

## Fact Sheet

### OVERVIEW

Re-Mission 2 is a collection of online games created by the nonprofit [HopeLab](http://HopeLab.org) to help young people with cancer take on the fight of their lives.

- Each game puts players inside the body to fight cancer with weapons like chemotherapy, antibiotics and the body's natural defenses.
- Game play parallels real-world strategies used to fight cancer and win.
- More than 120 young people with cancer participated in the research and development of the games.
- The games are the follow-up to HopeLab's groundbreaking [Re-Mission](#) video game for cancer, released in 2006.
- All the games can be played free online at [re-mission2.org](http://re-mission2.org); *Nanobot's Revenge* is available as a mobile app available for [iOS](#) and [Android](#).

### TARGET AUDIENCE

Re-Mission 2 games are designed for adolescents and young adults with cancer.

- HopeLab works directly with hospitals and clinics to make Re-Mission 2 available free of charge to young cancer patients as they go through treatment.
- HopeLab and its partners work together to raise awareness of Re-Mission 2 among patients, their families, clinicians, and caregivers.

### GOALS

Re-Mission 2 games are designed to:

- Motivate young cancer patients to stick to their treatments by boosting self-efficacy, fostering positive emotions and shifting attitudes about chemotherapy. These factors were key drivers of the positive health behavior seen with the original Re-Mission game.
- Appeal to a broad audience by offering a variety of gameplay styles.
- Tap into the popularity of casual games, playable in short bursts or at length, to provide cancer treatment support through fun, engaging play.

### RESEARCH

Re-Mission 2 games incorporate key insights from years of scientific studies and qualitative user research with AYA cancer patients:

- **The Re-Mission Outcomes Study** showed that the original Re-Mission game improved treatment adherence and boosted self-efficacy in young cancer patients. Study findings were published in the medical journal [Pediatrics](#) in 2008.



- **The Re-Mission Attitudes Study in the Brain** used fMRI technology to show how interactive gameplay impacts the brain to motivate positive behavior change. Study findings were published in the scientific journal [PLoS ONE](#) in 2012.

## DEVELOPMENT

Development of Re-Mission 2 was led by HopeLab, with direct input from young cancer patients and in collaboration with these game developers:

Re-Mission 2 Game	Developer
<i>Nanobot's Revenge</i> and <i>Leukemia</i>	<a href="#">Nerdook Productions</a>
<i>Nano DropBot</i> and <i>Feeding Frenzy</i>	<a href="#">Tinime Games</a>
<i>Stem Cell Defender</i>	<a href="#">Borne Games</a>
<i>Special Ops</i>	<a href="#">Novaleaf Game Studios</a>

## FUNDING SUPPORT

Re-Mission 2 research, development, and distribution are funded by HopeLab, with support from:

<a href="#">Vivendi</a>	<a href="#">Livestrong Foundation</a>
<a href="#">The Entertainment Software Association Foundation</a>	<a href="#">Cigna</a>
<a href="#">Genentech</a>	<a href="#">The Annenberg Foundation</a>

## ABOUT HOPELAB

HopeLab is a research and development nonprofit that designs technology to support health and well-being.

- Founded in 2001 by [Pam Omidyar](#).
- Funded by Pam and her husband, [Pierre Omidyar](#), founder and chairman of eBay.
- Products include the Re-Mission video game for cancer and the Zamzee motivational website and activity tracker to boost physical activity.
- HopeLab is part of the [Omidyar Group](#) philanthropic enterprises.

