

New Virtual Reality Games Make Infusions Easier on Young Patients

Specially-designed headsets and games distract patients, ease the mind of parents

Nationwide Children's Hospital

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NEWS PACKAGE


SUGGESTED TEASE	NO CHILD LIKES TO GET POKED WITH A NEEDLE, BUT RESEARCHERS HAVE DEVELOPED A NEW WAY TO MAKE IT "VIRTUALLY" PAINLESS. HOW THIS VIDEOGAME SYSTEM IS CHANGING TRIPS TO THE DOCTOR, NEXT.
ANCHOR LEAD	IT'S HARD FOR ANY PARENT TO WATCH THEIR CHILD GO THROUGH THE FEAR AND PAIN OF A NEEDLE STICK AT THE DOCTOR'S OFFICE, BUT IMAGINE HAVING TO GO THROUGH THAT SEVERAL TIMES A WEEK. THAT'S AN UNFORTUNATE FACT OF LIFE FOR SOME CHILDREN, BUT A NEW VIDEOGAME SYSTEM IS HELPING TO MAKE THAT PROCESS EASIER - NOT ONLY FOR CHILDREN BUT THEIR PARENTS, AS WELL. CLARK POWELL SHOWS US HOW IT WORKS.
(PACKAGE START) -----	(Nats - Brody crying) :01
CG: Courtesy: Nationwide Children's Hospital	THREE TIMES A WEEK, 6 YEAR OLD BRODY BOWMAN STRUGGLES WITH THE ANXIETY OF GETTING STUCK WITH A NEEDLE.
Shots of Brody getting ready for at-home infusion	BRODY HAS HEMOPHILIA AND NEEDS INFUSIONS EVERY FEW DAYS TO HELP HIS BLOOD TO CLOT. AS A MEDIC, GABBY BOWMAN IS TRAINED TO USE NEEDLES ON PATIENTS - BUT AS BRODY'S MOTHER - SHE STRUGGLES. :15
CG: Gabby Bowman Mother of hemophiliac	<i>"When it's your own kid and you're having to stick him, I mean, it really kind of tugs at your heartstrings."</i> :05
Shots Brody crying during at-home infusion	IT CAN ALSO MEAN KIDS TUGGING AT THEIR I-Vs - WHICH IS NOT ONLY DANGEROUS, BUT CAN PROLONG TREATMENTS. :05
CG: Amy Dunn, MD Nationwide Children's Hospital	<i>"My kids in general have needle procedures that usually involve their arms or hands, so we needed access to their hands and arms and for them to be still."</i> :08

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<p>Shot Dr. Dunn with Brody in clinic Shots of Patterson and development team Shots of Brody playing game</p> <p>CG: Jeremy Patterson Nationwide Children’s Hospital</p> <p>(soundbite covered) Shots of Brody using breath to play game</p> <p>Jeremy Patterson (CG’d earlier)</p> <p>Shots of the headset Shot of putting phone in headset Shot of nurse during treatment</p> <p>Dr. Dunn (CG’s earlier)</p> <p>Shots of Brody in treatment</p> <p>Gabby Bowman (CG’d earlier)</p> <p>Shot of Brody leaving clinic</p> <p>PACKAGE END -----</p> <p>ANCHOR TAG</p>	<p>SO, DOCTOR AMY DUNN TEAMED UP WITH VIDEOGAME DESIGNERS AT NATIONWIDE CHILDREN’S HOSPITAL TO CREATE THIS - A VIRTUAL REALITY SYSTEM SO KIDS CAN PLAY GAMES DURING TREATMENT - WITHOUT USING THEIR HANDS. :10</p> <p><i>“There’s two main ways that they control game play. The first is through head glances and movement.” :06</i></p> <p><i>“One of the other mechanics that’s a very interesting one that’s not used often in gaming, but breath is used.” :08</i></p> <p><i>“It worked very well in this case because not only was it a hands free way to control the game, but in addition it had the quality of breathing in and out deeply relaxes you.” :12</i></p> <p>THE HEADSETS ARE CARDBOARD, SO THEY’RE LIGHT AND DISPOSABLE - AND BECAUSE THE GAMES RUN ON SMARTPHONES, THEY’RE WIRELESS.</p> <p>ALSO, NURSES MONITOR THE GAMES AND GET INVOLVED WHENEVER NEEDED. :09</p> <p><i>“She’s there with the patient, she knows when they may need more distraction or less and so she can actually orchestrate right there in real time.” :08</i></p> <p>WHICH HAS MADE A REAL DIFFERENCE IN PATIENTS LIKE BRODY. :02</p> <p><i>“He didn’t flinch. I mean, he just sat there and let the phlebotomist do his thing, and it was fantastic.” :08</i></p> <p>AT NATIONWIDE CHILDREN’S HOSPITAL, THIS IS CLARK POWELL REPORTING. :03</p> <hr/> <p>DOCTORS AT NATIONWIDE CHILDREN’S HOSPITAL ARE CURRENTLY COLLECTING FEEDBACK FROM A PILOT STUDY OF THE VIRTUAL REALITY HEADSET. THEY HOPE IT WILL SOON BE USED ROUTINELY IN CLINICAL SETTINGS AND FOR CHILDREN WHO GET REGULAR INFUSIONS AT HOME.</p>
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SOCIAL MEDIA

<p> Share it! Suggested tweet:</p>	<p>New videogame system @NationwideKids make needle procedures “virtually” painless in kids: bit.ly/2cz6n9V</p>
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Suggested post:

A new virtual reality gaming system developed at **Nationwide Children’s Hospital** is making needle procedures much less painful for children and their families. Meet the team who designed it and a 6 year old who went from dreading 3 infusions a week, to looking forward to his time at the hospital playing games.
bit.ly/2cz6n9V

EXTRA BITES

CG: Amy Dunn, MD
Nationwide Children’s Hospital

Dr. Dunn says what was needed for the system:
“It needed to be really all-encompassing, I needed them to be as distracted as possible so I wanted to incorporate as many of the senses as we could, but it also had to fit children. It had to be really customized to their needs depending on what procedure they were having done.”

Dr. Dunn says the system is customized for the clinic:
“I think it’s novel in that we’ve custom designed to a patient population and the - also the ability to customize within the game, my nurse can actually orchestrate what’s going on.”

Dr. Dunn explains how the game helps long-term:
“I think it would also increase their adherence to their treatment. If it’s not a scary thing, if it’s not a frightening thing for them, if it doesn’t hurt, then I think they’d be much more likely to do their treatments like they should.”

Patterson says every design aspect was customized:
“There’s a deliberate design behind every aspect of this and it’s led to what we’re seeing right now which are preliminarily some very good results.”

CG: CG: Jeremy Patterson
Nationwide Children’s Hospital

Patterson says the games needed to be hands-free:
“There needed to be different ways to control the games versus traditional control mechanisms because kids can’t use a game controller while they’re getting an infusion or a blood draw or lab work.”

Patterson says seeing patient results is rewarding:
“To see it take a procedure that, before they were coming in, they were crying, they were upset, and turn it into something where they’re smiling the whole time. It’s a very rewarding thing to be able to see.”

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CG: Gabby Bowman
Mother of hemophiliac

*Bowman says she was surprised her son was so calm:
"I was really shocked the he was able to sit on my lap,
you know he had the little headset on and everything,
and it didn't even seem to phase him."*

*Bowman says the games would benefit other patients:
"For everybody it would be good. It would take their mind
off of their pain or the anxiety of what are they going to
do next to me, I think it would be a huge stress reliever
on everybody."*

*Bowman explains how they introduced the games:
"They let him play a couple different games to see which
one he liked best, and then after that we went and he
had his blood drawn and stuff. So, he got to choose the
game that he wanted to play."*

For viewer information on this story contact:

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