

Bibliography (CTIN 599/Spring 2015)

READINGS/RESOURCES LIST BY WEEK

(subject to change)

Weekly readings are available online free, and/or can be accessed via your online library access, and/or interlibrary Loan, or the USC ARES Course Reserve (for enrolled students only). Items can be found easily via their 'doi' number. Selected chapters from recommended books are on the USC ARES Course Reserve.

* = on USC ARES Course Reserve, ** = e-book @ USC Library

WEEK 1 – Epicurus to Panksepp: Interactive entertainment, pleasure and 'ataraxia'

Gotsis, M. (2009). Games, virtual reality, and the pursuit of happiness. *IEEE Computer Graphics and Applications*, 29(5), 14–19. doi:10.1109/MCG.2009.94

Vogt, K. M. (2011). All Sense-Perceptions are True : Epicurean responses to skepticism and relativism. In J. Lezra (Ed.), *Lucretius and Modernity* (pp. 1–23). New York, New York, USA. Retrieved from http://katjavogt.com/pdf/katja_vogt_truth_perception.pdf

Ryff, C. D. (2014). Psychological well-being revisited: Advances in the science and practice of eudaimonia. *Psychotherapy and Psychosomatics*, 83(1), 10–28. doi:10.1159/000353263

Granic, I., Lobel, A., & Engels, R. C. M. E. (2014). The benefits of playing video games. *The American Psychologist*, 69(1), 66–78. doi:10.1037/a0034857

Wattanasoontorn, V., Boada, I., García, R., & Sbert, M. (2013). Serious games for health. *Entertainment Computing*, 4(4), 231–247. doi:10.1016/j.entcom.2013.09.002

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** (pp. 2-11) from Zachar, Peter; Ellis, Ralph D. (2012). Categorical versus Dimensional Models of Affect : A seminar on the theories of Panksepp and Russell. Retrieved from <http://www.ebilib.com>

* Panksepp, J. (2009). Brain emotional systems and qualities of mental life: From animal models of affect to implications for psychotherapeutics. In D. Fosha, D. J. Siegel, & M. Solomon (Eds.), *The Healing Power of Emotion: Affective Neuroscience, Development & Clinical Practice* (p. 368). New York, New York, USA: W. W. Norton

WEEK 2 – Brain architecture and impact of early experiences

National Scientific Council on the Developing Child. (2014). Excessive stress disrupts the architecture of the developing brain: Working paper No.3. Retrieved from http://developingchild.harvard.edu/index.php/download_file/-/view/469/

National Scientific Council on the Developing Child. (2011). Building the brain's "air traffic control" system: How early experiences shape the development of executive function: Working paper No.11. Retrieved from <http://developingchild.harvard.edu>

Prot, S., Anderson, C., Gentile, D., Brown, S., & Swing, E. (2014). The positive and negative effects of video game play. In A. Jordan & D. Romer (Eds.), *Children and Media* (pp. 109–128). New York: Oxford University Press. Retrieved from <http://www.psychology.iastate.edu/faculty/caa/abstracts/2010-2014/14PAGBS.pdf>

Media Resources: [Kid Logic \(Act One\)](#), [Brain Hero](#), [Sensory Overload](#)

Changing the Public Conversation on Social Problems: A Beginner's Guide to Strategic Frame Analysis, eFraming Workshop, FrameWorks Institute, <http://sfa.frameworksinstitute.org/>

(optional)

O'Neil, M. (2007). Can't I Just Invent My Own Metaphors? Why Research Matters in Developing Metaphorical Models. Washington, DC: FrameWorks Institute. Retrieved from http://www.frameworksinstitute.org/assets/files/eZines/Research_matters_in_developing_metaphorical_models.pdf

Mattingly, C. (2011). The machine-body as contested metaphor in clinical care. *Genre*, 44(3), 363–380. doi:10.1215/00166928-1407549

WEEK 3 – Brain architecture and impact of early experiences

Lillard, A. S., Lerner, M. D., Hopkins, E. J., Dore, R. a, Smith, E. D., & Palmquist, C. M. (2013). The impact of pretend play on children's development: A review of the evidence. *Psychological Bulletin*, 139(1), 1–34. doi:10.1037/a0029321

Christakis, D. A. (2014). Interactive media use at younger

than the age of 2 years. *JAMA Pediatrics*, 168(5), 399. doi:10.1001/jamapediatrics.2013.5081

Diamond, A., & Lee, K. (2011). Interventions shown to aid executive function development in children 4 to 12 years old. *Science (New York, N.Y.)*, 333(6045), 959–64. doi:10.1126/science.1204529

Bavelier, D., & Davidson, R. J. (2013). Brain training: Games to do you good. *Nature*, 494(7438), 425–6. doi:10.1038/494425a

Jolles, D. D., & Crone, E. a. (2012). Training the developing brain: a neurocognitive perspective. *Frontiers in Human Neuroscience*, 6(April), 76. doi:10.3389/fnhum.2012.00076

Media Resources: [Next Week's Game](#)

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* Parisod, H., Pakarinen, A., Kauhanen, L., Aromaa, M., Leppänen, V., Liukkonen, T. N., ... Salanterä, S. (2014). Promoting children's health with digital games: a review of reviews. *Games for Health Journal*, 3(3), 145–156. doi:10.1089/g4h.2013.0086

Bavelier, D., Green, C. S., Han, D. H., Renshaw, P. F., Merzenich, M. M., & Gentile, D. a. (2011). Brains on video games. *Nature Reviews. Neuroscience*, 12(12), 763–8. doi:10.1038/nrn3135

Berkman, E. T., Graham, A. M., & Fisher, P. a. (2012). Training self-control: A domain-general translational neuroscience approach. *Child Development Perspectives*, 6(4), 374–384. doi:10.1111/j.1750-8606.2012.00248.x

VAN Rooij, A. J., Kuss, D. J., Griffiths, M. D., Shorter, G. W., Schoenmakers, M. T., & VAN DE Mheen, D. (2014). The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. *Journal of Behavioral Addictions*, 3(3), 157–65. doi:10.1556/JBA.3.2014.013

* Gaggi, O., Galiazzo, G., Palazzi, C., Facchetti, A., & Franceschini, S. (2012). A serious game for predicting the risk of developmental dyslexia in pre-readers children. *2012 21st International Conference on Computer Communications and Networks (ICCCN)*, 1–5. doi:10.1109/ICCCN.2012.6289249
Retrieved
from <http://localwww.math.unipd.it/~cpalazzi/papers/Palazzi-D-NIME12.pdf>

WEEK 4 – Brain training and resilience: facts and fads, unanswered questions

Southwick, S. M., & Charney, D. S. (2012). The science of resilience: Implications for the prevention and treatment of depression. *Science (New York, N.Y.)*, 338(6103), 79–82. doi:10.1126/science.1222942

Rabipour, S., & Raz, A. (2012). Training the brain: Fact and fad in cognitive and behavioral remediation. *Brain and Cognition*, 79(2), 159–79. doi:10.1016/j.bandc.2012.02.006

Bohil, C. J., Alicea, B., & Biocca, F. A. (2011). Virtual reality in neuroscience research and therapy. *Nature Reviews. Neuroscience*, 12(12), 752–62. doi:10.1038/nrn3122

Media Resources: [Echo: An Elephant to Remember](#), [Allen Page Interview](#)

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Southwick, S. M., & Charney, D. S. (2012). *Resilience: The science of mastering life's greatest challenges* (Google eBook). Cambridge University Press. Retrieved from <http://books.google.com/books?hl=en&lr=&id=evUgAwAAQBAJ&pgis=1>

Connor, K. M., & Davidson, J. R. T. (2003). Development of a

new resilience scale: The Connor-Davidson Resilience Scale (CD-RISC). *Depression and Anxiety*, 18(2), 76–82. doi:10.1002/da.10113

WEEK 5 – Emotion regulation

The origin of emotions with Jaak Panksepp (BSP 91). (2012). Brain Science Podcast. Retrieved from <http://brainsciencepodcast.com/bsp/the-origin-of-emotions-with-jaak-panksepp-bsp-91.html>

Schore, A. N. (2005). Back to basics: Attachment, affect regulation, and the developing right brain: Linking developmental neuroscience to pediatrics. *Pediatrics in Review*, 26(6), 204–217. doi:10.1542/pir.26-6-204

Jeste, D. V, Depp, C. a, & Vahia, I. V. (2010). Successful cognitive and emotional aging. *World Psychiatry: Official Journal of the World Psychiatric Association (WPA)*, 9(2), 78–84. Retrieved from <http://www.ncbi.nlm.nih.gov/pubmed/22050770>

Media Resources: [The Origin of Emotions \(Brain Science\)](#), [Nevermind](#), [Mindlight](#), [Sparx](#)

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Wallace, D. (1998). The depressed person. *HARPERS*, 57–64. Retrieved from <http://harpers.org/wp-content/uploads/HarpersMagazine-1998-01-0059425.pdf>

WEEK 6 – Theory of mind, self-empathy and mindfulness

Cheng, Y., Chen, C., Lin, C.-P., Chou, K.-H., & Decety, J. (2010). Love hurts: An fMRI study. *NeuroImage*, 51(2), 923–9. doi:10.1016/j.neuroimage.2010.02.047

Carlson, S. M., Koenig, M. A., & Harms, M. B. (2013). Theory of mind. *Wiley Interdisciplinary Reviews: Cognitive Science*, 4(4), 391–402. doi:10.1002/wcs.1232

Silani, G., Zucconi, A., & Lamm, C. (2013). Carl Rogers meets the neurosciences: Insights from social neuroscience for client-centered therapy. In J. H. D. Cornelius-White, R. Motschig, & M. Luz (Eds.), *Interdisciplinary Handbook of the Person-Centered Approach: Research and Theory* (pp. 1–14). Wien: Springer-Verlag. Retrieved from http://link.springer.com/chapter/10.1007/978-1-4614-7141-7_5

Chatel-Goldman, J., Congedo, M., Jutten, C., & Schwartz, J.-L. (2014). Touch increases autonomic coupling between romantic partners. *Frontiers in Behavioral Neuroscience*, 8 (March), 95. doi:10.3389/fnbeh.2014.00095

Wright, P., & McCarthy, J. (2008). Empathy and experience in HCI. In *Proceeding of the twenty-sixth annual CHI conference on Human factors in computing systems – CHI '08* (p. 637). New York, New York, USA: ACM Press. doi:10.1145/1357054.1357156

Media Resources: [Kid Logic – Prologue](#), [Blowing Blues](#), [Way, Journey](#)

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Whyte, E. M., Smyth, J. M., & Scherf, K. S. (2014). Designing serious game interventions for individuals with autism. *Journal of Autism and Developmental Disorders*. doi:10.1007/s10803-014-2333-1

“Chapter 1 – A Philosophical Introduction to Autism” in:
*Barnbaum, D. R. (2008). *The ethics of autism: Among them, but not of them* (Vol. 7, p. 233). Bloomington, IN: Indiana

WEEK 7 – Embodied interaction

Sigrist, R., Rauter, G., Riener, R., & Wolf, P. (2013). Augmented visual, auditory, haptic, and multimodal feedback in motor learning: A review. *Psychonomic Bulletin & Review*, 20(1), 21–53. doi:10.3758/s13423-012-0333-8

Mueller, F., & Isbister, K. (2014). Movement-based game guidelines. *Proceedings of the 32nd Annual ACM Conference on Human Factors in Computing Systems – CHI '14*, 2191–2200. doi:10.1145/2556288.2557163

Barry, G., Galna, B., & Rochester, L. (2014). The role of exergaming in parkinson's disease rehabilitation: A systematic review of the evidence. *Journal of Neuroengineering and Rehabilitation*, 11(1), 33. doi:10.1186/1743-0003-11-33

Nummenmaa, L., Glerean, E., Hari, R., & Hietanen, J. K. (2014). Bodily maps of emotions. *Proceedings of the National Academy of Sciences of the United States of America*, 111(2), 646–51. doi:10.1073/pnas.1321664111

Media Resources: [Mother Nature](#), [Adventure Dreaming High Flying Dragon](#), [ASU Mixed Reality Rehab System](#), [SimSensei](#)

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Whyatt, C., & Craig, C. (2013). Sensory-motor problems in autism. *Frontiers in Integrative Neuroscience*, 7(July), 51. doi:10.3389/fnint.2013.00051

Warburton, D. E. R. (2013). The health benefits of active gaming: Separating the myths from the virtual reality. *Current*

Cardiovascular Risk Reports, 7(4), 251–255.
doi:10.1007/s12170-013-0322-0

Marco, J., Cerezo, E., & Baldassarri, S. (2012). Bringing tabletop technology to all: Evaluating a tangible farm game with kindergarten and special needs children. *Personal and Ubiquitous Computing*, 17(8), 1577–1591.
doi:10.1007/s00779-012-0522-5

Zwaan, R. a. (2014). Embodiment and language comprehension: Reframing the discussion. *Trends in Cognitive Sciences*, 18(5), 229–234. doi:10.1016/j.tics.2014.02.008

Garcia, A., Andre, N., Boucher, D. B., Jog, M., & Katchabaw, M. (2014). Virtual, augmented reality and serious games for healthcare 1, 68, 445–469. doi:10.1007/978-3-642-54816-1

WEEK 8 – Role-playing, modeling and identity development

Sebastian, C., Burnett, S., & Blakemore, S.-J. (2008). Development of the self-concept during adolescence. *Trends in Cognitive Sciences*, 12(11), 441–6.
doi:10.1016/j.tics.2008.07.008

Weil, L. G., Fleming, S. M., Dumontheil, I., Kilford, E. J., Weil, R. S., Rees, G., ... Blakemore, S.-J. (2013). The development of metacognitive ability in adolescence. *Consciousness and Cognition*, 22(1), 264–71.
doi:10.1016/j.concog.2013.01.004

Twemlow, S. W., & Sacco, F. C. (2013). How & why does bystanding have such a startling impact on the architecture of school bullying and violence? *International Journal of Applied Psychoanalytic Studies*, 10(3), 289–306. doi:10.1002/aps.1372

De Hooge, I. E., Nelissen, R. M. a, Breugelmans, S. M., &

Zeelenberg, M. (2011). What is moral about guilt? Acting “prosocially” at the disadvantage of others. *Journal of Personality and Social Psychology*, 100(3), 462–73. doi:10.1037/a0021459

Media Resources: [Kid Logic \(Act Two\)](#) and [\(Act Three\)](#), [Sheila Kuehl Interview](#), [Finding Zoe](#)

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Ttofi, M. M., & Farrington, D. P. (2010). Effectiveness of school-based programs to reduce bullying: A systematic and meta-analytic review. *Journal of Experimental Criminology*, 7(1), 27–56. doi:10.1007/s11292-010-9109-1

Bradshaw, C. P., Goldweber, A., Fishbein, D., & Greenberg, M. T. (2012). Infusing developmental neuroscience into school-based preventive interventions: Implications and future directions. *The Journal of Adolescent Health : Official Publication of the Society for Adolescent Medicine*, 51(2 Suppl), S41–7. doi:10.1016/j.jadohealth.2012.04.020

Bevington, D., Fuggle, P., Fonagy, P., Target, M., & Asen, E. (2013). Innovations in practice: Adolescent mentalization-based integrative therapy (AMBIT) – a new integrated approach to working with the most hard to reach adolescents with severe complex mental health needs. *Child and Adolescent Mental Health*, 18(1), 46–51. doi:10.1111/j.1475-3588.2012.00666.x

WEEK 9 – Aging

Marston, H. R. (2013). Digital gaming perspectives of older adults: Content vs. interaction. *Educational Gerontology*, 39(3), 194–208. doi:10.1080/03601277.2012.700817

Czaja, S., Beach, S., Charness, N., & Schulz, R. (2013).

Technologies for active aging. doi:10.1007/978-1-4419-8348-0

Jeste, D. V, Depp, C. a, & Vahia, I. V. (2010). Successful cognitive and emotional aging. *World Psychiatry : Official Journal of the World Psychiatric Association (WPA)*, 9(2), 78–84. Retrieved from <http://www.ncbi.nlm.nih.gov/pubmed/22050770>

Lustig, C., Shah, P., Seidler, R., & Reuter-Lorenz, P. A. (2009). Aging, training, and the brain: A review and future directions. *Neuropsychology Review*, 19(4), 504–22. doi:10.1007/s11065-009-9119-9

Pichierri, G., Wolf, P., Murer, K., & de Bruin, E. D. (2011). Cognitive and cognitive-motor interventions affecting physical functioning: a systematic review. *BMC Geriatrics*, 11(1), 29. doi:10.1186/1471-2318-11-29

Media Resources: [The Reality Clock](#), [Skyfarer](#), [The Voice in the Garden](#)

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Wiemeyer, J., & Kliem, A. (2011). Serious games in prevention and rehabilitation—a new panacea for elderly people? *European Review of Aging and Physical Activity*, 9(1), 41–50. doi:10.1007/s11556-011-0093-x

WEEK 10 – SPRING BREAK

WEEK 11 – Grand challenges and frontiers of intervention

Doherty, A. M., & Gaughran, F. (2014). The interface of physical and mental health. *Social Psychiatry and Psychiatric Epidemiology*, 49(5), 673–82. doi:10.1007/s00127-014-0847-7

Century, M., Hustvedt, S., Pelli, D., Scott, J., Wiley, K. C. (KC), & Levy, E. K. (2013). Neuroscience and the arts today. *PAJ: A Journal of Performance and Art*, 35(3), 8–23. doi:10.1162/PAJJ_a_00157

Kirsh, D. (2013). Embodied cognition and the magical future of interaction design. *ACM Transactions on Computer-Human Interaction* (... , 20(1), 1–30. doi:http://dx.doi.org/10.1145/2442106.2442109

Engberg, M. (2013). Performing apps touch and gesture as aesthetic experience. *Performance Research*, 18(5), 20–27. doi:10.1080/13528165.2013.828932

Koelsch, S. (2014). Brain correlates of music-evoked emotions. *Nature Reviews Neuroscience*, 15(3), 170–180. doi:10.1038/nrn3666

Media Resources: [Code Black](#), [Next Week's Game](#)

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Mauldin, L. (2014). Precarious plasticity: Neuropolitics, cochlear implants and the redefinition of deafness. *Science Technology Human Values*, 39(1), 130–153. doi:10.1177/0162243913512538

Theunissen, F. E., & Elie, J. E. (2014). Neural processing of natural sounds. *Nature Reviews. Neuroscience*, 15(6), 355–66. doi:10.1038/nrn3731

Lapham, L. H. (2009). The god in the machine. *Lapham's Quarterly*, Online. Retrieved from <http://www.laphamsquarterly.org/preamble/the-god-in-the-machine.php?page=all>

Primack, B. A., Carroll, M. V, McNamara, M., Klem, M. Lou, King, B., Rich, M., ... Nayak, S. (2012). Role of video games in improving health-related outcomes: A systematic review. *American Journal of Preventive Medicine*, 42(6), 630–8.

WEEK 12 – The art and science of dying, celebrating, and surviving

Massimi, M., Odom, W., Banks, R., & Kirk, D. (2011). Matters of life and death. In *Proceedings of the 2011 annual conference on Human factors in computing systems – CHI '11* (pp. 987–996). New York, New York, USA: ACM Press. doi:10.1145/1978942.1979090

Gibbs, M., Kohn, T., Gibbs, M., Mori, J., Arnold, M., & Kohn, T. (2012). Tombstones, uncanny monuments and epic quests: Memorials in world of warcraft. *Game Studies*, 12(1), 1–19. Retrieved from http://gamestudies.org/1201/articles/gibbs_martin

Sudore, R. L., & Fried, T. R. (2010). Redefining the “planning” in advance care planning: Preparing for end-of-life decision making. *Annals of Internal Medicine*, 153(4), 256–61. doi:10.7326/0003-4819-153-4-201008170-00008

Massimi, M. (2013). Exploring remembrance and social support behavior in an online bereavement support group. *Proceedings of the 2013 Conference on Computer Supported Cooperative Work – CSCW '13*, 1169. doi:10.1145/2441776.2441908

Odom, W., Harper, R., Sellen, A., Kirk, D., & Banks, R. (2010). Passing on & putting to rest. In *Proceedings of the 28th international conference on Human factors in computing systems – CHI '10* (p. 1831). New York, New York, USA: ACM Press. doi:10.1145/1753326.1753601

Media Resources: [That Dragon, Cancer](#), [Amour](#), [Kid Logic \(Act Four\)](#), [Inner Vision](#), [The Night Journey](#)

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Watney, S. (1987). The spectacle of AIDS. *October*, 43, 71–86. Retrieved from <http://www.jstor.org/stable/3397565>

Zhang, B. (2014). *Traversing the green ward*. University of Southern California. Retrieved from <http://digitallibrary.usc.edu/cdm/ref/collection/p15799coll3/id/412934>

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WEEK 13 – Designing theory-informed interventions

Gotsis, M., Jordan-Marsh, M., Baron, D. A., & Hashemian, Y. (2014). A transtheoretical heuristic for design and evaluation of interactive entertainment for health and happiness. In *Poster session presented at the Jacquelyn Perry Research Symposium*. Los Angeles, CA: University of Southern California.

Hekler, E. B., Klasnja, P., Froehlich, J. E., & Buman, M. P. (2013). Mind the theoretical gap: Interpreting, using, and developing behavioral theory in HCI research. In *CHI '13 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 3307–3316). Paris, France: ACM New York, NY, USA. doi:10.1145/2470654.2466452

Lewis, J. R. (2014). Usability: lessons learned ... and yet to be learned. *International Journal of Human-Computer Interaction*, 30(9), 663–684. doi:10.1080/10447318.2014.930311

Vogt, K. M. (2011). All Sense-Perceptions are True : Epicurean

responses to skepticism and relativism. In J. Lezra (Ed.), *Lucretius and Modernity* (pp. 1–23). New York, New York, USA. Retrieved from http://katjavogt.com/pdf/katja_vogt_truth_perception.pdf

WEEK 14 – Evaluating theory-informed interventions

Desurvire, H., & Wiberg, C. (2009). Game usability heuristics (PLAY) for evaluating and designing better games: The next iteration. In A. A. Ozok & P. Zaphiris (Eds.), *Online Communities and Social Computing SE – 60* (Vol. 5621, pp. 557–566). Springer Berlin Heidelberg. doi:10.1007/978-3-642-02774-1_60

Djuraskovic, I., & Arthur, N. (2010). *Heuristic inquiry: A personal journey of acculturation and identity reconstruction. The Qualitative Report* (Vol. 15, pp. 1569–1593). Retrieved from <http://eric.ed.gov/?id=EJ914023>

Orji, R., & Mandryk, R. L. (2014). Developing culturally relevant design guidelines for encouraging healthy eating behavior. *International Journal of Human-Computer Studies*, 72(2), 207–223. doi:10.1016/j.ijhcs.2013.08.012

Mitchell, V., Mackley, K. L., Pink, S., Escobar-Tello, C., Wilson, G. T., & Bhamra, T. (2014). Situating digital interventions: Mixed methods for HCI research in the home. *Interacting with Computers*. doi:10.1093/iwc/iwu034

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Stenros, J., Waern, a., & Montola, M. (2011). Studying the elusive experience in pervasive games. *Simulation & Gaming*, 43(3), 339–355. doi:10.1177/1046878111422532

Nielsen, J., & Landauer, T. K. (1993). A mathematical model of

the finding of usability problems. In *Proceedings of the SIGCHI conference on Human factors in computing systems – CHI '93* (pp. 206–213). New York, New York, USA: ACM Press. doi:10.1145/169059.169166

WEEK 15 – Making sense of evidence

Paré, G., Trudel, M.-C., Jaana, M., & Kitsiou, S. (2014). Synthesizing information systems knowledge: a typology of literature reviews. *Information & Management*. doi:10.1016/j.im.2014.08.008

Borsci, S., Macredie, R. D., Martin, J. L., & Young, T. (2014). How many testers are needed to assure the usability of medical devices? *Expert Review of Medical Devices*, 11(5), 513–25. doi:10.1586/17434440.2014.940312

WEEK 16 – Ethics

Matthews, M., & Doherty, G. (2009). The invisible user. *Interactions*, 54(6), 13–19. doi:10.1145/1620693.1620697

McKee, R. (2013). Ethical issues in using social media for health and health care research. *Health Policy (Amsterdam, Netherlands)*, 110(2-3), 298–301. doi:10.1016/j.healthpol.2013.02.006

Colman, J., & Gnanayutham, P. (2010). Ethical considerations when using video games as therapeutic tools. In P. Gnanayutham, H. Paredes, & I. Rekanos (Eds.), *Proceedings of the 3rd International Conference on Software Development for Enhancing Accessibility and Fighting Info-Exclusion* (pp.

69–76). Vila Real, Portugal. Retrieved from <http://eprints.port.ac.uk/id/eprint/7071>

Rossi, P. J., Novotny, P., Paulick, P., Plischke, H., Kohls, N. B., & Giordano, J. (2013). Decision technologies in medical research and practice: practical considerations, ethical implications, and the need for dialectic evaluation. *Ethics in Biology, Engineering and Medicine*, 4(2), 91–102. doi:10.1615/EthicsBiologyEngMed.2013008091

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Lescaille, Y., & Saha, P. S. (2013). Psychopaths: should they be punished for their unlucky brains? *Ethics in Biology, Engineering and Medicine*, 4(2), 121–129. doi:10.1615/EthicsBiologyEngMed.2014010429

RECOMMENDED BOOKS (from above and more)

Epicurus, Inwood, B., & Gerson, L. P. (1994). *The Epicurus reader: Selected writings and testimonia*. Hackett Publishing. (pp 1-48). Retrieved from <http://books.google.com/books?hl=en&lr=&id=NUiYEH3H0S4C&pgis=1>

Fish, Jeffrey; Sanders, Kirk R. (2011). *Epicurus and the Epicurean Tradition*. Retrieved from <http://www.ebib.com>

* Cozolino, L. (2014). *The Neuroscience of human relationships: Attachment and the developing social brain (Second Edition) (Norton Series on Interpersonal Neurobiology)*. W. W. Norton & Company. Retrieved from <http://books.google.com/books?hl=en&lr=&id=dYUYAwAAQBAJ&pgis=1>

* Fosha, D., Siegel, D. J., & Solomon, M. (Eds.). (2009). *The healing power of emotion: Affective neuroscience, development & clinical practice (Norton Series on Interpersonal*

Neurobiology) (Vol. 16, p. 368). New York, USA: W. W. Norton.
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http://books.google.com/books/about/The_Healing_Power_of_Emotion_Affective_N.html?id=6cIv1FMq4HAC&pgis=1

Johnson, K. L., & Shiffrar, M. (Eds.). (2013). *People watching: Social, perceptual, and neurophysiological studies of body perception* (p. 425). New York: Oxford University Press.
Retrieved from
<http://books.google.com/books?hl=en&lr=&id=N7Xr6G7JfgYC&pgis=1>

* Harrington, A. (2008). *The cure within: a history of mind-body medicine* (p. 336). New York, NY, USA: W.W. Norton.
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