

## **NewPathVR Partners with Tech in the Tenderloin to Deliver Virtual Reality to the Boys and Girls Club**

*NewPathVR Youth Program Explores Practical Applications of VR for Community Education*

January 30, 2019 (FPRC) -- NewPathVR, a digital behavioral health company, is introducing its first official 8-week VR Youth Program, in partnership with Tech in the Tenderloin (TNT) at the Boys and Girls Club of San Francisco. The new TNT Tech Club will launch at the Boys and Girls Tenderloin Clubhouse on January 30 and will run until March 13, 2019. The Program encourages participants aged 10 through 16 to experience a different virtual reality theme each week including art, music, games, and travel.

In sharing her hopes for the program, CEO of NewPathVR, Lisa Padilla highlights community education as a core goal. She says, "we hope that these immersive experiences inspire boys and girls to think differently about themselves and the world around them. Introducing virtual reality as a therapeutic tool, something to create art and music with, that's a real eye-opener, but add the wonder of young minds and it's just beautiful. For example, we've created an application that allows you to embody influential characters in your life and role-play scenarios that might have gone healthier in an effort to change the behaviors created from a memory."

Tech in the Tenderloin is a non-profit that connects low-opportunity youth and families with high-opportunity tech through fun events and activities in the Tenderloin neighborhood of San Francisco and beyond. "We love partnering with tech startups like NewPathVR to bring cutting edge tech education to organizations like the Boys and Girls Club. It's a great way to make tech fun for the kids, connect them with the tech ecosystem, and expand their career imaginations about what's possible for themselves and their families," say co-founders Julia Beabout and June Sargent.

In terms of the many benefits the Program offers, Padilla says "VR affords you the ability to learn and understand information at an accelerated rate, and the effect on behavior is a positive one when presented with the appropriate content. There are several studies that show that multiple types of VR experiences reduce depression, anxiety, and PTSD and that's merely the beginning."

### **About NewPathVR**

NewPathVR is the creator of digital behavioral health applications in virtual reality. With an aim to evoke positive change through conscious technology, the company uses research-based methods from its proprietary Active Psychology™ library to create wellness applications for VR. They also teach accredited courses in VR Psychology and power the world's first VR wellness portal - RenewVR.com.

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