



1 F A M I L Y S T R E A M

SEASON 1

Intro

FabuRocks was created and inspired by our daughter FABU to help her with speech delay, learning disabilities, and ADHD at home. Our desire to help FABU led us to use gaming, unboxing videos, and live streaming as the primary therapeutic tool that produced quicker and more significant improvement than she had ever obtained through conventional therapy.

Now that FABU is older, she is no longer embarrassed for us, as a family, to openly discuss the obstacles she faces daily. After seeing her significant improvement over the years, she now understands the importance of being verbal about her disabilities, what we do, and how we do it to empower others like her.

For this reason, we have decided to create a Podcast to share our story, how we got here and where we are headed as we openly discuss our: Experiences, Methods, Techniques, what has worked, what has NOT worked, our frustrations, how we overcome our challenges and our plans.



SEASON 1

Episode 15

Live Streaming for the First Time

Within ten months, we had more positive results than all of 2 years of conventional therapy. This was enough validation for us that we had made the right decision as a family for Fabu by dedicating our full attention and time to her. At this point, Fabu was in 2nd grade and showing improvement not only in academics but also socially. She was not yet reading at grade level. Still, her teachers on numerous occasions commented that Fabu was more willing to participate in class and was even chosen to read in front of the whole school a report she had written about Aphrodite.

We were so proud of her accomplishments.

Before you know it, we had over 1000 followers on YouTube and many people commenting on our videos, which still had no idea what it was exactly we were doing. We even opened a new channel, FabuParents, where we intended to share the successes we were obtaining in such a short time with other parents in our same situation.

However, Fabu was still not ready to openly discuss her disabilities or wanted us to do it. So, we decided to put a pause on talking about her and only created one video that you can still see on that channel currently. We chose to continue focusing solely on Fabu and her therapy.

Thanks to having been exposed to a wide variety of games, Fabu had a robust library of games on PC and Xbox, so she would not get tired of any game, and we could continue daily therapy with gaming content and create a better schedule. We wanted to continue the successes obtained thus far by again pushing Fabu out of her comfort zone by challenging her to use her vocabulary more.

We were certain we wanted to continue with gaming as it had been what had brought us the most success. We decided the next step would be to continue doing what we were doing daily but now in a live stream setting. The idea was for Fabu to have the ability to interact with fans who were already engaging and leaving comments, so she could continue to practice her social skills.

The challenge here was that it was no longer a video that you can edit what would often take Fabu a long time to say. She would need to express herself live without the edits. We believed she was ready for this challenge, and going live would validate her hard work and would be able to use skills she had learned so far. Hoping this would further motivate her to continue what we were doing.



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At this time, Fabu was the youngest girl gamer on YouTube. After a few live streams, we soon noticed a lot of people showing up and interacting in chat. In an effort for Fabu to feel we were doing something different, we created a schedule where each day had a different theme: BFF Monday – Best Fabu Fans - where Fabu would play with her fans. Retro Tuesday – she would play “old” games such as Halo, Bioshock. Roblox Wednesday – Roblox continued to be one of her favorite games and the most popular game among the community. Super Thursday – Fabu played any new games or whatever game she wanted to play. Horror Friday – Fabu would get to play any scary game of her choice. VR Saturday – she would play any new or VR game she wanted. For us, it was ok since she was only playing 1 x week. Fabulicious Sunday – we would play multiplayer games as a Family.

We were live streaming seven days x week for a few hours each day. For us, it was fun because it was the best part of the day, where we came together and spent time as a family.

Without knowing, we had created something extraordinary for our family. We felt we had grown closer, spent more time together, and overall had become stronger as a family. One of the main reasons was that each day we spent a couple of hours having fun. Very quickly, what we were doing daily grew from just therapy for Fabu to therapy for the whole family.

And this is why we were able to live stream daily because we were not just streaming but also spending time as a family.



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Previous Episodes

Episode 0

About Us

03/22/2021

Episode 1

How We Started

03/22/2021

Episode 2

First Therapy Session

03/29/2021

Episode 3

The AHA Moment

04/05/2021

Episode 4

Hitting Reality

04/12/2021

Episode 5

Equipping Ourselves

04/19/2021

Episode 6

Getting the Right Software

04/26/2021

Episode 7

Therapy for the Therapist

05/03/2021

Episode 8

OMG! People are watching us

05/10/2021

Episode 9

IRL Therapy

05/17/2021

Episode 10

Pokémon Go Fever Hit

05/24/2021



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Episode 11

Pokémon Go Burnout

05/31/2021

Episode 12

Gaming therapy begins

06/07/2021

Episode 13

Unboxing Therapy

06/14/2021

Episode 14

Gaming on Multiple Platforms

06/21/2021

Upcoming Episodes

Episode 16 - 20

Live Interview with FabuFam, FabuArmy, and Special Guest

To be announce



SEASON 1



SEASON 2

Coming soon

