

Neuroscape News

November 2022

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



NOW PLAYING:

Can Video Games Improve ADHD? How Digital Medicine is Helping



Adam sat down Chase Jarvis to talk about how Neuroscape's work on attention is translating to real-world, digital medicine solutions.

[Listen Here](#)

OPPORTUNITY:

Participate in Our Studies

We are actively recruiting participants for several exciting studies to advance understanding and improvement of cognition and mental health. You may be eligible if you fit one of these groups:

ACE Validation Study

- Open to participants 7-107 years old interested in playing a computer game cognitive assessment. We especially need more participants 7-10 years old. [Get more information.](#)

ACE External Validation Study

- Open to participants 7-107 years old willing to play through 2 batteries of cognitive assessment. [Get more information.](#)

Music and Meditation Study

- Open to healthy adults 18-35 years old willing to complete one at-home and two in-lab (EEG and fMRI) sessions. [Get more information.](#)

POET Study

- Open to U.S. veterans age 18-76 years old with post-traumatic stress disorder (PTSD). [Get more information.](#)

Virtual Reality Study in Memory and Attention

- Open to healthy adults 65-85 years old willing to complete a few in-lab visits (fMRI) and multiple at-home sessions. [Get more information.](#)

Study on Emotional Well-Being in Adults

- Healthy adults 65-85 years of age willing to complete an in-lab fMRI session and to potentially participate in a remote, app-delivered intervention study. [Get more information.](#)

We are not currently recruiting for any psychedelic studies, but please check our [studies participation page](#) for updates.

FACULTY SPOTLIGHT:

Building Models and Training the Next Generation of Scientists



Early education has long been a passion of Neuroscape faculty member Reza Abbasi-Asl. While an undergraduate student in his home country of Iran, Abbasi-Asl co-founded a nonprofit to provide free coding and robotics courses to K-12 students – developing course materials that are still being used to train hundreds of students yearly in Iran.

Abbasi-Asl more recently has applied that experience to mentoring multiple summer interns, including one Neuroscape summer intern (see "Volunteer Spotlight" below). "Educating, mentoring, and inspiring younger talents have always been major motivations for me to pursue my career in academia," he says. "The Neuroscape summer internship program provides a platform for researchers at Neuroscape to easily connect with interested high school students and I am excited to be part of it."

In his research at Neuroscape, Abbasi-Asl focuses on using advanced computational tools to understand brain functions and disorders, leading several studies, including on emotion and mood disorders, as well as on multiple sclerosis and Parkinson's disease. He also leads a UCSF research program that characterizes relationships between neural morphology, function, and genomic signature in the brain, and which is supported through multiple major awards from National Institute of Mental Health and Weill Neurohub.

VOLUNTEER SPOTLIGHT:

Hands-on Neuroscience Through the High School Internship



The Neuroscape high school summer internship was back in person this year. And even though it was “hybrid” with two remote days per week, the three students still got lots of hands-on time, including getting their hands on human brains, literally!

The first week of the internship, Neuroscape’s Peter Wais gave a two-part neuroanatomy lesson (pictured above), which included getting to observe and interact with human brains preserved in formaldehyde or encased in resin. The specimens were split down the corpus callosum so they could see the limbic system. “The interns were encouraged to delicately touch and hold them if they wanted to, with gloves on,” says Melissa Arioli, a Clinical Research Coordinator at Neuroscape who helped head up the internship program. “Almost all the interns jumped at the opportunity to hold the brains. They were completely in awe and kept saying ‘Wow! This is amazing!’”

Arioli says that the independent projects prove most challenging for the interns. For those projects, each intern was paired with at least one Neuroscape mentor (see "Faculty Spotlight" above), meeting weekly to learn about how to read scientific articles, how to do data analysis, and how to present their work. “It’s their first time doing a project of this depth,” she explains. “Their final presentations absolutely exceeded our expectations. They were able to clearly describe their projects and answered questions like total professionals. It was rewarding to see them speak so confidently.”

BRAIN NEWS ROUNDUP:

These news picks include articles about research and technology related to Neuroscape:

- [Scientists Developed a Musical Video Game to Improve Memory](#)
- [Video Games Offer the Potential of "Experimental Medicine"](#)

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