

OUR TEAM

DIRECTOR

PROF. DR. ISABELA GRANIC (SHE/HER)



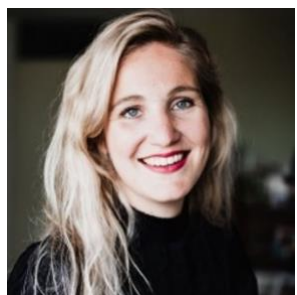
Isabela Granic is the Director of GEMH Lab, Industry Professor, McMaster University, in Canada. Her research focuses

on the cognitive, emotional, and social benefits of playing video games.

Isabela is a researcher, writer, facilitator of creative collectives, and mother of two upstanding little gamers.

CO-DIRECTOR

DR. HANNEKE SCHOLTEN (SHE/HER)



Hanneke Scholten is an assistant professor at the Technology, Human and Institutional Behavior Group of the University of Twente, and co-

director of the Games for Emotional and Mental Health (GEMH) Lab. She strives to build transdisciplinary collaborations through which digital experiences can be developed that are engaging, matter to youth and improve their wellbeing.

Hanneke loves her high heels and coffee in the morning, and walks/ talks too fast.

CREATIVE DIRECTOR

KEN KOONTZ (HE/HIM)



Ken Koontz is the owner of Koontz Interactive and Creative Director of GEMH Lab. He co-creates engaging interactive tools for study and

intervention with an inclusive perspective. His approach is a constant iterative process by gathering valuable insights from stakeholders, subject matter experts across disciplines, and of course the end user.

Ken is a geek, anime and video game enthusiast, and a newb gardener.

SCIENTIST & DESIGNER

DR. NASTASIA GRIFFIOEN (SHE/HER)



Nastasia Griffioen is a behavioural scientist with a cog-neuro background, and is post-doctoral researcher at the University of

Twente and the GEMH Lab. While her doctoral research focused primarily on the interplay between emerging adults' social media use and wellbeing, she now works to design, create, and research human-centric tech that helps young people thrive in the online world.

Nastasia is a nerd, loves to play video games, code and create things.

More information on the talented individuals that make up the GEMH lab can be found at <https://gemhlab.com/about>