

CWSF 2015 - Fredericton, New Brunswick



Simon Massey

Game On! Winning the Battle Over Pain

Challenge: Health

Category: Junior

Region: Chinook Country

City: Priddis, AB

School: Red Deer Lake School

Abstract: Use of virtual reality video games as an adjunct to narcotic pain management has been used successfully in adult burn victims. This project tested 100 students aged 9-14 to see if they could tolerate pain longer while playing a video game than without any distractions using ice water to cause discomfort. The results indicate gaming could be an option for pain management in this population.

Biography

My name is Simon Massey. I am a Grade 7 student at Red Deer Lake School in Calgary, Alberta. I enjoy playing all kinds of sports and have played on the school volleyball, basketball and badminton teams. The inspiration for my project came from my love of playing video games and wondering if there was a useful purpose for playing instead of just for pure enjoyment. There have been studies done in adults where they used video games for pain relief and I wanted to know if this would apply to kids and teens as well. It has been very interesting for me to learn more about how video gaming could be used to help kids undergoing physically painful experiences. I hope this study might be useful for further investigations in this area. I am very excited about the opportunity to participate in the Canada Wide Science Fair!

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