



About Re-Mission™

The Re-Mission video game, created by HopeLab for teens and young adults with cancer, is the first video game shown to induce positive behaviors that enhance the effectiveness of medical treatment.



Combining exciting game play with science:

Re-Mission was developed with input from medical experts and patients 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 the effects of cancer and cancer treatments. Research shows that patients who played Re-Mission stuck to their prescribed treatments more consistently, a key component of successful cancer treatment, and showed increases in cancer knowledge and self-efficacy.¹

Re-Mission is designed for teens and young adult cancer patients and has been evaluated in patients 13 to 29 years of age. The game is rated “T” for “Teen” by the Entertainment Software Ratings Board.

Development of the Game

Re-Mission is based on the vision of HopeLab founder and board chair Pamela 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 worked collaboratively with doctors and nurses, psychologists, cell biologists, cancer experts, video game developers and animators, and young people with cancer themselves to create this groundbreaking game.

Clinical Goals in Re-Mission

Through game play, young cancer patients experience what occurs within their bodies as they undergo treatment and deal with side effects. The game addresses the importance of:

- Compliance with oral chemotherapy regimens and prescribed medications
- Prompt symptom reporting, even if the symptoms appear unrelated to cancer
- Proper nutrition to increase the body’s ability to fight cancer
- Anxiety, nausea and pain management through breathing and muscle relaxation exercise

Game Distribution

Re-Mission can be downloaded or ordered online at www.re-mission.net, an online community where teens and young adults with cancer can share information and support one another. The game is available in CD and DVD formats, and language options include English, French and Spanish. HopeLab provides Re-Mission free of charge to young people with cancer, their families and caregivers, hospitals, clinics, and other organizations that serve the needs of young cancer patients. Distribution of Re-Mission is supported in part by CIGNA HealthCare, the ESA Foundation, and Starlight Children’s Foundation.

¹ Kato, PM, Cole, SW, Bradlyn, AS, Pollock, BH. A video game improves behavioral outcomes in adolescents and young adults with cancer: A randomized trial. *Pediatrics*; 122: e305-e317.

