

TAKE CONTROL OVER ADDICTION: KINECT GAME FOR PATIENTS IN RECOVERY

Proposed Presenter and Location: Bradley Tanner, MD, Mary Metcalf, PhD., MPH Clinical Tools, Inc @ 2016 NextMed / MMVR22, April 7 - 9, 2016 • Sheraton Los Angeles Downtown Hotel • Los Angeles, California

Product Name: *Take Control Over Addiction*

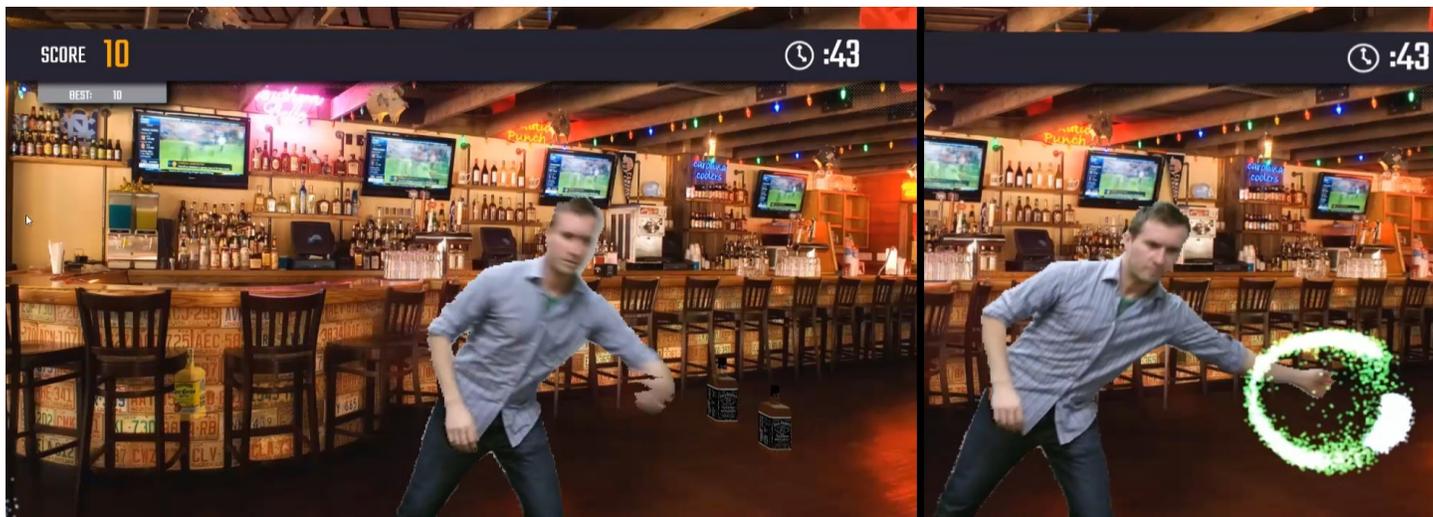
Preferred Demo Duration: Prefer a more exhibit-style display so that attendees could experience the prototype personally vs. just watching a demo.

Funding Source: NIH/NIDA (#HHSN271201200007C)

Goal: Assist patients in recovery via a game where they actively challenge cues to addiction and seek out more positive behaviors in environments identified as difficult for them.

Product Description: *Take Control Over Addiction* is a motion controlled virtual reality video game available for Kinect™ on Windows PCs. The game is themed to pit the player's avatar against the substance(s) of abuse.

In various settings, images of alcohol, cigarettes or drugs will be offered to the player and then refused or destroyed by a variety of body movements (e.g., swiping/waving, kicking). Destroying/refusing substances via these movements will give players a sense of accomplishment, self worth and choice. There are several subthemes of the game including trigger avoidance, seeking help, decreasing stress, and helping others.



Game Play: Players can: 1) choose a preferred background that is most relevant to their needs (e.g., bathroom, kitchen, street, bar setting), 2) select from one of several substances to make game-play relevant and engaging (e.g., cigarette pack, pills, an alcohol bottle), 3) begin kicking and punching their way through various exposure scenarios, winning points, and advance to more challenging levels. They also seek out “supports” including telephoning a sponsor, relaxation techniques, and exercise.

Development Stage/Availability: The game is available to clinics with proper treatment integration. An Xbox One version is in production.

Organization Information: Clinical Tools, Inc. (CTI) is an award winning physician-owned, multimedia, health IT factory based in Chapel Hill, North Carolina. CTI staff bring experience in a wide range of fields, from medicine, dentistry, health education, psychology, and public health to computer technology and serious game creation. From head-mounted VR technology to mobile technology to the Internet we create scalable, engaging, innovative education and training technologies.

Empowering providers and patients with innovative education and training technologies