

# **Curriculum Vitae**

## **Pamela M. Kato, EdM, PhD**

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### **Degrees**

- Stanford University, Psychology, Ph.D., 1996
- Harvard University, Counseling and Consulting Psychology, Ed.M., 1989
- Georgetown University, Japanese Language and Studio Art, B.S.L.A., 1986

### **Professional Development**

- Executive Program for Nonprofit Leaders, Stanford Graduate School of Business, 2003
- Facilitative Leadership, Interaction Institute for Social Change, San Francisco, CA, 2002

### **Academic Experience**

- Visiting Fellow, Coventry University, Serious Games Institute, UK, 2010-present
- Guest Professor, Salzburg Applied Science University, Austria, 2012
- Adjunct Faculty, Health Psychology, University College Utrecht, Department of Social Sciences, The Netherlands, 2010-2011
- Senior Research Scientist, University Medical Center, Patient Safety Center, Utrecht, The Netherlands, 2008-2011 (adjunct 2011 to present)
- Adjunct Clinical Instructor, Stanford Hospital, Pediatrics, Stanford, CA, 2001-2008
- Visiting Scholar, MIT, Comparative Media Studies, Cambridge, MA, 2002-2003
- Postdoctoral Fellow, Stanford School of Medicine, Stanford, CA, 1996-2000
- Lecturer, Continuing Studies, Stanford, CA, 1995 – 1999
- Lecturer, Stanford University, Department of Psychology, Stanford, CA, 1996-1998

### **Professional Experience**

- P. M. Kato Consulting, Lage Vuursche, the Netherlands, 2011-present
  - Clients include Sanofi-Aventis, Janssen Pharmaceuticals, Healthy Solutions, Ministry of Health Holdings Singapore, HopeLab, University of Pittsburgh, Halmstad University (Högskolan i Halmstad), Montpellier Ventures, European Commission
- HopeLab, Palo Alto, CA, 1999-2013
  - Founding President and CEO, 2001-2004
  - Consultant (contract), 1999-2001 and 2005-2013
- Research Consultant, Children's Health Council, Palo Alto, CA, 1992-1993
- Clinical Consultant, Brookwood Child Care, Brooklyn, NY, 1990-1991
- Statistical Consultant, Mt. Sinai Hospital, Adolescent Health Center, NY, 1989-1990

## **Professional Activities**

### **Board Membership**

- Advisory Board, Games for Health Europe Conference, 2011-present
- Editorial Advisory Board, IGI Global, Serious Games for Healthcare, 2011
- Board of Directors, American Cancer Society, Silicon Valley Region, 2004-2006

### **Grant Reviewer**

- The Technology Foundation SWT (The Netherlands), 2014
- Dutch Cancer Society (The Netherlands), 2012
- European Commission, (Luxembourg), 2011
- Alberta Health Sciences (Canada), 2010
- National Health Service (United Kingdom), 2009

### **Editorial Consultant**

- Editorial Board, Games for Health Journal, 2012-present
- ACM Transactions on Autonomous and Adaptive Systems, 2012
- Simulation & Gaming, 2012
- IEEE Transactions on Learning Technologies, 2012
- Journal of Diabetes Science and Technology, 2009
- Public Health and Nutrition, 2008-2009
- Journal of Developmental and Behavioral Pediatrics, 2000-2001
- Preventive Medicine, 1999

### **Program Review Committee**

- Game Days Edutainment, 2012
- President of the Scientific Symposium, e-Virtuoses, 2012
- Society of Behavioral Medicine, 1998-1999
- Western Psychological Association, 1995

### **Other Committees**

- Graduate Admissions Committee, Department of Psychology, Stanford, 1993-1994
- Pain Management Committee, Packard Children's Hospital, Palo Alto, CA, 1993

### **Grants and Fellowships**

- Raised over €600,000 to develop serious game to improve patient safety, 2008-2011
- Raised over \$12 million USD as President and CEO of HopeLab, 1999-2004
- Individual National Research Service Award, Parent Psychosocial Functioning and Child Health, National Cancer Institute (#CA73189), \$80,000, Department of Health and Human Services, 1997-2000
- Stanford University School of Medicine, Department of Psychiatry and Behavioral Sciences, \$30,000, General Fellowship, 1996
- Berger Foundation Grant for the study of childhood cancer, \$5,000, Attributions Among Survivors of Childhood Cancer, 1995
- Stanford University Graduate Fellowship, \$30,000, 1993-1995
- National Research Service Award, Training Grant Fellowship to the Department of Psychology at Stanford, Training in Developmental Psychology, National Institutes of Mental Health (#MH19114), Department of Health and Human Services, \$30,000, 1991-1993

## **Awards and Honors**

- Top 10 Serious Game Blogs, Pixel Learning and Online Colleges, 2012
- Best Serious Game for AMS1, I/ITSEC, 2011
- Best of Show and Gold Medal for AMS1, Annual Serious Play Conference, 2011
- The APON Writing Award, Association of Pediatric Oncology Nurses, 2004
- Choice Outstanding Academic Book Award, American Library Association, 1998
- Trainee Manuscript Award, Society of Developmental and Behavioral Pediatrics, 1998
- Predoctoral Fellow, Bush Center for Child Development and Social Policy, Yale University, 1990-1991

## **Teaching Experience**

### **Courses**

#### **University of Applied Sciences Salzburg, Austria**

- Serious Exergames, Department of Multimedia Technology, Spring 2012

#### **University College, Utrecht, the Netherlands**

- Health Psychology, Department of Humanities and Social Sciences, Spring 2010, 2011, 2012

#### **Stanford University, Stanford, CA, USA**

- Health Psychology and Diversity Issues, Department of Psychology, Summer 1998
- Stress Management: Theory and Practice, Continuing Studies Program, Spring 1998
- Health Psychology, Continuing Studies Program, Spring 1997
- Health Psychology I and II, Continuing Studies Program, Winter and Spring 1996
- Health Psychology: Theory and Research, Department of Psychology, Summer 1993, 1994

### **Invited Lectures and Colloquia**

#### **University College, Utrecht, the Netherlands**

- “The future of health psychology,” Health Psychology, Spring 2012, 2013
- “Research on serious games,” Media Psychology, Winter 2010
- “Serious games and health,” Media Psychology, Winter 2008

#### **University of Applied Sciences Salzburg, Austria**

- Serious Games and Healthcare, Urstein Campus, Spring 2012

#### **VU University Amsterdam, the Netherlands**

- “Researcher and game developer collaborations: Making oil and water mix,” Department of Communication Sciences, Autumn 2011

#### **IT University of Copenhagen, Denmark**

- “Validating serious games for health,” Center for Computer Games Research, Autumn 2011

### **Utrecht University, the Netherlands**

- “Involving researchers in games for health,” MUSE, Autumn 2011
- “How to make a serious game,” Department of Computer Science, Winter 2008

### **Oxford University, England**

- “Opportunities for training with serious games,” Simulation, Teaching & Research Centre, Spring 2011

### **Stanford University, Stanford, CA, USA**

- “Diversity issues in psychology,” Department of Psychology, Winter 1998
- “Relaxation techniques,” Health Improvement Program, Autumn 1997
- “A cultural psychological approach to ethnic differences in health,” Department of Health Research and Policy, Spring 1996
- “Cultural issues in medicine,” Department of Psychiatry, School of Medicine, Spring 1996
- “Introduction to Health Psychology,” Department of Psychology, Summer 1995
- “The relationship between ethnicity and health,” Department of Psychology, Spring 1995
- “Defining and measuring race, ethnicity, and acculturation,” Department of Health Research and Policy, Division of Epidemiology, Spring 1994
- “Ethnic minority issues,” Department of Psychology, Autumn 1993 and 1994

### **University of San Francisco, San Francisco, CA, USA**

- “Pain in the context of development across the life span,” Lifespan Development, Department of Psychology, Spring 1994

### **Thesis Supervision**

- Masters thesis advisor for Jeppe Botrup, “MyReDiary - Exploring the design for supporting adherence to physical rehabilitation.” Department of Digital Design and Communication, International Technical University of Copenhagen, Denmark, 2012
- Dissertation reader for E.D. van der Spek, “Experiments in serious game design: A cognitive approach.” Department of Computer Science, Utrecht University, Utrecht, the Netherlands, 2011
- Senior thesis supervisor, Department of Social Sciences, University College Utrecht 2010-2011
  - Mike Keesman, “Self-regulation and mobile phone use among professionals”
  - Rie Alkemade "The Relationship Between the Mass Media and the Dissociative Identity Disorder Epidemic"
  - Lea ter Meulen, “Emotions and interactions with avatars in computer simulations”
  - Clement Adam, “Effects of video games”

## Publications

### Electronic Software

- Plan+It Commander [Computer software]. (2013). Tilburg, The Netherlands: Healthy Solutions.<sup>1</sup>
- Air Medic Sky 1 [Computer software]. (2011). Utrecht, the Netherlands: University Medical Center Utrecht.<sup>2</sup>
- Re-Mission [Computer software]. (2005). Palo Alto, CA: HopeLab.<sup>3</sup>

### Journal Articles

- Baranowski, M. T., Lieberman, P. D., Buday, R., Peng, W., Zimmerli, L., Wiederhold, B., & Kato, P. M. (2013). Videogame mechanics in games for health. *Games for Health: Research, Development, and Clinical Applications*, 2(4), 194-204.
- Kato, P.M. (2012). Evaluating efficacy and validating health games. *Games for Health: Research, Development, and Clinical Applications*, 1(1), 74-76.
- Kato, P.M. (2010). Video games in health care: Closing the gap. *Review of General Psychology*, 14(2), 113-121.
- Kato, P.M., Cole, S.W., Bradlyn, A.S., & Pollock, B. (2008). A video game improves behavioral outcomes in adolescents and young adults with cancer: A randomized trial. *Pediatrics*, 122(2), pp.e305-e317.
- Beale I.L., Kato P.M., Marin-Bowling, V.M., Guthrie N., Cole S.W. (2007). Improvement in cancer-related knowledge following use of a psychoeducational video game for adolescents and young adults with cancer. *Journal of Adolescent Health*, 41(3), 263-270.
- Beale, I.L., Marin-Bowling, V.M., Guthrie, N., & Kato, P.M. (2006). Young cancer patients' perceptions of a video game used to promote self care. *International Electronic Journal of Health Education*, 9, 102-112.
- Kato, P.M. & Beale, I. L. (2006). Factors affecting acceptability to young cancer patients of a psychoeducational video game about cancer. *Journal of Pediatric Oncology Nursing*, 23(5), 269-275.
- Baggott, C., Beale, I.L., Dodd, M.J., & Kato, P.M. (2004). A survey of self-care and dependent-care advice given by pediatric oncology nurses. *Journal of Pediatric Oncology Nursing*, 21(4), 214-222.<sup>4</sup>

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<sup>1</sup> Best Health Game, Fun and Serious Game Festival, 2013

<sup>2</sup> Best Health Game and Best of Show, Serious Play Conference, 2011; Best Serious Game, I/ITSEC, 2011

<sup>3</sup> Over 200,000 copies have been distributed in over 80 countries worldwide

<sup>4</sup> APON Writing Award from the Association of Pediatric Oncology Nurses, 2004.

- Bradlyn, A.S., Kato, P.M., Beale, I.L., & Cole, S. (2004). Pediatric oncology professionals' perceptions of information needs of adolescent patients with cancer. *Journal of Pediatric Oncology Nursing, 21*(6), 335-342.
- Chen, E., Cole, S.W., & Kato, P.M. (2004). A review of empirically supported psychosocial interventions for pain and adherence outcomes in sickle cell disease. *Journal of Pediatric Psychology, 29*(3), 197-209.
- Beale, I.L., Bradlyn, A.S., & Kato, P.M. (2003). Psychoeducational interventions with pediatric cancer patients: Part II. Effects of knowledge and skills training on health-related attitudes and behavior. *Journal of Child and Family Studies, 20*(4), 385-397.
- Bradlyn, A.S., Beale, I.L., & Kato, P.M. (2003). Psychoeducational interventions with pediatric cancer patients: Part I. Patient information and knowledge. *Journal of Child and Family Studies, 12*, 257-277.
- Suzuki, L., & Kato, P.M. (2003). Psychosocial support for patients with pediatric cancer: The influences of parents, schools, peers, and technology. *Journal of Pediatric Oncology Nursing, 20*, 159-174.
- Kerivan, A, Nichols, M., Blasey, C., Kato, P.M., & Huffman, L. (2002). Girls with ADHD and associated problems: Patterns of comorbidity revealed by a clinical chart review. *North American Journal of Psychology, 4*, 321-332.
- Kato, P.M., Nichols, M.L., Kerivan, A.S., & Huffman, L.C. (2001). Identifying characteristics of older and younger females with Attention-Deficit/Hyperactivity Disorder. *Journal of Developmental and Behavioral Pediatrics, 22*, 1-10.
- Kato, P.M., & Mann, T. (1999). A synthesis of psychological interventions for the bereaved. *Clinical Psychology Review, 19*, 275-296.
- Kato, P.M., Lyon, T.D., & Rasco, C. (1998). Reasoning about moral aspects of illness and treatment by preschoolers who are healthy or who have a chronic illness. *Journal of Developmental and Behavioral Pediatrics, 19*, 68-76.<sup>5</sup>
- Spiegel, D., & Kato, P.M. (1996). Psychosocial influences on cancer incidence and progression. *Harvard Review of Psychiatry, 4*, 10-26.
- Linares, L.O., Leadbeater, B.J., Jaffe, L.R., Kato, P.M., & Diaz, A. (1992). Predictors of repeat pregnancy outcome among Black and Puerto Rican adolescent mothers. *Journal of Developmental and Behavioral Pediatrics, 13*, 89-94.
- Linares, L.O., Leadbeater, B.J., Kato, P.M., & Jaffe, L.R. (1991). Predicting school outcomes for minority group adolescent mothers: Can subgroups be identified? *Journal for Research on Adolescence, 1*, 379-400.

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<sup>5</sup> Trainee Manuscript Award, Society of Developmental and Behavioral Pediatrics, 1998.

Linares, L.O., Leadbeater, B.J., Kato, P.M., & Diaz, A. (1990). Relationship between history of physical abuse and early maternal interactions among adolescent mothers. *Journal of Developmental and Behavioral Pediatrics, 11*, 217-218.

## Papers in Progress

Kato, P.M., & Cole, S. (submitted). Physiologic and affective impact of video game play: An experimental analysis.

Keesman, M., Bushman, B., & Kato, P.M. (in preparation). Self-regulation and emotion suppression effects on mobile phone use (working title).

Bul, K., Franken, I.H.A., van der Oord, S., Danckaerts, M., Kato, P.M., Willems, A., van Oers, H., van den Heuvel, R., & Maras, A. (in preparation). Effectiveness of a serious game for children with ADHD: An open, randomized, controlled, multicenter trial.

## Chapters

Bauman, E., & Kato, P.M. (2012). Seeking research opportunities in virtual and game-based environments. In E. Bauman (Ed.) *Simulation and Game-Based Teaching in Nursing and Healthcare*. New York, NY: Springer.

Kato, P.M. (2012). The role of the researcher in making effective serious games for health. In S. Arnab, I. Dunwell and K. Debattista (Eds.) *Serious Games for Healthcare: Applications and Implications*. Hershey, PA: IGI Global.

Partridge, A.H., Kato, P.M., & DeMichele, A. (2009). Adherence to oral cancer therapies: Challenges and opportunities. In R. Govindan (Ed.) *American Society of Clinical Oncology 2009 Educational Book* (pp. 124-128). ASCO.

Spiegel, D., & Kato, P.M. (2000). Psychosoziale Einflüsse auf Inzidenz und Progression von Krebs. In W. Larbig and V. Tschuschke (Eds.) *Psychoonkologische Interventionen* (pp. 111-150). Munich, Germany: Ernst Reinhardt.

Kasson, B.R., Sentivany, S.K., & Kato, P.M. (1996). The problem of pediatric pain. In P.M. Kato and T. Mann (Eds.), *Handbook of Diversity Issues in Health Psychology* (pp. 97-116). New York: Plenum Press.

Kato, P.M. (1996). On nothing and everything: The relationship between ethnicity and health. In P.M. Kato and T. Mann (Eds.), *Handbook of Diversity Issues in Health Psychology* (pp. 287-300). New York: Plenum Press.

Mann, T., & Kato, P.M. (1996). Diversity issues in health psychology. In P.M. Kato and T. Mann (Eds.), *Handbook of Diversity Issues in Health Psychology* (pp. 3-18). New York: Plenum Press.

## Book

Kato, P.M., & Mann, T. (Eds.). (1996). *Handbook of Diversity Issues in Health Psychology*. New York: Plenum Press.<sup>6</sup>

## Dissertation

Kato, P.M. (1996). Children's moral reasoning about illness and treatment (Doctoral dissertation, Stanford University). Dissertation Abstracts International, 56-12B, Page 7064, Order No.: AA9611986. (Committee Members: S. Nolen-Hoeksema, A. Bandura, J. Flavell, A. King, M. Link)

## Conference/Abstract Publications

Kato, P.M. (2011). *Validation research on serious games for health*. In First International Conference on Serious Games and Applications for Health (SeGAH). IEEE, Braga, Portugal, 142–143.

Christen, P., LaPointe, E., Kato, P.M., Marin-Bowling, V.M., Cole, S. (2006). Model for developing and evaluating video games or other technology-based solutions to improve the health and quality of life of young people with cancer or other chronic illnesses. *Cyberpsychology & Behavior*, 9 (6), 665-665.

Beale, I.L., & Kato, P.M. (2003). Strategies for designing action video games to influence self-care behaviors and attitudes in young people with chronic illnesses. *Journal of Psychosomatic Research*, 55(2), 63. (abstract)

Erickson, S., Kato, P.M., & Steiner, H. (1996, November). *Denial of distress and post-traumatic stress symptomatology among long-term survivors of childhood cancer*. Proceedings of the annual meeting of the International Society for Traumatic Stress Studies, San Francisco, CA. (abstract)

Jaffe, L.R., Berlin, C., Kato, P., Leadbeater, B., Diaz, A. (1991). Sexually active inner-city adolescent females: Attitudes to and knowledge of AIDS and at risk behaviors in 1987, 1989, and 1990. *Journal of Adolescent Health*, 12(2), 178. (abstract)

## Invited and Keynote Presentations

Kato, P.M. (2013, December). *Innovative games for behavior change*. Talk given at the 3rd INTERREG Conference EM Normandie and University of Southampton, Deauville, France.

Kato, P.M. (2013, November). *Keys to successful serious games*. Talk given at the SAS Conference, Amsterdam, The Netherlands.

Kato, P.M. (2013, June). *Serious games for health*. Keynote given at Seoul Serious Games Conference, Seoul, Korea.

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<sup>6</sup> Choice Outstanding Academic Book Award by the Association of College and Research Libraries, a Division of the American Library Association, 1998.



- Kato, P.M. (2013, June). *Measure for measure: Everything you wanted to know about research on serious games*. Talk given at the Serious Games Institute, Second Wednesday Event, Coventry, England.
- Kato, P.M. (2012, September). *Applications and use cases: Serious games for health*. Talk given at the Serious Games, Education and Economic Development Conference, Kranj, Slovenia.
- Kato, P.M. (2012, October). *What will it take for serious games for health to have a future?* Talk given at SEGAMED Serious Games en Médecine et Santé, Nice, France.
- Kato, P.M. (2012, October). *Games and gamification in revolutionizing healthcare: Risks and benefits*. Keynote given at the 2012 GameCity7 Interactive Technologies and Games Conference, Nottingham, England.
- Kato, P.M. (2012, November). *Research on serious games for health: Hot or not?* Talk given at Games for Health Europe, Amsterdam, the Netherlands.
- Kato, P.M. (2012, November). *Serious games and gamification: The future of healthcare is now!* Talk given at TIC 2012, Teknisk Information i Centrum Conference, Stockholm, Sweden.
- Kato, P.M. (2012, August). *Merging games and medicine*. Talk given at the Korean Serious Games Conference, Seoul, Korea.
- Kato, P.M. (2012, May). *The importance of evaluating and measuring the impact of serious games*. Keynote given at the e-Virtuoses Scientific Symposium on Serious Games, Valenciennes, France.
- Kato, P.M. & Marin, V.M. (2012, May). *Multi-site serious game deployment: Research and distribution*. Talk given at the e-Virtuoses Conference on Serious Games, Valenciennes, France.
- Kato, P.M. (2011, November). *Validating serious games for health*. Keynote given at the IEEE Conference on Serious Games and Health Applications, Braga, Portugal.
- Kato, P.M. (2011, November). *Games for health: ¡Con la salud, Sí se juega!* Keynote given at the Fun and Serious Game Festival, Bilbao Spain.
- Kato, P.M. & Kalkman, C.J. (2011, November). *Air Medic Sky 1: Do we have lift off?* Keynote given at the Games for Health Europe Conference, Amsterdam, the Netherlands.
- Kato, P.M. (2011, November). *Making a difference with effective games and excellent research*. Talk given at the Games for Health Europe Conference, Amsterdam, the Netherlands.
- Kato, P.M. (2011, November). *Communication in serious games: Talking about a revolution*. Keynote given at the ACM SIGDOC, Pisa, Italy.

- Kato, P.M. (2011, August). *No Sweat: Simulating Stress for Young Doctors*. Keynote given at the annual eAssessment Conference, Dundee, Scotland.
- Kato, P.M. (2011, March). *Serious games for health*. Keynote talk given at the 3rd International Forum of Creative Industries, Bilbao, Spain.
- Kato, P.M. (2011, March). *Comfort zones: Stress and performance*. Workshop given at the Annual Scientific Meeting of the Society for Education in Anesthesia UK, Exeter, England.
- Kato, P.M. (2010, November). *Serious games in medical training*. Talk given at the annual ObNeo Congress, Veldhoven, the Netherlands.
- Kato, P.M. (2010, November). *Promoting adherence in adolescents through Internet interventions*. Symposia presented at the 42<sup>nd</sup> Congress of the International Society for Paediatric Oncology (SIOP), Boston, Massachusetts.
- Kato, P.M. (2010, November). *Interactive gaming for doctors in pediatric oncology: Healthy doctors = healthy patients*. Symposia presented at the 42<sup>nd</sup> Congress of the International Society for Paediatric Oncology (SIOP), Boston, Massachusetts.
- Kato, P.M. (2010, November). *Video games for professionals and research approaches to evaluating innovative tools*. Keynote given at the annual meeting of the Society for Simulated Practice in Healthcare, Newcastle-upon-Tyne, England.
- Kato, P.M. (2010, November). *Can a video game improve patient safety?* Keynote given to the University of St. Andrew's School of Medicine at their annual conference on Reducing Harm: Improving Healthcare, St. Andrews, Scotland.
- Kato, P.M. (2010, September). *A video game for patient safety: What's in it for veterinary medicine?* Talk given to the Utrecht University Faculty of Veterinary Medicine on Education Day, Utrecht, the Netherlands.
- Kato, P.M. (2010, June). *Serious games for patients and doctors*. Keynote given at annual conference of the Dutch Association for Medical Education, Leiden, the Netherlands.
- Kato, P.M. (2010, June). *Serious games for medical education*. Talk given at the annual meeting of the Society in Europe for Simulation Applied to Medicine. Groningen, the Netherlands.
- Kato, P.M. (2010, April). *Educating the world one cell at a time*. Keynote talk given at the eLearning Alliance, Dundee, Scotland.
- Kato, P.M. (2010, April). *Biofeedback games for health and therapy*. Talk given at the Serious Games Institute, The future of gaming: Novel human-computer interfaces for education and health, Coventry, England.
- Kato, P.M. (2010, March). *Serious games for professionals*. Talk given at the Dutch Society for Simulation in Healthcare, Utrecht, The Netherlands.

- Kato, P.M. (2009, November). *In and out of Re-Mission: Saving lives and the future of serious games*. Keynote speech presented at the National Association of Medical Simulators, Manchester, England.
- Kato, P.M. (2009, April). *Serious games: A European Opportunity*. Keynote presented at the European Parliament ALDE Conference, Brussels, Belgium.
- Kato, P.M. (2008, November). *Games for health*. In Schaafstal (Chair), Serious Games Symposium conducted at the annual meeting of the eNederland, Zeist, The Netherlands.
- Kato, P.M. (2008, November). *Serious games and health*. Keynote. Symposium conducted at the annual meeting of the European Games Summit, Kineopolis, Brussels.
- Kato, P.M. (2008, July). *A video game for cancer*. In Kinross (Chair), Apply Serious Games. Symposium conducted at the annual meeting of the Serious Games Convention, London, UK.
- Kato, P.M. (2007, February). *Video games for chronic illnesses*. In P. Dev (Chair), Games in Medicine. Symposium conducted at the annual meeting of the Medicine Meets Virtual Reality Conference, Long Beach, CA.
- Kato, P.M. (2007, August). *Serious games for health*. In Martine (Chair), Serious Games. Symposium conducted at the annual meeting of the Games Conference for Game Developers, Leipzig, Germany.
- Kato, P.M. (2006, October). *Learning games for patients*. In P. Dev (Chair), Panel on simulation and game-based learning research. Workshop conducted at the Stanford University Medical Media and Information Technologies Meeting, Stanford, CA.

## Professional Presentations

- Kato, P.M. (2011, April). *Serious games for patient safety*. Talk given at the International Forum on Quality and Safety in Health Care, Amsterdam, the Netherlands.
- Kato, P.M. (2009, May). *Strategies for oral chemotherapy adherence*. In DeAngelis (Chair), Oral Chemotherapy Symposium conducted at the annual meeting of the American Society of Clinical Oncology, Orlando, FL.
- Marín-Bowling, V.M., Kato, P.M., Cole, S.W., Bradley, A.S. & Pollock, B.H. (2007, April). *Re-Mission: Una Herramienta Efectiva Para Adolescentes con Cáncer*. Poster presented at the II Congreso Mexicano para la Salud de la Adolescencia y la Juventud, Toluca, Estado de Mexico, Mexico.
- Beale, I., Kato, P.M., Marin-Bowling, V., Guthrie, N., Pollock, B.H., Cole, S.W. (2006, November). *Efficacy of a video game designed to increase self-care and quality of life during treatment of adolescents and young adults with cancer*. Poster presented at the 5<sup>th</sup> Australian and New Zealand Adolescent Health Conference, Sydney, Australia.

- Beale, I., Marin-Bowling, V., Guthrie, N., Kato, P.M. (2006, October). *Young Cancer Patients' Perceptions of a Video Game to Promote Self-Care*. Paper presented at the annual meeting of the Association of Pediatric Oncology Nurses, Hartford, CT.
- Kato, P.M., Cole, S.W., Pinto, J.P., & Pollock, B.H. (2006, September). *A video game improves cancer-related communication and knowledge among adolescents and young adults in paediatric oncology*. Workshop conducted at the International Conference on Communication in Healthcare, Basel, Switzerland.
- Kato, P.M. (2006, August). *A video game for chronic illness*. In M. Gregerson (Chair), Creativity and Psychology. Symposium conducted at the annual meeting of the American Psychological Association, New Orleans, LA.
- Marín-Bowling, V.M., Kato, P.M., Cole, S.W., & Pollock, B.H. (2006, May). *Estudio multicéntrico, controlado, aleatorizado sobre el uso de un videojuego como coadyuvante en el tratamiento de adolescentes y jóvenes con cáncer*. Poster presented at the XXIX Congreso Nacional de Pediatría, Guadalajara, Jalisco, Mexico.
- Kato, P.M., Pollock, B.H., Dahl, G.D., Baggott, C.R., Beale, I.L., Marin-Bowling, V.M., & Cole, S.W. (2006, April). *The effect of a video game on self-care and quality of life among adolescents and young adults with cancer: A randomized controlled trial*. Poster presented at Teenage Cancer Trust Fourth International Conference on Teenage and Young Adult Cancer Medicine, London, UK.
- Kato, P.M., Cole, S.W., Marin-Bowling, V.M., Dahl, G.D., and Pollock, B.H. (2006, April). *Controlled trial of a video game to improve health-related outcomes among adolescents and young adults with cancer*. Poster presented at Society of Behavioral Medicine 27th Annual Meeting, San Francisco, CA.
- Kato, P.M. (2005, August). *Video games for chronically ill kids: A psychologist-developer's perspective*. In L.W. Jerome (Chair), Leveraging media and technology to become key partners in health care. Plenary session conducted at the annual meeting of the American Psychological Association, Washington, DC.
- Baggott, C.R., Beale, I.L., Kato, P. M., & Martin, S. (2004, October). *Factors affecting acceptability to adolescent and young adult cancer patients of a psychoeducational intervention in the form of a video game*. Paper presented at the annual meeting of the Association of Pediatric Oncology Nurses, Kansas City, MO.
- Cruz, L.L., Curtin, N., Baggott, C.R., Suzuki, L.K., Marín-Bowling, V., Beale, I.L., & Kato, P.M. (2004, October). *Pilot data on self-efficacy and perceived stress among adolescents and young adults with cancer*. Paper presented at the annual meeting of the Association of Pediatric Oncology Nurses, Kansas City, MO.
- Baggott, C.R., Beale, I.L., & Kato, P.M. (2003, October). *Pediatric oncology nurses' perceptions of self-care management techniques*. Poster presented at the annual meeting of the Association of Pediatric Oncology Nurses, Philadelphia, PA.

- Bradlyn, D.S., Kato, P.M., & Martin, S.K. (2003, March). *Health professionals' ratings of the importance to adolescent cancer patients of different types of information about illness and treatment*. Poster presented at the annual meeting of the Society for Behavioral Medicine, Salt Lake City, UT.
- Cole, S.W., Kato, P.M., Curran, E.K., & Mohr, E.A. (2003, March). *Physiologic impact of video game play*. Poster presented at the annual meeting of the Society for Behavioral Medicine, Salt Lake City, UT.
- Kato, P.M., & Choi, J. (1999, June). *Ethnic differences in adolescents' attributions about the cause of their cancer*. Poster presented at the annual meeting of the American Psychological Society, Boulder, CO.
- Huffman, L.C., Kato, P.M., Kerivan, A.S., & Nichols, M.L. (1999, May). *Convergence of the CBCL and the DSM in the assessment of girls with comorbid and non-comorbid ADHD*. Poster presented at the annual meeting of the Ambulatory Pediatric Association, San Francisco, CA.
- Kato, P.M., Figdor, E., Kalb, J., Zimbardo, P.G., & Ketner, K. (1997, April). *Using time perspective to change appraisals of stress and optimism among survivors of childhood cancer*. Poster presented at the biennial meeting of the Society for Research in Child Development, Washington, DC.
- Kato, P.M., Lee, K., Lyon, T., & Spiegel, D. (1996, October). *Assessing young children's understanding of illness and treatment*. Poster presented at the United States Pharmacopeial Convention, Washington, D.C.
- Kato, P.M. (May 1996). *Young children's abilities to reason about illness and treatment*. Paper presented at the annual meeting of the Western Psychological Association, San Jose, CA.
- Kato, P.M., Figdor, E.J., & Zimbardo, P.G. (1996, May). *Time perspective and optimism among survivors of childhood cancer*. Poster presented at the annual meeting of the Western Psychological Association, San Jose, CA.
- Lyon, T.D., Kato, P.M., & Stote, R. (1995, April). Sick vs. bad: Healthy and ill preschoolers' ability to distinguish between illness and immorality. In P.M. Kato (Chair), *Children's understanding of illness and its implications for intervention*. Symposium conducted at the biennial meeting of the Society for Research in Child Development, Indianapolis, IN.
- Kato, P.M., & Nolen-Hoeksema, S. (1994, May). *Children with cancer: The young and the realists*. Poster presented at the annual meeting of the Western Psychological Association, Kona, HI.
- Kato, P.M., & Nolen-Hoeksema, S. (1994, May). *Children's attributions about their cancer*. Poster presented at the annual Stanford-Berkeley Psychology Department Meeting, Stanford, CA.

Kato, P.M. (1993, April). *The frequency and timing of Japanese and American mothers' vocal responses to infant vocalizations*. Poster presented at the biennial meeting of the Society for Research in Child Development, New Orleans, LA.

Kato, P.M. (1993, September). *The nature and function of positive cognitive biases on the mental health outcomes of children with cancer*. Talk presented at the Review Meeting of Pediatric Oncologists, Stanford, CA.

Leadbeater, B.J., & Kato, P.M. (1991, April). *Antecedents of impaired adolescent mother-infant interactions: Towards the primary prevention of maltreatment*. Poster presented at the biennial meeting of the Society for Research in Child Development, Seattle, WA.

Linares, O.L., Kato, P.M., & Diaz, A. (1991, April). *The effects of maternal life stress, depression, social supports and sensitivity on the language skills of toddlers born to adolescent mothers*. Poster presented at the biennial meeting of the Society for Research in Child Development, Seattle, WA.

Kato, P.M., Leadbeater, B.J., & Hodapp, R.M. (1990). *Teaching behaviors of depressed and non-depressed adolescent mothers with their 12-month-old infants*. Poster presented at the annual meeting of the Society for Research on Adolescence, Atlanta, GA.

Linares, O.L., Leadbeater, B.J., Kato, P.M., & Diaz, A. (1990, December). *Mother-infant interactions among abused and non-abused adolescent mothers*. Poster presented at the annual meeting of the Society for Behavioral Pediatrics, Denver, CO.

Linares, O.L., Leadbeater, B.J., Jaffe, L.R., & Kato, P.M. (1989, December). *Repeat pregnancies among Black and Puerto Rican adolescent mothers*. Poster presented at the annual meeting of the Society for Behavioral Pediatrics, Boston, MA.

## Selected Public Media Interviews

- Ben Rooney (November 12, 2012). Serious Games Seek Slice of Health Care Market. *Wall Street Journal*.
- Ben Rooney (November 12, 2012). Old Video Game Still Helping Young Cancer Patients (video interview). *Wall Street Journal*.
- Maribel Martínez (September 10, 2011). Tengo un videojuego para los enfermos de cáncer. *El Correo*.
- Patricia Reany (June 10, 2010). Violent videogames harmless to most kids: studies. *Reuters Life*.
- Ann Harding (August 5, 2008). Video game helps young cancer patients take meds. *Reuters Health*.
- Reena Jana (August 22, 2006). Harnessing the power of video games: new crop of health-related titles offer sophisticated graphics, gameplay. *Business Week Online*.

## Referees

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