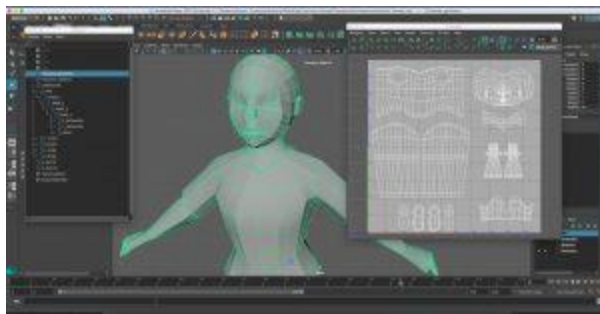


The Game Changer Chicago Design Lab kicks off development of a game designed to reduce sexual risk behavior and increase interest in STEM professions

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CHICAGO – Ci3’s Game Changer Chicago Design Lab (GCC) at the University of Chicago recently began the development of a new game that is being designed to increase science, technology, engineering, and mathematics (STEM) interest and to promote healthy behaviors among adolescents ages 14 to 19.



In “Caduceus Quest,” you play as Simone, a young hospital intern, and investigate a medical mystery by moving forward in the interactive story through dialogue decisions. This game is a single-player, action adventure that takes place in a city affected by sexually transmitted infections. The GCC Design Lab is an organization housed within the Center for

Interdisciplinary Inquiry and Innovation in Sexual and Reproductive Health (Ci3) at the University of Chicago and has a proven record of designing STEM and health games.

“Because games offer players a hands-on, interactive experience for thinking through complex problems, they also promote knowledge, skills, and positive health behaviors,” said Ashlyn Sparrow, Director of GCC. “We’re very excited to create this game and look forward to getting it into the hands of teens.”

The National Institutes of Health Small Business Technology Transfer (STTR) program awarded a grant to GCC to create “Caduceus Quest,” in collaboration with Resilient Games Studio, LLC. The NIH’s STTR program provides competitive grant funding to health and life science companies that are creating innovative technologies that align with NIH’s mission to improve health and save lives.

“Ci3 is committed to improving the overall health and wellbeing of adolescents, particularly among those who are most marginalized,” said, Ci3’s executive director, Brandon Hill, PhD. “We do this through research and the creation of games like “Caduceus Quest” and various other creative interventions.”

In the U.S., African-Americans, Latinos, and Native Americans earn less than 15% of undergraduate degrees in STEM fields such as engineering, math, and the physical and biological sciences.

Reproductive health disparities disproportionately affect poor African American and Latino youth. HIV infection is highest among young African Americans, both locally and nationally.

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