

VIDEO GAMES FOR HEALTH

Virtual Summer Program for High School Students

Design a video game that has a positive impact on health

Learn game design basics, storytelling, and development of character, plot, and gameplay

Learn the medical science of Cardiovascular Physiology, Neurophysiology, and Mental Health



Bryant Lin, MD, MEng

Clinical Professor of Medicine at Stanford, Founder of Multiple Health Startups, & Inventor of 13 US patents and counting

JUNE 17-28, 2024

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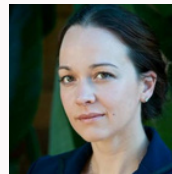
On the last day, students will present their work in a virtual Symposium.

Featured Faculty:



Bryant Lin, MD, MEng

Clinical Professor of Medicine at Stanford, Founder of Multiple Health Startups, & Inventor of 13 US patents and counting



Karleen Giannitrapani, PhD

Instructor in the Division of Primary Care and Population Health at Stanford University School of Medicine



Paul Wang, MD

Director of the Stanford Cardiac Arrhythmia Service and Professor of Medicine and of Bioengineering at Stanford

Eligibility:

- Must be attending high school (grades 9-12) in the 2024-2025 school year
- No previous experience with video game design or health required
- Must be excited about video games and/or health!

Application Requirements:

- Background Information
- Short Answer Questions
- Parent/Guardian Signature

Cost: \$3,950 (two weeks, virtual)

Stanford employees receive 10% off the price of tuition.

<https://bit.ly/videogamesforhealth>

Question? Contact: medicineandthemuse@stanford.edu

QR Code for Registration:



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