Spotlight on:
Dmitriy Babichenko, PhD

Dr. Dmitriy Babichenko, Core Faculty Member and Professor of Practice at the University of Pittsburgh’s School of Computing and Information, researches the educational and clinical applications of serious and transformational games. Founder of Pitt’s Learning Technologies Lab, he also hosts Games4Health, the annual game jam featured at the Center’s Integrative Conference on Technology, Social Media, and Behavioral Health.

See a preview of our interview with Dr. Babichenko below and visit our website for the full interview!
Dmitriy: Have patience. Seriously, it’s hard work, and it won’t happen overnight. The two times we ran Games4Health, we had orientation events for students, where we served them pizza and they chose teams. The events felt like a fifth-grade school dance, where boys were standing on one side and girls were standing on the other side. Business students were in one corner, sociology students in another corner, computer science in another, and so on. To assign projects, we had to present an idea and basically take people’s hands and drag them together to begin talking. You have to be very deliberate and host events like these. Additionally, you have to be willing to meet people where they are. For example, there are a lot of hackathons on campus, and most are great events. The problem is every one of these events is primarily targeted to computing students. Computing students are used to the set-up of a hackathon- spending 24 hours together, not showering, eating crappy food, trying to produce a product. Other groups are not as used to an event like that. Moving forward, our group is discussing changing the format of the event and stretching it over two weeks, with an opening and closing event and office hours in between. This might allow for people with different schedules to find time to work together, and that’s what we’re striving to do!