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August 2023



XR PEDIATRICS

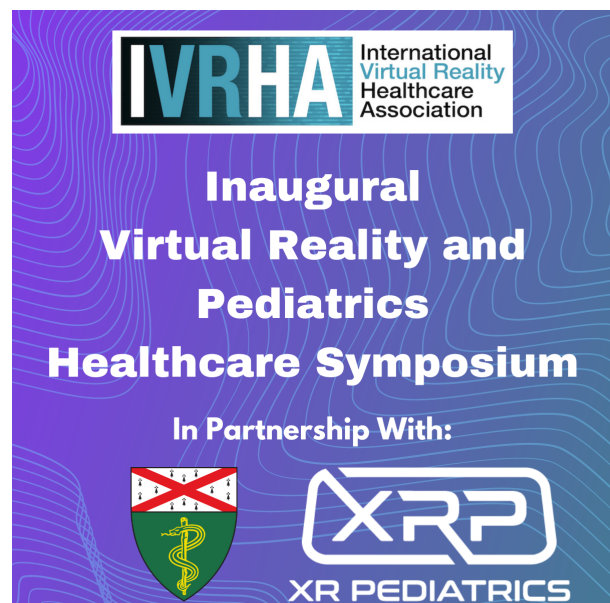
Newsletter



Here at XRPeds we've been keeping busy this summer and we have some exciting updates to share with you!

Inaugural Pediatrics and Virtual Reality Healthcare Symposium

We're partnering with the International Virtual Reality and Healthcare Association. XR Pediatrics is sponsoring the Inaugural Virtual Reality and Pediatrics Healthcare Symposium, hosted at the Yale West Campus in Orange, CT. This is a 2-day event filled to the brim with expert speakers and meaningful discussions about the future of XR technologies in the pediatric population. Learn more about how XR technology is being used in clinical applications and health interventions focused on youth as the end user. Expect lively discussions and opportunities for networking. Visit the event site to register using the button below. You don't want to miss this event!



[CHECK IT OUT](#)

Yale Center for Immersive Technologies in Pediatrics



We have a new center! The Yale Center for Immersive Technologies in Pediatrics, which now houses XRPeds, focuses on the use of immersive technologies such as virtual, augmented, and mixed reality, as well as the use of game technology in applications, interventions, and research with the goal of improving lives and reducing disparities among youth and their families. The center allows us to expand upon our current work at XRPeds and become a greater resource to Yale and beyond. Our goals for the center are to:

- Support student research and training.
- Provide training and education of healthcare professionals, educators, and patients/families on the use of immersive technologies in pediatrics.
- Conduct clinical trials and research studies on the efficacy and safety of immersive tech in improving pediatric patient outcomes.
- Collaborate with academic institutions and industry partners to advance the field of immersive technology in pediatric populations.
- Develop new immersive technology applications and hardware specifically designed for pediatric patients and their unique developmental needs.
- Provide access to immersive hardware and software for students and faculty.
- Inform policy and guidelines around the safe use of immersive technology in the pediatric population.

Unity For Humanity Grant Winner

XRPeds is a winner of the Unity Community Grant award! With funding from this award, we will support 2-3 student research projects (undergraduate, graduate, postdocs, medical students, etc.) that focus on the use of immersive technology in youth. Students will have access to mentorship of the XRPeds team, our suite of hardware and use of our new OptiTrack system, and funds to develop software. Applications to apply for the grant will be posted our website this September!



Office Update: New Truss Installation!

Recently members of the XRPeds team installed the truss for our new OptiTrack motion capture system! This truss will support the cameras that scan and record the body movements of research participants. The team plans to create new modes of interaction with XR technology based on body movements that can be used in combination with other technologies, like spatialized audio and VR or AR headsets, to create novel embodied immersive experiences.



New Team Members



Abigail Crocker

Abigail Crocker is a journalist and clinician enrolled at Yale School of Nursing to become a nurse practitioner. Working with XRPeds as a collaborator, Abigail is graduating with a specialty in acute care and concentration in research. She's drawn to the intersections between medicine, media and technology to promote healthy outcomes and create innovative medical interventions.



Kanu Priya Singh, Ph.D.

Recently Dr. Kanu Priya Singh joined the XRPeds team as a Postdoctoral Associate. Dr. Singh's Ph.D. is in Information Science and Learning Technologies from the University of Missouri-Columbia. Dr. Singh brings a passion for creating human-centered design to the process of designing meaningful interactions and learning experiences in VR games to promote healthy behavior to the XR Pediatrics team.



Erin J.K. Truesdell, Ph.D.

Joining as a Postdoctoral Associate, Erin J.K. Truesdell is a recent Ph.D. graduate from the Georgia Tech department of Digital Media. Erin's research interests include alternative-control games and the social aspects of play. She has experience in developing single- and multiplayer games across a variety of platforms and is looking forward to working with the XRPeds team.

Recent Events

UConn Center for mHealth Virtual Conference

In May, XRPeds Postgraduate Associate Joshua Rigsby submitted a video poster to the UConn Center for mHealth and Social Media's annual conference. Hosted virtually, Josh had the opportunity to share his work on our project, No Time Wasted, an alcohol harm reduction game. Alongside Josh's work, we got to see some of the fascinating work others are doing to leverage game technology to promote health-based learning.

Prototyping an Alcohol Harm Reduction Game for Adolescents



Presented By: Joshua Rigsby, Postgraduate Associate, Yale University School of Medicine

Principal Investigator: Kimberly Hieftje, PhD

New York State Youth Mental Health Summit

In June, Dr. Hieftje attended the New York State Youth Mental Health Summit in New York City. Sponsored by Governor Kathy Hochul, this event explored the variety of mental health challenges facing young people today, and what the state of New York is doing to combat these issues.



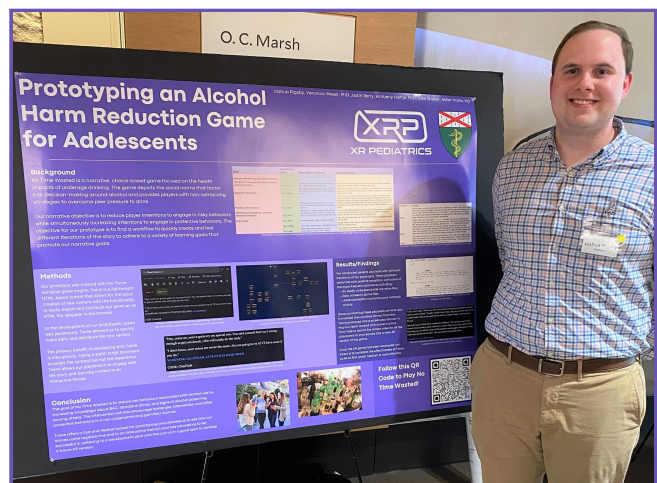
Games For Change Festival

This July, Games for Change hosted its annual Games for Change Festival at the United Nations in New York City. The event contained a variety of sessions, panels, and showcases highlighting the innovative ways creators are leveraging game technology to create positive change in the world. Several of our team members attended. Consider attending next year for one of THE BEST serious games conferences out there.



Yale Postgraduate Association Symposium

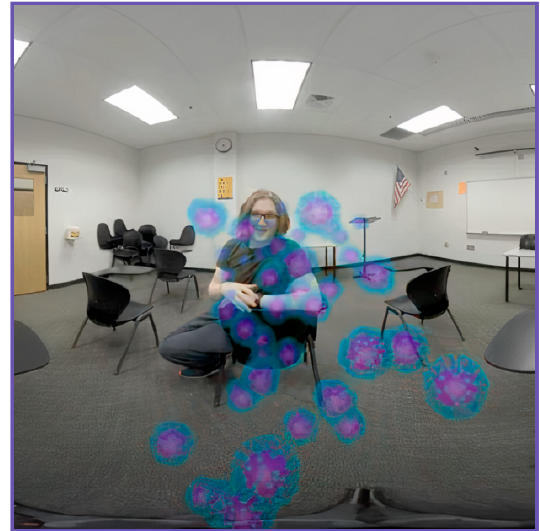
Postgraduate Joshua Rigsby presented at this year's Yale Postgraduate Association Symposium with a poster presentation focusing on our project, No Time Wasted, and sharing our experiences developing and prototyping a desktop version of the game. The symposium is a great chance to explore all the wonderful work being done by postgrads across Yale.



Recent Publications

Dr. Veronica Weser recently contributed to a paper focused on exploring how virtual reality technologies can be incorporated into public health campaigns. It looked at the results of health campaigns focused on COVID-19 prevention. Published by the Social Science Computer Review, you can read the paper using the button below.

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