric low grade gliomas with personality changes as the only presenting symptom. include diagnosis, pathophysiology, imaging features, and management of pediatric low grade gliomas

Pediatric low-grade gliomas (PLGGs) are a type of brain tumor that occur in children and adolescents. They are classified as grade I or II gliomas and are characterized by slow growth and a relatively benign course compared to higher-grade gliomas. However, PLGGs can have significant impacts on a child's development and quality of life, especially when they present with symptoms such as personality changes, which can be the only presenting symptom in some cases. This article will discuss the diagnosis, pathophysiology, imaging features, and management of PLGGs in children with personality changes as the only presenting symptom.

Diagnosis of PLGGs in children with personality changes can be challenging, as the symptoms can be similar to those of other conditions such as depression, anxiety, or behavioral disorders. A thorough history and physical examination, as well as imaging studies, are crucial in making the correct diagnosis. Magnetic Resonance Imaging (MRI) is the preferred imaging modality for the evaluation of PLGGs, and it allows for the characterization of the tumor and its location within the brain. The typical imaging features of PLGGs include a well-defined, slowly growing mass that appears hyperintense on T2-weighted images and hypointense on T1-weighted images.

Recent Appearances

Yale Cancer Answers

Dr. Asher Marks was recently featured on the Yale Cancer Answers podcast hosted by Connecticut Public Radio. Dr. Marks discussed his work integrating XR into adolescent and young adult oncology supportive care. You can listen to his insights using the button below.

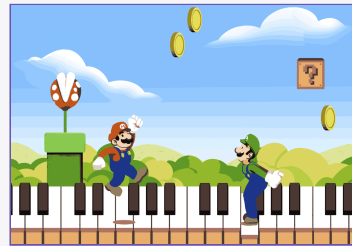
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Wall Street Journal

XRPeds Audio Director Andrew Schartmann, of the New England Conservatory of Music in Boston, was interviewed by the Wall Street Journal about the iconic music of the "Super Mario Bros." games. Andrew is the author of *Koji Kondo's Super Mario Bros Soundtrack*, which breaks down the construction and effect of the music featured in-game. You can read the article using the button below.

[CHECK IT OUT](#)



Recent Recognitions

2023 Unity For Humanity Grant

In April, we were honored to be selected as one of six recipients of the 2023 Unity For Humanity Grant program, which provides monetary support and mentorship to 3D creators and their projects that focus on making the world a better place. Our project, *Year of the Cicadas*, is a virtual reality experience that uses the cyclical awakening of the 17-year Brood X cicadas as a backdrop to a mother's journey of finding meaning after the unexpected death of her 6-year-old son. The goal of our project is to provide insight into the unique experiences of parent grief and bereavement for those working with bereaved parents and their families.



Project Highlight No Time Wasted

For as long as high school parties have existed, high school drinking has occurred. But all too often teens aren't aware of the risks of drinking and lack the skills to effectively either manage or refuse alcohol. *No Time Wasted* is an alcohol harm-prevention game tasking players with keeping a group of partygoers safe and resolving conflicts that arise during the course of the party. By placing the player in control, players will be able to learn and apply various refusal and safety strategies in an immersive and responsive environment. The story is both fun and informative, keeping things lighthearted while asking players to navigate realistic and important scenarios.

No Time Wasted is currently being developed in 2 iterations, one for the Magic Leap One AR headset, and one built for computers, using the Twine narrative game engine. We hope to study the response to both delivery methods to see how learning differs between the two. This past week we had *No Time Wasted's* Twine project accepted to UCONN's 7th Annual mHealth Conference later in May, where Joshua Rigby will be speaking about the project's use of Twine and the technology's benefit as a narrative prototyping tool.

We also recently filmed several student actors, as well as members of the XRPeds team, for the AR game. These recordings will be super-imposed on the player's own environment, with the option for player choice to guide how the story plays out. The use of real people offers an exciting chance to utilize FMV designs with AR technology. We're so excited to share more information with you as this project develops further.

[Stay tuned for more information about this exciting project!](#)



Upcoming Events

Our New Office Space

XRPods has found its new home! At 55 Church Street, you may recognize the building by the distinctive "Elm City Bioscience Center" sign that adorns its side. We're currently in the process of building out our labs and offices and are planning to move in this summer. This new space will allow us to grow and tackle more complex projects. We look forward to sharing more with you soon.

See below for some amazing concept imagery of our new location!



Yale

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