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 experienced young patients with cancer when playing video games ?
4. Why hospitals can’t always take advantage of video games as a distraction and relaxation to help patients ?
5. What brings a hand-held video game 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 patient with spinal-cord injury could control the 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 was the difference between patients playing Re-Mission and patients playing Indiana Jones and the Emperor’s Tomb ?
15. Why was the game Half-Life useful to medical students ?
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