

STARLIGHT PROGRAMS

Starlight Gaming

Starlight Gaming delivers happiness to hospitalized children by reducing stress, boosting mood, and helping kids cope in unfamiliar situations. By providing opportunities for decision-making, goal setting, problem-solving, and skill development, Starlight's gaming programs can help empower kids and increase their self-esteem to foster a sense of control over their hospital experience.

Powered by Nintendo®, Starlight Gaming enables children to play from the comfort of their hospital bed or in a playroom to socialize with a group of kids. Designed to roll anywhere in the hospital, Starlight Gaming Stations and Handhelds meet strict infection safety protocols and come pre-loaded with 25 games, all rated E10+ or below.

In 2022, over 614,000 Starlight Gaming sessions were provided to hospitalized children at the 500+ hospitals that we partner with across the U.S.



*Starlight [Gaming] equipment not only allows young children positive experiences but also allows respite for families as they deal with seriously ill family members... **'Play' engagement for children in an otherwise strange and uncomfortable situation changes their perspective of the hospital and provides enduring comfort.***

— Diane Brown, Huntsville Hospital Foundation



Play: Highly interactive experiences engage children through mastery and achievement.



Socialization: Gaming gives pediatric patients an opportunity to connect with their siblings, peers, and clinicians.



Emotional Support: Video games redirect a child's focus, resulting in reduced anxiety and improved mood.



Physical Therapy: Unique features of the gaming units allow physical therapists to capitalize on their patients' functional abilities in a fun way.



Entertainment: Playing popular games provides children a much-needed sense of relief and distraction from stressful situations.



Normalization: Playing video games provides structure, familiarity, and security during hospitalization.



Pain Management: Engaging with games that require user participation leads to less perception of pain at the central brain level.