



2024

IMPACT

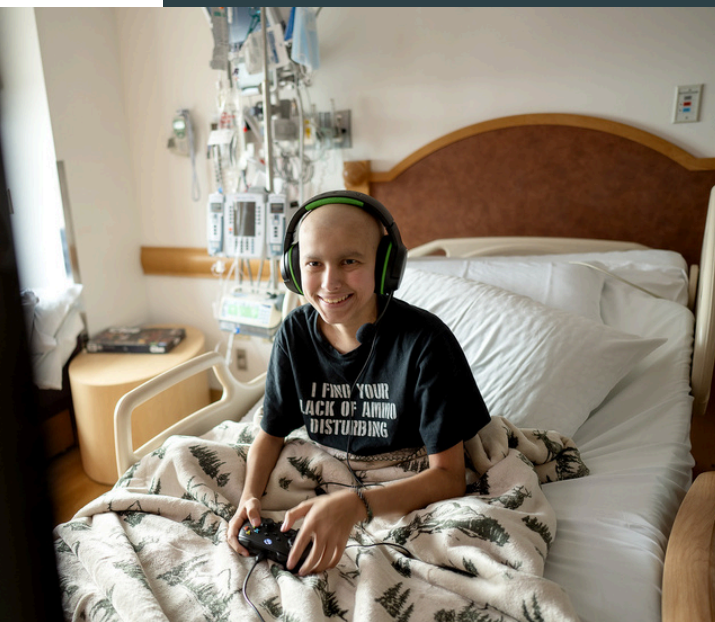
Big and small gaming companies have played a crucial role in fueling the mission of Child's Play Charity. From donating consoles and games to organizing fundraising events - these organizations have demonstrated their commitment to making a difference in the lives of children in need.

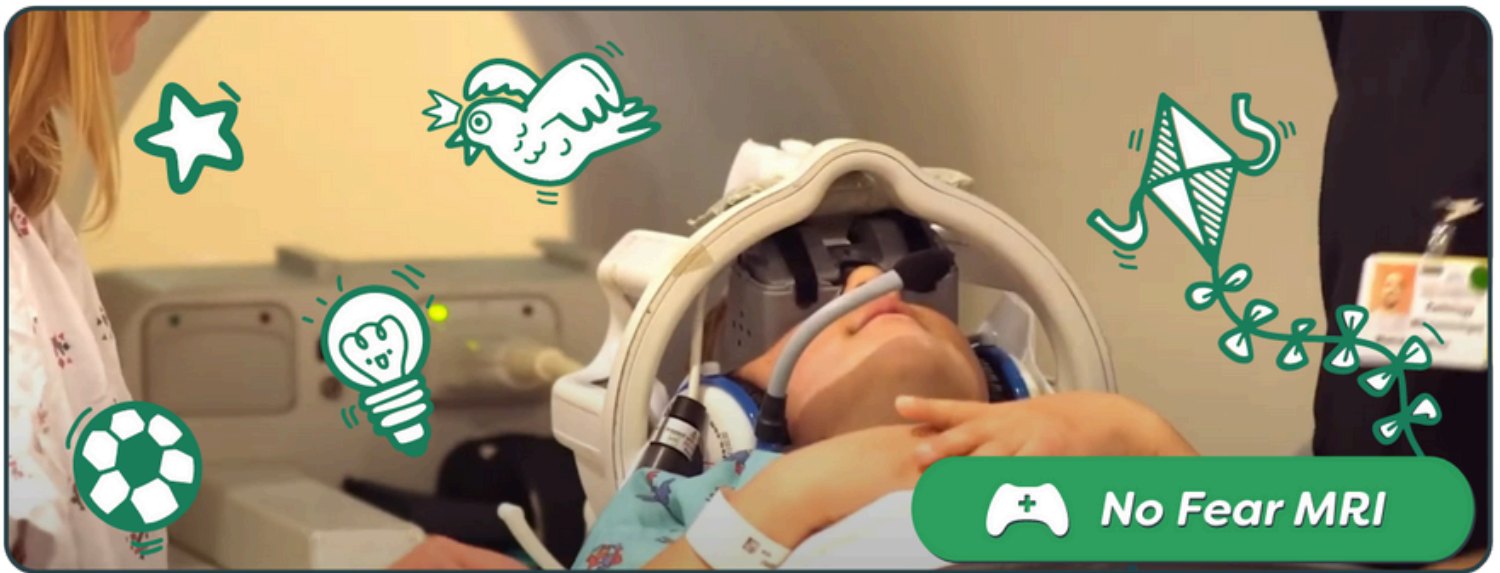
Child's Play is grateful to donors and supporters for their investment into helping kids play games and feel better.

Child's Play Charity is committed to harnessing the transformative power of gaming and technology to create positive and meaningful experiences for children undergoing medical treatment. By providing access to adaptive gaming equipment, cutting-edge VR interventions, and a wide array of entertainment options, we aim to not only alleviate the stress and anxiety associated with hospitalization but also promote healing and well-being.

In 2017 Child's Play began offering capacity-building grants to hospitals interested in employing a gaming technology specialist. Since then 49 positions have been funded in the United States, Canada, Australia, and Kenya.

This investment reflects our unwavering dedication to improving the lives of children in hospitals and underscores the importance of play in pediatric healthcare.





Child's Play Charity Supports State-of-the-Art Pediatric Care through Le Bonheur's Interventional Cardiac MRI Suite

Child's Play is supporting Le Bonheur Children's Hospital's recently opened interventional cardiac MRI suite, a groundbreaking facility that is not only the first of its kind in Tennessee but also one of only eight in the United States.

This new MRI suite is a transformative addition to Le Bonheur's Heart Institute, offering state-of-the-art imaging technology that enables faster and more accurate diagnoses. Beyond its role in cardiac care, this MRI will serve other specialties at the hospital, further enhancing the quality of care for children across various medical disciplines.

Transforming the MRI Experience for Pediatric Patients

Undergoing an MRI can be daunting, particularly for children under 10 years old. The necessity to remain motionless for extended periods often leads to stress and anxiety, with some children experiencing claustrophobia. Studies show that up to 30% of pediatric patients require sedation or anesthesia during MRI procedures to ensure compliance, and nearly 29.4% of MRI scans are affected by patient motion, which can compromise the quality of the imaging.

Le Bonheur's MRI suite, supported by Child's Play, plans to address these challenges by integrating innovative solutions, including the nordicComfortPlayer system. This advanced audio/visual technology enhances patient comfort and satisfaction during scans, helping to reduce the need for sedation and minimize motion-related artifacts.



Teneile, Play Therapy Technology Specialist

Long Overdue Down Under

In a pioneering initiative, Child's Play Charity, has facilitated the employment of Australia's first Play Therapy Technology Specialists at The Children's Hospital at Westmead and Sydney Children's Hospital, Randwick. This marks the second year of this transformative partnership, aiming to integrate cutting-edge technology into Play Therapy teams to enhance the hospital experience for young patients.

These newly established roles focus on utilizing technology as a therapeutic tool, offering children an imaginative escape from the unfamiliar hospital environment. Interactive gaming and virtual reality experiences provide a sense of control and empowerment, significantly reducing stress and anxiety associated with hospitalization.

Child's Play Charity is committed to reimagining pediatric care through innovative solutions. By funding these specialist positions, they are setting a precedent in Australia for the integration of technology in child life therapy, aiming to improve emotional well-being and overall patient outcomes.

This initiative not only enhances the immediate hospital experience for children but also contributes to long-term positive impacts on their health and recovery. As the program continues into its second year, it stands as a testament to the power of philanthropy and technology in transforming pediatric healthcare.





Dream Team

A new member of CHLA's pioneering Interventional Radiology team uses virtual reality to transform minimally invasive procedures for patients and clinicians.

Interventional radiology provides minimally invasive care in a variety of ways. The specialty uses medical imaging such as X-rays, CT scans, ultrasounds, and MRIs to insert small devices—like catheters, IVs, or wires—into the body, or to perform biopsies.

Most interventional radiology procedures only take a few minutes, but the prep time and setup are much more complex.

"A patient who just needs something to ease the anxiety and discomfort of the procedure ends up having to go without eating all night so we can administer anesthesia in the morning," explains Dr. Miller.

As the medications leave the patient's system, it can take several hours to fully recover. "That's a lot logistically for the patient—and for their family and care team—for what is ultimately a five-minute procedure," he adds. "Our goal is to reduce that footprint for everybody."



Joseph Miller, MD, MS, Director of Interventional Radiology, and Phoenix Hunt, VR Technologist

VR as a Therapeutic Tool

"When you put a headset on somebody in a health care setting, it can transform their mind and immerse them in a completely different environment," explains Hunt. "It helps detach their anxieties from what they're feeling and experiencing in the real world." This phenomenon has been studied extensively by CHLA's Biobehavioral Pain Lab, led by Jeffrey Gold, PhD, whose research seeks to enhance the standard of care for anxious patients beyond administering medication to ease fear. "VR can help dampen the brain's pain receptors," Hunt says. "Your body is so distracted with other stimuli that it kind of forgets to feel that anxiety or pain that you'd be noticing previously."

A Nationwide Search

"What we were missing was not so much the technology itself," says Dr. Miller, reflecting on the early days of conceiving the program. "It was the person to help apply the technology in an individualized fashion." That's where Hunt came in.

Phoenix Hunt, VR Technologist in Interventional Radiology.

Hunt studied virtual-reality game design at Savannah College of Art and Design and was drawn to VR applications in health care. "I was perfectly good at designing video games, but I realized I wanted to work in the clinical setting as soon as I started connecting with patients," he explains. "The more positive experiences I helped foster, the more I thought, 'This is what I want to do for the rest of my life.'"

As Dr. Miller and the team finalized their vision for the VR technologist position, it became clear that CHLA would effectively create the blueprint for future U.S. hospitals. "We've yet to encounter another hospital using VR to get patients through procedures with an embedded VR technologist," Dr. Miller says.

The role is made possible by the financial support of the nonprofit Child's Play, which assists hospitals across the country in a variety of technology adoption initiatives. It just so happened that the job posting coincided perfectly with Hunt's post-grad career search. He joined the team in August, and they treated their first patient using VR a month later.

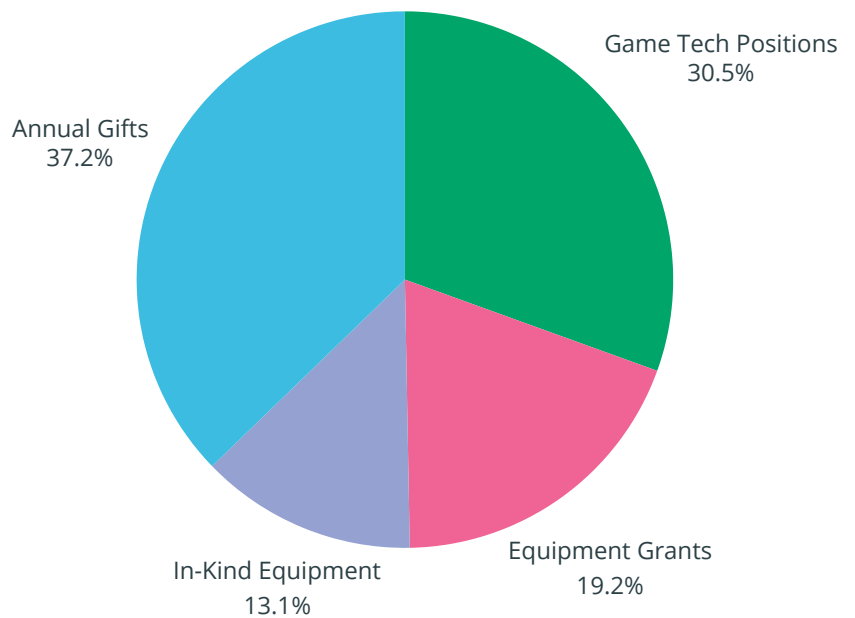


2024 IMPACT

Child's Play Giving Breakdown

Child's Play Charity has been a trailblazer in bringing joy, comfort, and distraction to children in hospitals through the power of gaming. By funding gaming equipment and technology, the organization has positively impacted countless young patients worldwide, transforming the often daunting experience of hospital stays into moments of fun and connection.

Child's Play has equipped hospitals around the world with consoles, games, and technology to create therapeutic gaming experiences.



2024 Equipment Impact

