Video Games in Health Care : Closing the Gap

**Questions**

1. What are the fourth attributes of play ?
2. What part of the fact of playing has a key role in helping patients ?
3. What did young patients with cancer experience when playing video games ?
4. Why can’t hospitals always take advantage of video games as a distraction and relaxation to help patients ?
5. What does a hand-held video game bring to a young patient before undergoing anesthesia ?
6. How is the impact of video games compared to pharmacological intervention for anxiety ?
7. What kind of game was used in combination with physical exercise equipment for physical therapy ?
8. How could a patient with spinal-cord injury control a video game ?
9. What influence do video games have on patients with physical impairments ?
10. For what purpose was the game SnowWorld developed ?
11. What was the effect of the game Pack and Marlon on children with diabetes ?
12. What does a player have to do in the game Bronkie the Bronchiasaurus ?
13. What does SpiroGame bring to children ?
14. What kind of games can help patients with bladder or bowel dysfunction ?
15. What was the difference between patients playing Re-Mission and patients playing Indiana Jones and the Emperor’s Tomb ?
16. Why was the game Half-Life useful to medical students ?
17. What kind of game is Oncology Game ?
18. Why do video games have direct clinical implications ?
19. What is the file drawer problem ?
20. On what should the next studies focus ?