



**CALIFORNIA STATE SCIENCE FAIR
2008 PROJECT SUMMARY**

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| Name(s) Taylor Q. Carol | Project Number J0604 |
| Project Title Put Away the Pills and Hand Me the Controller | |
| Abstract Objectives/Goals Can Re-Mission the video game I played while receiving cancer treatment cause, a change in cognitive perceptions leading to improved health related outcomes such as self efficacy, cancer knowledge, treatment adherence, and quality of life. Methods/Materials Video game # Re-Mission Lap top Data charts Research data supplied by Hopelabs Results The data showed the Re-Mission group benefited in cancer knowledge, self efficacy, treatment adherence, and quality of life as compared to the control group. Specifically the Re-Mission participants rose 8% in the post cancer knowledge test compared with the control group. The Re-Mission group also showed improved adherence to medical regimen. Out of 40 doses given of antibiotic therapy the Re-Mission group showed 4 less failures regarding patients not taking their antibiotic therapy. In the quality of life questionnaire the Re-Mission group rose fro 76 to 78 on a scale of 100. Comparatively the control group fell from 77 to 75 using the same scale. Conclusions/Discussion In each or the four categories new cognitive perceptions led to improved results for the Re-Mission group. However I benefited to such a great extent I thought the overall results would have been higher. My hypothesis was supported by my analysis of results just not to the degree I thought. My increased cancer knowledge, quality of life, and self efficacy were much higher than the presented results. The game re-Mission gave me tremendous knowledge about my cancer and how to fight it. Playing Re-Mission gave me confidence to fight cancer and simulated control over my disease and outcome. I feel my hours of play that was at 25 hours and well above the norm might account for the difference. Reviewing the time of play graph it is evident that I played Re-Mission substantially more than the other participants. This could be an explanation of why I benefited more. To conclude my analysis of results certainly shows the need for more studies in this area. This study using video games for adolescent cancer patients is a first of its kind. My analysis shows this study warrants more research using more time on task to prove the validity of my hypothesis. Further video game use as therapy in adolescent cancer patients seems very promising for the future. | |
| Summary Statement Re-Mission the video game that I played while receiving cancer treatment changes cognitive perceptions leading to improved health related outcomes such as self efficacy, cancer knowledge, treatment adherence, and quality of life. | |
| Help Received Ms. Wentz my science teacher gave me guidance on this project | |