

Curriculum Vitae

Pamela M. Kato, Ed.M., Ph.D.

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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

Academic Experience

- Professor of Serious Games, Coventry University, UK, 2014-2017
 - Visiting Fellow, 2010-2014
- Guest Professor, Salzburg Applied Science University, Austria, 2012
- Adjunct Faculty Lecturer, 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 2012)
- 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
- Predoctoral Fellow, Bush Center for Child Development and Social Policy, Yale University, 1990-1991

Professional Experience

- P. M. Kato Consulting, Lage Vuursche, the Netherlands, 2011-2014; Silicon Valley, US, 2017-present
 - Clients include Coventry University Services, 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 Development

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

Grants and Fellowships

- Multinational pharmaceutical company (confidential) to develop a non-digital board game for young patients with haemophilia (£ 84,000), 2016-2017 (6 months)
- Sanofi-Aventis contract (open) to provide expert advice on serious games, 2015, 2016
- James Lind Initiative to write a report scoping the use of games to learn (£ 5,000), 2016
- EU Horizon 2020: STEAM (€70,000), 2016-2019; PERGAMON (€240,781), 2015-2016; OrbEEt (€194,250), 2015-2018
- EU FP7: PEGASO (€340,000), 2014-2017; MAGELLAN (€567,040); 2014-2017
- Raised over €600,000 from UMC Utrecht Internal Innovation Fund to develop serious game to improve patient safety, 2008-2011
- Raised over \$12 million USD as President and CEO of HopeLab for research and development of innovative technologies, 1999-2004
- Individual National Research Service Award, Parent Psychosocial Functioning and Child Health, National Cancer Institute (#CA73189), \$80,000, DHHS, 1997-2000
- Stanford University School of Medicine, \$30,000, General Fellowship for the study of social support for patients with cancer, 1996
- Berger Foundation Grant for the study of childhood cancer survivors \$5,000, 1995
- Stanford University Graduate Fellowship for PhD study in Psychology, \$30,000, 1993-1995
- National Research Service Award, Training Grant Fellowship to the Department of Psychology at Stanford, National Institutes of Mental Health (#MH19114), Department of Health and Human Services, \$30,000, 1991-1993

Awards and Honors

- Top 25 “e-trepreneurs,” West Midlands Business Insider, 2015
- 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

Professional Activities

Grant Reviewer

- National Institute for Health Research & Policy Research Program (UK), 2015-present
- EPSRC (UK), 2014
- Dunhill Medical Trust (UK), 2014
- 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 (UK), 2009

Editorial Consultant

- Games for Health Journal, Editorial Board, 2012-present; Associate Editor Europe, 2015-present
- Journal of Applied Testing Technology, Guest Editor, Special Issue on Serious Games for Assessment, 2016
- Pediatrics, 2016
- JMIR, 2016
- Entertainment Computing, 2015
- Simulation & Gaming, 2012-present
- ACM Transactions on Autonomous and Adaptive Systems, 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

Board Membership

- Scientific Advisory Board, Emteq, London, 2016-present
- 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

Conference Leadership

- Chair, Games for Health UK Conference, Coventry, UK, 2014-present
- Co-Chair, UK-US Games for Healthcare Workshop, Philadelphia, US, 2016
- President of the Scientific Symposium, e-Virtuoses, Valenciennes, France, 2012

Program Review Committee

- 11th International Workshop on Semantic and Social Media Adaptation and Personalization, 2016
- Game Days Edutainment, 2012
- Society of Behavioral Medicine, 1998-1999
- Western Psychological Association, 1995

Other Committees

- Member, European Chapter of the International Society of Digital Medicine (ISDM), 2016-present
- Invited Participant, Rockefeller Foundation Centre Bellagio Workshop on Informed Health Choices, 2016
- Domain Group Representative, Simnovate Engaged Learning, 2015-2017
- Advisory Panel, NEMOG (New Economic Models & Opportunities for digital Games-EPSRC project) 2014-2016
- Steering Committee, CRUK Gaming Study, UCL, 2016
- Steering Committee, DBA InnerSelfie, Cancer Research UK, 2015
- Member of the West Midlands Academic Health Science Network, 2015

- Assessment Panel for Associate Dean and Deputy HoS, Engineering and Computing, Coventry University, 2015
- Graduate Admissions Committee, Department of Psychology, Stanford, 1993-1994

Teaching Experience

Courses

Coventry University, UK

- M31AAE Thesis Writing Workshop, Guest Lecturer, 2015-present
- Statistics Workshop (pilot extension to M31AAE), 2016
- Thesis Writing Support Centre, Winter 2015-present

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

Queen's University, Belfast, Northern Ireland

- "Serious games and behaviour change: Evidence and anecdotes," Winter 2016

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

- "Violence in Video Games," 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

- External Ph.D. Reviewer
 - Kim Bul, Erasmus University, the Netherlands, 2016
 - Lilia Gomes, “Cross-Cultural Studies of Virtual Communities in the Internet: A Case Study: Second Life.” Glasgow School of Art, Scotland, 2015
 - E. D. van der Spek, “Experiments in serious game design: A cognitive approach.” Department of Computer Science, Utrecht University, Utrecht, the Netherlands, 2011
- Director of Studies (Ph.D.), Coventry University, Coventry, UK, 2014-2017
 - Stella Doukaniou, “The use of visualization and mathematical support to improve understanding of risk and probabilities” expected 2017
 - Charn Pisithpunth, “A serious game framework to improve knowledge about population growth and environmental impact” completed 2016
 - Walter Burough, “A text based engagement approach to improve high school attendance in an at-risk population in the US” expected 2018
- Supervisor (Ph.D.), Coventry University, Coventry, UK, current
 - Tom Willans, “Inducing gratitude through interactions using VR” expected 2017
 - Wayne Gallear, “The use of video game design to reduce fear of maths” expected 2018
 - Suriati Jali, “A framework for understanding video game use and preferences among seniors” expected 2017
 - Catherine Grimly, “Help-seeking for breast cancer symptoms among overweight and obese women” expected 2019

- Supervisor (Ph.D.), Paris Descartes University, 2016-present
 - David Drummond, “Neuroergonomics and healthcare: Designing and developing a serious game to prevent asthma attacks in children” expected 2019
- Masters’ thesis advisor, Department of Digital Design and Communication, International Technical University of Copenhagen, Denmark, 2012
 - Jeppe Botrup, “MyReDiary - Exploring the design for supporting adherence to physical rehabilitation” Completed 2012
- Senior thesis supervisor, Department of Social Sciences, University College Utrecht 2010-2011
 - Mike Keesman, “Self-regulation and mobile phone use among professionals” completed 2011
 - Rie Alkemade "The Relationship Between the Mass Media and the Dissociative Identity Disorder Epidemic" completed 2011
 - Lea ter Meulen, “Emotions and interactions with avatars in computer simulations” completed 2010
 - Clement Adam, “Effects of video games” completed 2010

Publications

Electronic Software

TikiTako [Computer software]. (2016). Bari, Italy: Grifo Multimedia.
Phosphorus Mission [Computer software]. (2013). Paris, France: Sanofi.¹
Plan+It Commander [Computer software]. (2013). Tilburg, The Netherlands: Healthy Solutions.²
Air Medic Sky 1 [Computer software]. (2011). Utrecht, the Netherlands: University Medical Center Utrecht.³
Re-Mission [Computer software]. (2005). Palo Alto, CA: HopeLab.⁴

Peer-Reviewed Journals

Choi, W., Dyens, O., Schijven, M., Chan, T., Dev, P., Fellander-Tsai, L., Ferland, M., **Kato, P. M.**, et al. (in press). Engagement and learning through simulation based initiatives: Recommendations of the Simnovate Pervasive Learning Domain Group. *BMJ Simulation & Technology Enhanced Learning*. doi:10.1136/bmjstel-2016-000177

Kato, P. M. (in press) [editorial]. Serious games for health, well-being and medical applications. *Digital Medicine*.

Baranowski, T., Blumberg, F., Gao, Z., **Kato, P. M.**, Kok, G., Lu, A. S., Lyons, E. J., PhD, Morrill, B. A., Peng, W., Prins, P. J., Snyder, L., Staiano, L., & Thompson, D. (2017). Getting Research on Games for Health Funded. *Games For Health Journal*:

¹ Accredited by the European Dialysis and Transplant Nurses Association, 2014.

² Best Health Game, Fun and Serious Game Festival, 2013

³ Best Health Game and Best of Show, Serious Play Conference, 2011; Best Serious Game, I/ITSEC, 2011

⁴ Over 250,000 copies have been distributed in over 81 countries worldwide

- Research, Development, and Clinical Applications*, 6 (1). doi: 10.1089/g4h.2016.0106
- Bul, K., **Kato, P. M.**, van der Oord, S., Danckaerts, M., Vreeke, L., Willems, A., van Oers, H., van den Heuvel, R., Birnie, D., van Amelsvoort, T., Franken, I., & Maras, A. (2016). Behavioral Outcome Effects of Serious Gaming as an Adjunct to Treatment for Children With Attention-Deficit/Hyperactivity Disorder: A Randomized Controlled Trial. *Journal of Medical Internet Research*. doi: 10.2196/jmir.5173
- Baranowski, T., Fran Blumberg, F., Buday, R. DeSmet, A., Fiellin, L. E., Green, C. S., **Kato, P. M.**, ... Young, K. (2016). Games for Health for Children—Current Status and Needed Research. *Games for Health Journal: Research, Development, and Clinical Applications*. February 2016, 5(1): 1-12. doi:10.1089/g4h.2015.0026.
- Bul, K., Franken, I., van der Oord, S., Danckaerts, M., **Kato, P. M.**, Vreeke, L., Willems, A., van Oers, H., van den Heuvel, R., van Slagmaat, R., Maras, A. (2015). Development and user satisfaction of 'Plan-It Commander,' a serious game for children with ADHD. *Games for Health Journal*, 4(6), 502-512. doi:10.1089/g4h.2015.0021
- Kato, P. M.** & Hill, P. (2015). The Effects of a Serious Game on Knowledge of CKD, Hyperphosphatemia, and Phosphate Binders in CKD Patients Stage 4/5: A Prospective Multinational Study. *Nephrology Dialysis Transplant*, 30 (suppl 3): iii512 doi:10.1093/ndt/gfv193.12
- 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.
- 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.
- 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), 214-222.⁵

⁵ 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.
- 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.
- 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*, 68-76.⁶
- 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.
- 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.
- 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.
- 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.

⁶ Trainee Manuscript Award, Society of Developmental and Behavioral Pediatrics, 1998.

Conference Papers/Abstract Publications

- Dunwell, I., Dixon, R., Bul, K. C., Hendrix, M., **Kato, P. M.**, & Ascolese, A. (2016). Translating open data to educational minigames. In *Semantic and Social Media Adaptation and Personalization (SMAP), 2016 11th International Workshop on* (pp. 145-150). IEEE.
- Doukianou, S., Dunwell, I., & **Kato, P. M.** (2016). *Gamifying Organisational Energy Behaviour Change: The OrbEEt Framework*. Proceedings of the 4th European Conference on Behaviour and Energy Efficiency, September 2016.
- Pisithpunth, C., Lameris, P., **Kato, P.**, Woodcock, A. (2015). *THE GROWTH: A quiz-based game for addressing growing population issues*. Paper presented at the International Conference on Interactive Mobile Communication Technologies and Learning, Thessaloniki, Greece 19-20 November.
- Kato, P. M.** & Hill, P. (2015, May). *The Effects of a Serious Game on Knowledge of CKD, Hyperphosphatemia, and Phosphate Binders in CKD Patients Stage 4/5: A Prospective Multinational Study*. Poster presented at the 52nd ERA-EDTA Conference, London.
- 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.
- 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.
- 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.

Chapters

- Kato, P. M.** (2014). The Role of the Researcher in Making Serious Games for Health. In *Human Rights and Ethics: Concepts, Methodologies, Tools, and Applications* (pp. 1329-1347). Hershey, PA: Information Science Reference. doi:10.4018/978-1-4666-6433-3.ch072
- Bauman, E., **Kato, P. M.**, & Lara, M. (2012). Seeking research opportunities in virtual and game-based environments. In E. Bauman (Ed.) *Simulation and Game-Based Teaching in Nursing and Healthcare* (p. 205-230). 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.⁷

Popular Press

- Kato, P. M. (2013). Do Brain Games Work? *Control Magazine: Issue #34*.
- Kato, P. M. (2012). Games in Healthcare: Play Yourself Healthy. *Control Magazine: Serious Games Special 2012*.
- Kato, P. M. (2012). What GTA Taught Me About Graphics in Serious Games. *Control Magazine: 9th International Edition*.

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)

Invited and Keynote Presentations

- Kato, P. M.** (2017, March). *Beyond e-Learning: Games and gamification*. Invited workshop presentation given at the Centre for Distance Education (CDE) Research in Distance Education and E-Learning (RIDE) 2017 Conference in London, UK.
- Kato, P. M.** (2017, March). *Altered minds and virtual reality*. Invited panel discussion given at the Virtual Futures Conference in London, UK.
- Kato, P. M.** (2016, November). *Non-adherence in renal transplant recipients and Serious Games*. Invited talk given at the 4th International Conference on Transplantation in Warwick, UK.
- Kato, P. M.** (2016, November). *The power of gamification and sensors in digital health interventions*. **Keynote** given at Empowering Patients: PERGAMON Event in London, UK.
- Kato, P. M.** (2016, September). *Serious games for childhood clinical conditions: Implications for VR interventions*. Invited talk given at the VR and Pain 2016 Workshop in Los Angeles, USA.
- Kato, P. M.** (2016, August). *What can games for health teach us about games for learning?* Invited talk given to Revolutionary Learning in New York City, USA.
- Kato, P. M.** (2016, June). *Serious games for health in Europe*. Invited talk given to the ICEE in Bucharest, Romania.
- Kato, P. M.** & Bul, K. L. (2016, May). *Serious games for mental health: The role of fantasy*. Invited talk given to King's College IMPACT Group in London, England.

⁷ Choice Outstanding Academic Book Award by the Association of College and Research Libraries, a Division of the American Library Association, 1998.

- Kato, P. M.** (2016, April). *How serious games can improve health and wellbeing*. Invited talk given to the Telemedicine and eHealth Group of the Royal Society of Medicine in London, England.
- Kato, P. M.** (2016, January). *Effective Serious Games for Health*. **Keynote** given at Games for Behavioural Change Symposium, University of Amsterdam, the Netherlands.
- Kato, P. M.** (2015, December). *Developing and Researching the Use of Serious Games for Health*. Invited talk given at Digital Health Oxford, Oxford, England.
- Kato, P. M.** (2015, November). *Multidisciplinary Perspectives on Making Serious Games for Health*. Invited talk (workshop) given at the Games for Health Europe Conference, Utrecht, the Netherlands.
- Kato, P. M.** (2015, October). *Thinking Outside the Box with Serious Games in Medical Education*. Invited talk given at the Royal College of Surgeons Ireland (RCSI), Dublin, Ireland.
- Kato, P. M.** (2015, June). *A Serious Look at Serious Games When Designing Simulation Training: Pushing the Envelope or Thinking Outside the Box?* **Keynote** given at the 21st Annual Meeting of The Society in Europe for Simulation Applied to Medicine (SESAM), Belfast, Northern Ireland.
- Kato, P. M.** (2015, June). *Using Serious Games as Assessment Tools*. **Keynote** given at the Annual Meeting of the European Test Publishers Group, Oxford, UK.
- Kato, P. M.** (2015, May). *The Use of Gamification in Healthcare*. Invited talk given at Digital Health Live 2015, Dubai, UAE.
- Kato, P. M.** (2015, May). *Serious Games and Creativity*. Invited talk given at the Innovate UK Long Term Care Revolution Road Show, London.
- Kato, P. M.** (2015, May). *Spotlight on Serious Games*. Invited talk given at the National Museum of Scotland as part of the Edinburgh International Science Festival, Edinburgh, Scotland.
- Kato, P. M.** (2015, February). *Spotlight on gamification and games*. Invited talk given at the CBC Conference 2015: Harnessing Digital Technology for Health Behaviour Change, University College London, UK.
- Kato, P. M.** (2014, November). *The rise of serious games*. Invited talk given at the Montreal Summit 4th edition: Health and Creative Industries: An Inspiring and Winning Partnership, Montreal, Canada.
- Kato, P. M.** (2014, October). *Serious games*. **Keynote** given at the International Conference on Communication in Healthcare, Amsterdam, the Netherlands.
- Kato, P. M.** (2014, June). *Meet the expert session: Serious games*. Workshop given at International Conference on Child Development in School and Community Settings, Rotterdam, the Netherlands.
- Kato, P. M.** (2014, September). *Gamification*. Invited talk given at Ambient Assisted Living (AAL) Forum, Bucharest, Romania.
- Kato, P. M.** (2014, August). *Dos and Don'ts for making serious games*. Invited talk given at the 1st International Conference on Serious Games, Vanderwijlpark, South Africa.
- Kato, P. M.** (2014, July). *Key challenges facing serious games for health and how we can level up*. Invited talk given at Serious Play Conference, Los Angeles, USA.
- Kato, P. M.** (2014, July). *Meet the expert session: Serious games*. Workshop given at International Conference on Child Development in School and Community Settings, Rotterdam, the Netherlands.
- Kato, P. M.** (2014, May). *Tips for making successful serious games*. **Keynote** at the 1st annual Games for Health UK Conference, Coventry, UK.

- Kato, P. M.** (2013, December). *Innovative games for behavior change*. Invited talk given at the 3rd INTERREG Conference, 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.
- 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 I: 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 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 42nd 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 42nd 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 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** presented at the annual meeting of the European Games Summit, Kineopolis, Brussels.
- Kato, P. M.** (2008, July). *A video game for cancer*. In J. 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.

Posters and 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.**, Marín-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 5th Australian and New Zealand Adolescent Health Conference, Sydney, Australia.
- 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.
- 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., Marín-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., Marín-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.** (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). *Heath 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 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/Apearances

- Digital Health (August 18, 2016). Go and Play: Gaming and the NHS. Retrieved from http://www.digitalhealth.net/digital_patient/47979/go-and-play:-gaming-and-the-nhs
- Edge Magazine (November 2016). Health Points: Serious Games' Mission to Revolutionize Healthcare. Issue 298. <https://www.myfavouritemagazines.co.uk/gaming/edge-magazine-back-issues/edge-november-2016-issue-298/>
- Ian Spero (May 29, 2016). Children of the Revolution. Huffington Post Tech. Retrieved from http://www.huffingtonpost.co.uk/ian-spero/children-of-the-revolution_b_7467584.html
- Jonathan Takiff (March 24, 2016). Drexel profs play games with Brits to improve health. Philly.com. Retrieved from http://articles.philly.com/2016-03-24/business/71762046_1_drexel-health-workshop-health-games
- Juliana Reyes (March 23, 2016). Philly's health IT scene should pay attention to the rise of 'serious games.' Technical.ly. Retrieved from <http://technical.ly/philly/2016/03/23/drexel-serious-games-frank-lee/>
- Kato, P. M. (January 23, 2016). Pam Kato: How games help treat patients. TEDx Coventry. Retrieved from <https://www.youtube.com/watch?v=IFeimhb6f9g>
- Charlesworth, L. (December 2015). 'The E-Trepreneurs.' (I was named one of the top 25 "E-Trepreneurs") Midlands Business Insider. Retrieved from <http://www.insidermedia.com/publications/midlands-business-insider>
- BMJ (September 15, 2014). Feature: Health Care and Technology, "Video Games on Prescription." British Medical Journal, 349. <http://dx.doi.org/10.1136/bmj.g5615>
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- Anne Morgan (November 11, 2014). Building for the Future – Universities are spending billions on new buildings and hi-tech equipment. *The Guardian*.
- Deon du Plessis (August 2014). What I learnt from gamifying cancer – Prof Pamela Kato. *HTXT.Africa*. Retrieved from <http://www.htxt.co.za/2014/08/29/re-mission-architect-talks-serious-games-dos-and-donts/>
- Larry Greenemeier (May 13, 2013). Video Game to Help Kids Fight Cancer. *Scientific American*. Retrieved from <http://blogs.scientificamerican.com/observations/video-game-to-help-kids-fight-cancer/>
- Ben Rooney (November 12, 2012). Serious Games Seek Slice of Health Care Market. *Wall Street Journal*. Retrieved from <http://www.wsj.com/articles/SB10001424127887324556304578119094007257124>
- Ben Rooney (November 12, 2012). Game to Help Teen Cancer Sufferers Still in Demand. *Wall Street Journal*. Retrieved from http://www.wsj.com/video/game-to-help-teen-cancer-sufferers-still-in-demand/A91C039A-D224-474B-AE45-CA70AA11D85E.html?mod=technology_video_newsreel
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- Ann Harding (August 5, 2008). Video game helps young cancer patients take meds. *Reuters Health*. <http://www.reuters.com/article/2008/08/05/us-game-cancer-idUSTON57355420080805>
- Reena Jana (August 22, 2006). Harnessing the power of video games: new crop of health-related titles offer sophisticated graphics, gameplay. *Business Week Online*. Retrieved from <http://www.nbcnews.com/id/14468654/#.Vex7kCxViko>

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