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Teen patients get mobile game app to fight cancer

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Singapore: Global health service company Cigna is developing HopeLab's cancer-fighting gaming app 'Re-Mission 2: Nanobot's Revenge' onto phones and tablets for young cancer patient in the world. The free app is available for Android and iOS (Apple) mobile devices. HopeLab Ã?Â is a non-profit organization that utilize technology to improve human health.

Re-Mission 2: Nanobot's Revenge app is one of six ground-breaking Re-Mission 2 online games designed to help young cancer patients fight their disease. Research shows that playing the games boosts players' positive emotions, increases self-efficacy (their belief in their ability to fight cancer) and shifts attitudes about chemotherapy, which lead to better adherence to prescribed treatments.

Dr Scott Josephs, national medical officer, Cigna, said that, "We began working with HopeLab to distribute the original Re-Mission game on CD and DVD to young people with cancer in 2007. With the new globally accessible Re-Mission 2: Nanobot's Revenge mobile app, our goal is to use online news sources, app-based promotions, and game sites to help get this cancer-fighting video game in the hands of every young person with cancer worldwide."

The new games apply insights from a brain-imaging study published in 2012 by HopeLab and Stanford University researchers showing that Re-Mission, a video game about killing cancer in the body, strongly activates brain circuits involved in positive motivation.

This reward-related activation is associated with a shift in attitudes and emotions that helped boost players' adherence to prescribed chemotherapy and antibiotic treatments in a previous study. As a result, each Re-Mission 2 game is designed to boost positive emotion, increase self-efficacy and shift attitudes toward chemotherapy.