

Neuroscape Update

October 2017

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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:

Prescription Video Games May Be the Future of Medicine



One of our favorite activities at Neuroscape is sharing our video games with new people. In May, we shared two of our games with The Verge Next Level host Lauren Goode, who tested her chops on Body Brain Trainer (BBT) and Labyrinth. Watch her experience here.

VOLUNTEER SPOTLIGHT:



Volunteers are the heart of Neuroscape, helping with everything from study participation to press visits. Thank you to volunteer Ashley who snapped some great behind-the-scenes shots from when PBS came to visit us.

NEUROSCAPE IN THE NEWS:

[Could a Videogame Strengthen Your Aging Brain?](#) in WIRED magazine:

"Gazzaley's lab slowly morphed from a traditional research group into a sprawling collection of scientists—other neuroscience faculty, post-docs, technicians, and a team of game developers. In 2016, they formalized into Neuroscape, with a glitzy website and 10 technologies at different stages of development. With Omernick, Gazzaley founded Akili Interactive, a company in Boston that's running a Phase 3 clinical trial on an updated version of Neuroracer—called Project: EVO ADHD—to earn FDA approval as a treatment to reduce the severity of ADHD. If they manage to show that the game is effective, it could be in the clinic as a treatment, and potentially as an alternative to Adderall, for doctors to prescribe by 2018."

Other recent coverage:

- [Stop Taking Adderall, Start Playing Video Games](#)
 - [Video games could soon replace pills in treating some cognitive diseases](#)
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IN THE JOURNALS:

- [Enhancing Spatial Attention and Working Memory in Younger and Older Adults](#) Camarin E. Rolle, Joaquin A. Anguera, Sasha N. Skinner, Bradley Voytek, and Adam Gazzaley. Journal of Cognitive Neuroscience 2017.
 - [Externally controlled involuntary cognitions and their relations with other representations in consciousness](#). Donish Cushing, Adam Gazzaley, Ezequiel Morsella. Consciousness and Cognition 2017.
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BRAIN NEWS ROUNDUP:

- [Why we miss objects that are right in front of us](#)
- [Can VR help diagnose dementia?](#)
- [UCSF introduces KittenScanner for pediatric patients](#)
- [What happens to creativity as we age?](#)



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