

FACULTY MENTOR

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PROJECT TITLE

A Mobile Health Intervention for Adolescent Cannabis Use

PROJECT DESCRIPTION

Developing an app-based intervention for teens to reduce/quit marijuana use as an adjunct to traditional behavioral therapy; need students to game-ify cognitive tasks to incorporate in the task as well as an augmented reality task based on GPS to ensure/incentivize adherence to juvenile justice/court/medical/treatment appointments and school attendance

INTERNS NEEDED

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