



re-mission.net

About Re-Mission™

Re-Mission, created by HopeLab, is a third-person shooter video game developed specifically for adolescents and young adults with cancer. In Re-Mission, players pilot a nanobot named Roxxi as she travels through the bodies of fictional cancer patients destroying cancer cells, battling bacterial infections, and managing side effects associated with cancer and cancer treatment.



Combining exciting game play with science:

Re-Mission was developed with input from medical experts and patients with cancer.



Development and Distribution

Re-Mission is based on the vision of HopeLab founder and board chair Pam Omidyar. Early in her career, Pam worked as a researcher in an immunology lab. As a video game enthusiast, she had the idea that a video game for teenagers with cancer might play a positive role in helping them fight their disease. HopeLab researchers worked with video game developers and animators, cancer experts, cell biologists, psychologists, and young people with cancer themselves to create this groundbreaking game.

Re-Mission is distributed by HopeLab to young people with cancer, free of charge. The game can be ordered or downloaded at www.re-mission.net, an online community where teens and young adults with cancer can share information and support one another.

Research and Results

Prior to the release of Re-Mission in April 2006, HopeLab completed a randomized, controlled trial to test the effect of Re-Mission on treatment adherence, cancer-related knowledge, self-efficacy, and quality of life among adolescents and young adults with cancer. The Re-Mission Outcomes Study enrolled 375 male and female cancer

patients aged 13-29 at 34 medical centers in the United States, Canada and Australia. Participants were randomly assigned to receive PCs pre-loaded with a popular video game only or that same control video game plus Re-Mission. Study results, first presented in March 2006 at peer-reviewed scientific meetings, indicate that playing Re-Mission produced increases in quality of life, self-efficacy, and cancer-related knowledge for adolescents and young adults with cancer. In addition, young people who played Re-Mission maintained higher blood levels of chemotherapy and showed higher rates of antibiotic utilization than those in the control group, indicating that Re-Mission helps patients adhere to cancer therapy regimens.



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