

Neuroscape News

June 2018

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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:

Developing Therapeutic Video Games



TRIANGULATION Episode 346: Adam Gazzaley
Recorded Friday 4 May 2018

Neuroscape's Executive Director Adam Gazzaley talks with Megan Morrone about the work we do at Neuroscape: "Technology development is a big part of what Neuroscape does -- we're essentially an incubator."

OUT AND ABOUT:

A Brainsy Night at the Planetarium



In April, Neuroscape's Glass Brain was projected in the Hayden Planetarium at the American Museum of Natural History in New York as Mickey Hart put on a special performance, followed by a Q&A with Adam Gazzaley. Photo credit: AMNH/M. Shanley

AFTER HOURS:



Our staff and faculty gathered at this party in honor of Theodore Zanto, who heads up the Neuroscape Neuroscience Program.

STAFF SPOTLIGHT:



Courtney Gallen, a postdoctoral fellow at Neuroscape, is leading a study of a new intervention, Engage, in healthy adolescents. Engage is a meditation-inspired, adaptive app to train attention. What drives Gallen everyday is her love of science: "We get to ask creative and important questions about how the brain works and, more significantly, how we can improve its functioning," she says. "It also helps that the lab is such a positive environment."

NEUROSCAPE IN THE NEWS:

Game Theory - [A conversation with Adam Gazzaley for Brain World Magazine:](#)

"virtual reality, augmented reality, artificial intelligence, motion capture, wearable physiological devices, all of these technologies have a role in creating tools to improve brain function, and that's where we're putting a lot of our effort." -Adam Gazzaley

BRAIN NEWS ROUNDUP:

- [Listen as the Grateful Dead's Mickey Hart Plays Rhythms of the Universe](#)
- [How Teens' Penchant For Risk-Taking May Help Them Learn Faster](#)

- [Neuroscience Shows Listening to Music Has Kind of the Same Effect as Meditation](#)
- [Meditation and Breathing Exercises Can Sharpen Your Mind](#)



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