

NO MAN IS AN ISLAND



THIS IS A STORY OF HOPE, HEALING, AND HEROES



THE GOALS OF CARE + THE POWER OF STORYTELLING + AUGMENTED REALITY

THIS IS ADVENTURE SQUAD

A story is powerful. A story that uses emerging technology to empower pediatric patients is even more powerful. Introducing Adventure Squad, an app that uses augmented reality to motivate patients to get out of bed, move around, and interact with hospital staff and/or their loved ones. Through the app, patients are tasked with finding superpowers that will help their avatar characters leave an island that is expecting an erupting volcano. These superpowers are collected by scanning targets that are found on the hospital walls. The “choose your own adventure” format of the game can give a child hours of play, thus making them feel like a child again rather than a patient.

Dr. Richard Hobbs of UNC Children’s Hospital had an idea on how to improve the pediatric patient experience through gaming. He happened to meet Steven King, who is the Chief Innovation Officer of the Emerging Technologies Lab (ET-Lab) in the UNC Hussman School of Journalism and Media. These two joined forces with their distinct backgrounds and created Adventure Squad, with the help of the ET-Lab and UNC Health Care.

Hobbs and King envision every pediatric patient to join the “Adventure Squad” during their hospitalizations.



Photo by Jon Gardiner

LET’S PLAY!

1 CREATE YOUR
AVATAR



2 GET UP AND
GET MOVING!

EXPLORE THE ISLAND AND SCAN
TARGETS TO UNLOCK SUPERPOWERS
YOU’LL NEED TO ESCAPE BEFORE THE
VOLCANO ERUPTS



3 ESCAPE THE ISLAND
JUST IN TIME!



LET’S PLAY AGAIN!



ARE YOU READY TO BEGIN YOUR ADVENTURE?

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