

A woman with brown hair in a ponytail, wearing a blue and white plaid shirt with a red bow tie, is looking up at a kite flying in a blue sky with white clouds. The kite is blue and red with a long tail. A yellow rectangular box is overlaid on the image, containing the text 'SING LAB'.

SING LAB

LAB DIRECTOR

Charlotte Beard, PhD

LAB CHIEF

Alexandra Rousseau, MS, MD

Studies on Innovation, Neurodiversity, and Gaming

a year's overview
23-24

WHERE WE ARE NOW

The 2023-2024 academic year was the first year for our lab at PAU. We started the year off strong, with three exceptional graduate students joining the lab: Alexandra Rousseau, Shirley Tang, and Eva Wang. All three students have exceptional academic records, and Shirley and Alex were both accepted into the neuropsychology area of emphasis. In addition to their success at PAU, our lab members have a rich set of professional and cultural experiences. We are proud that with the constellation of members in our lab, we have members who speak English, Spanish, German, French, Cantonese, and Mandarin. In May 2024, we also had the opportunity to invite three new members to our lab: Alec Sefian, Edelya Silva, and Adela Cajic.

We took a hybrid approach to lab meetings this year, meeting once weekly as a group either in-person or virtually. Some of our memorable lab meetings included meeting locally at Red Rock coffee in Mountain View on a rainy day and discussing our recent book chapters and eating pizza after the BAPIC fair to go over students' impressions of potential sites.

Our research interests continue to be focused on the intersection of innovation and technology, but we noticed a growing body of literature on the relationship between neurodiversity and gaming. Given lab members' interests, what we saw in the community and our commitment to DEIB, we decided to pivot our lab to recognize neurodiversity as a key area of study. In including neurodiversity as an area of emphasis within our lab, we hope to open our focus to the intersection between neurodevelopmental conditions (e.g., ADHD and autism) and technology use. We also are happy to provide more research and training opportunities for students who are interested in the neuropsychology area of emphasis.

The following summary will discuss our research aims and progress, with goals for the years to come. It has been a great inaugural year in our SING lab!

Charlotte Beard, PhD
Lab Director

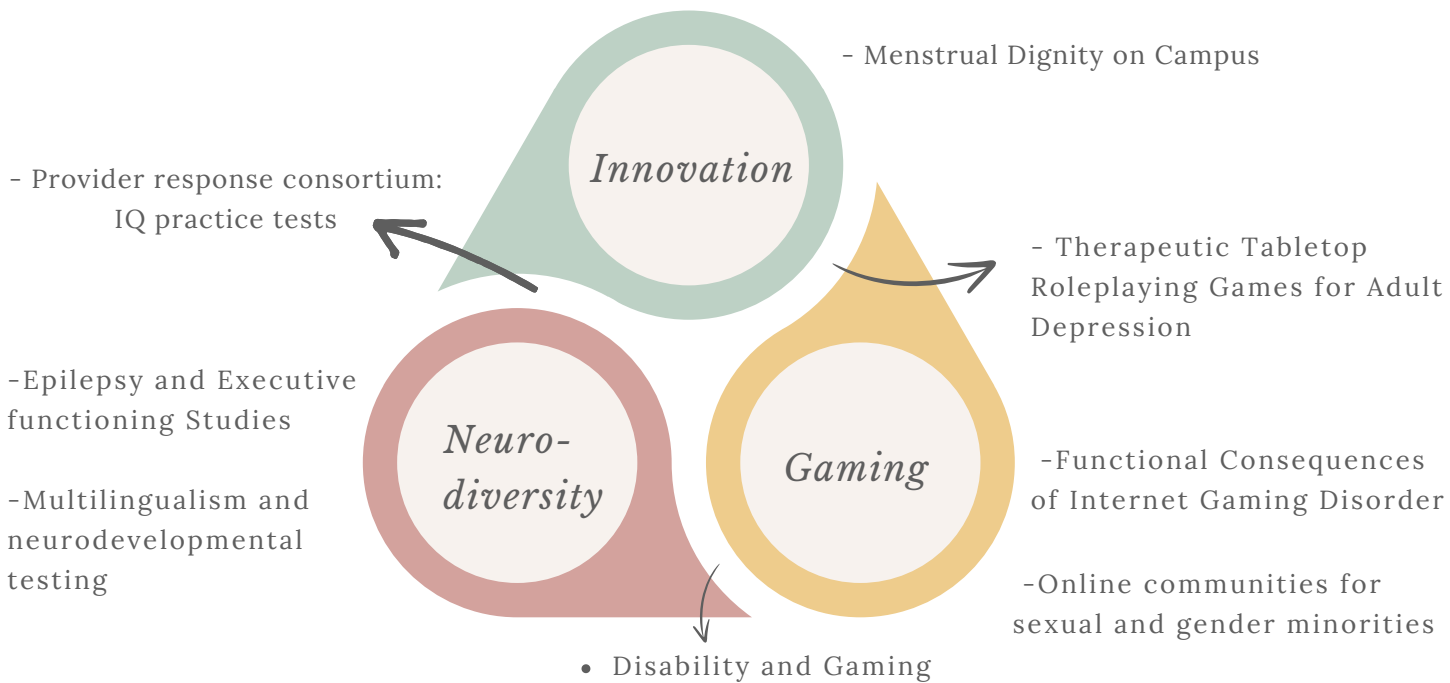
this year's

RESEARCH SNAPSHOT

What we have been working on and where we are going with our projects.

9
ongoing projects

3
new datasets



Our lab has been “booting up” with new lines of research and investigation into prior research on gaming. In sum, we kicked off the year with our grant-funded innovation project, the PAU Positive Period and Plumbing Project, including a new data collection on students’ impressions. Our lab funded a data-collection effort on gaming and loneliness led by Noemie Cloutier, who defends on Oct 2nd, 2024. We also started focusing on our integrative

studies related to intersectionality in internet gaming, including sexual and gender minorities (led by Eva Wang) and disability status. Our lab continues to work toward a proposal for a clinical intervention using therapeutic tabletop role-playing games, which we plan to focus on next year. Now our projects are in full swing, we expect to have a strong publication plan for next year!

this year's

COMPLETED RESEARCH

Bolded - denotes lab member

Beard, C.L., Rousseau, A., & Torres, D. [2024, April]. Menstrual dignity on campus: A discussion of applied behavioral design. Presented at the Palo Alto University Inclusive Excellence Symposium, Palo Alto, CA

Beard, C.L., Rousseau, A., Cajic, A., & Gogazzaro, C. (2024, April). Practice IQ tests: Providers' validity concerns. [Accepted conference presentation]. American Academy of Pediatric Neuropsychology 2024 Convention, Costa Mesa, CA, United States.

Tang, S., Rousseau, A., Wang, E., Beard, C., & Haas, A.L. (2024, April). The role of campus involvement on college mental health and substance usage. [Accepted conference presentation]. Western Psychological Association Annual Conference, San Francisco, CA.

Beard, C. (2023, September). Treating clients with problematic gaming and Internet use: A lifespan perspective. [Conference presentation]. California Psychological Association 2023 Convention, San Diego, CA, United States.

Wang, E., Cajic, A., Tang, S., & Beard, C. (under review). Navigating ethical concerns in game-based mental health interventions. In Handbook of Video Games for Mental Health.

Beard, C., Tang, S., Wang, E., & Bidel, A. (under review.). Research Foundations and Implementation Science for game-based mental health interventions In Handbook of Video Games for Mental Health. Oxford University Press.