

# Neuroscape News

December 2017

[View this email in your browser](#)

Neuroscape is advancing the world of neuroscience and technology every day. Stay current with this bimonthly update, and also follow us on [Facebook](#) and [Twitter](#) for the latest news.



## GET INVOLVED:

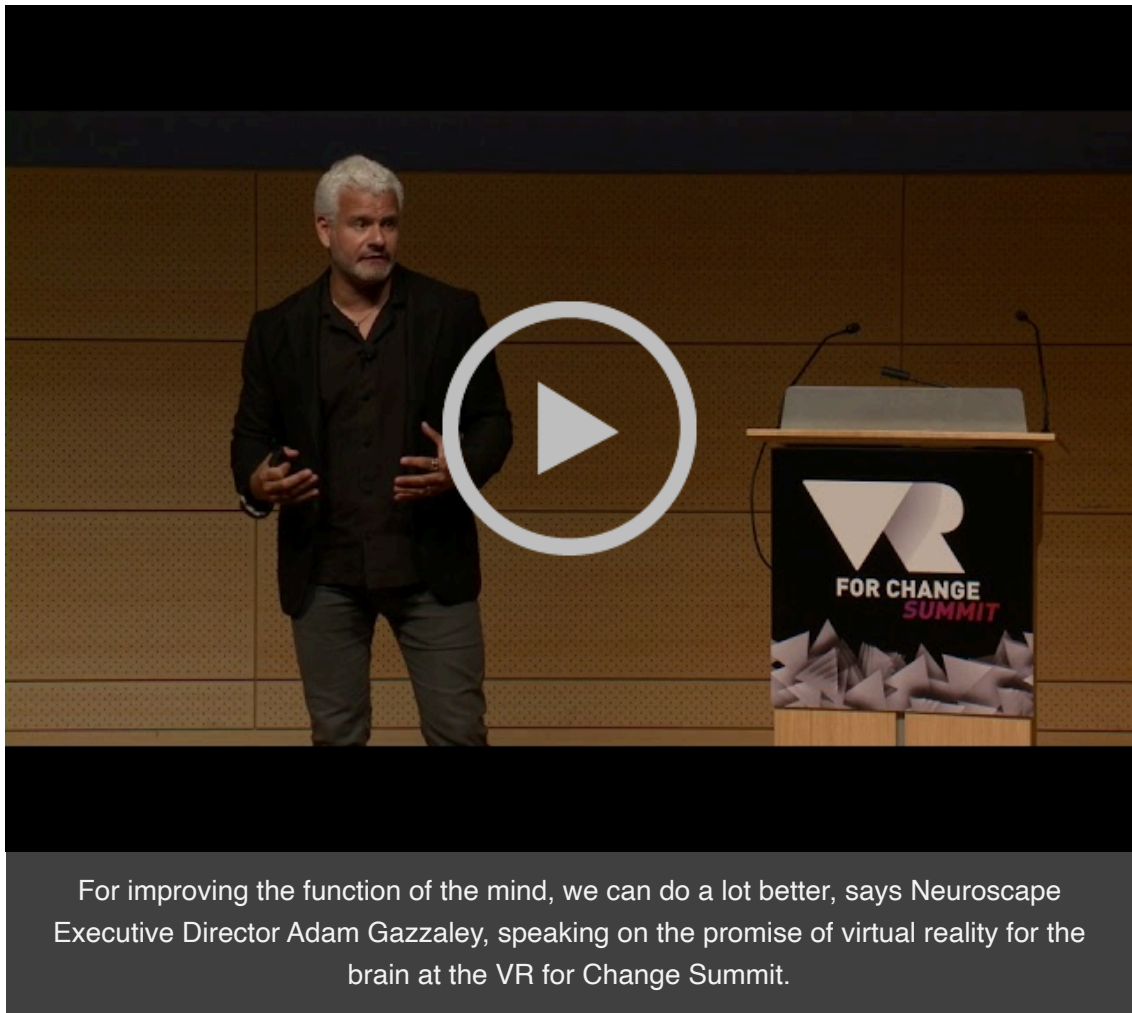
**Neuroscape is actively recruiting participants** who are able to visit our Mission Bay campus. For more information or to sign up, please see our [participation page](#).

Neuroscape relies on support and participation from people around the world to make its programs possible. Thank you to all our current and past volunteer participants! Even if you have participated in the past, you may still be eligible to participate in further studies.

---

## VIDEO FEATURE:

# Using Virtual Reality to Help Improve the Function of the Brain



For improving the function of the mind, we can do a lot better, says Neuroscape Executive Director Adam Gazzaley, speaking on the promise of virtual reality for the brain at the VR for Change Summit.

---

## AROUND THE LAB:



Science journalists get a sense for the experiences Neuroscape is creating with its technology to enhance cognition.

## STAFF SPOTLIGHT:



Vinith Johnson, a research specialist at Neuroscape, looks forward to joining his professors, colleagues, other researchers and security guards from his center every Tuesday for a game of pickup basketball at the Bakar Fitness & Recreation Center at UC San Francisco Mission Bay. Photo and caption courtesy of: UCSF Campus Life Services

## VOLUNTEER SPOTLIGHT:



Thank you from the whole Neuroscape staff to our more than 80 amazing volunteers who help make everything we do here possible. Happy Holidays!

---

## NEUROSCAPE IN THE NEWS:

[Could this be the first prescription video game? New data show it helps kids with ADHD](#) in STAT News:

“In a study of 348 children between the ages of 8 and 12 diagnosed with ADHD, those who played Akili’s action-packed game on a tablet over four weeks saw statistically significant improvements on metrics of attention and inhibitory control, compared to children who were given a different action-driven video game designed as a placebo. The company plans next year to file for approval with the Food and Drug Administration.” The science behind the game was developed at Neuroscape; Adam Gazzaley is Akili's Chief Science Advisor.

---

## BRAIN NEWS ROUNDUP:

- [Exercise May Enhance the Effects of Brain Training](#)
- [5 Strategies to Demystify the Learning Process for Struggling Students](#)
- [Neuroscientists have identified how exactly a deep breath changes your mind](#)
- [Say what? Playing a puzzle video game could help improve your hearing](#)



---

*Copyright © 2017 Neuroscape, All rights reserved.*

Want to change how you receive these emails?  
You can [update your preferences](#) or [unsubscribe from this list](#)

