



Trip Report: 2009 Games For Health Conference

by
Robert W. Lindeman
gogo@wpi.edu

Conference at a Glance

- ❑ **Games for Health** is a project produced by **The Serious Games Initiative**, funded by the **Woodrow Wilson International Center for Scholars**
- ❑ Held annually since 2005
- ❑ June 11-12, 2009, Boston Hyatt Harborside
- ❑ 300 attendees
- ❑ Will be held in Boston for the foreseeable future
- ❑ Organized by Ben Sawyer, Digital Mill

Fun Facts

- ❑ Dance Dance Revolution is an approved sport in many public schools in the US
- ❑ Beginning the school day with a play session makes kids pay better attention
- ❑ ExerGaming locations are on the rise
- ❑ Senior Wii bowling leagues
- ❑ Health include exercise

List of Session Titles

- ❑ http://www.gamesforhealth.org/archives/2009_03.html
- ❑ **Criticisms of Exergaming**
- ❑ **Child's Play: Growing Our Efforts to Support Games and Health**
- ❑ **Using Guitar Hero III to create a novel training and evaluation device for upper-extremity amputees**
- ❑ **Important Considerations for Clinicians and Game Designers regarding games for Motor Rehabilitation**
- ❑ **Cognitive Therapy Games for People with MS**
- ❑ **A Study of Heart Rate, Blood Pressure, and Caloric Burn of "Normal" Gameplay**
- ❑ **Are There Cognitive Benefits from Movement Based Games?**

List of Session Titles (cont.)

- Social and Psychological Factors Associated with ExerGaming Play**
- In the Zone - Flow Experience, Enjoyment and Mood after ExerGame Play**
- Social Experiences in Group-based ExerGaming**
- Perceptual Motor Skills Development and Psychological Benefits of FootGaming**
- Social and Psychological Correlates of Purchasing and Playing Behavior of both Sedentary and Active Video Games**
- Lessons from ExerGaming Research in Youth Settings**
- Combining Creative Development and Researcher Feedback for Active Gaming Prototypes**

List of Session Titles (cont.)

- Akrasia : Metaphorical Depiction of Addiction**
- The Role of Music in Exergaming**
- Mindless Eating Challenge**
- Modding and Hacking Game Hardware for Health: Ask and you might receive...**
- A Method for Tearing Apart and Quantifying Elements of Game Design in Exergames**
- Game Development Technologies and Practices Applied to Dental Surgery Training & Practices**
- Bringing the communities of games and simulation for health closer together**
- HumanSim : A platform for virtual patients for games and simulations a Sponsored Session by Virtual Heroes**

List of Session Titles (cont.)

- A Design Review of Sexual Content, Sexually Mature Themes in Games, and Games About Sex**
- Discussion & Best Practices for Implementation for Health Application of Exergames**
- Using Wii Games to Help Parkinson's Patients**
- Capturing Wiimote & Accelerometer Data for Active Gaming Evaluation**
- Senior Wii: A Study of Seniors and Wii Exercise**
- Case Study: Breath: A game to motivate the compliance of postoperative breathing exercises**
- A Study of Wii Fit Effectiveness**
- A survey of Health Product and Messaging Advergaming**

List of Session Titles (cont.)

- The Coming Age of Sensor Based Health Games**
- Making Sense Of Brain Games: A Scientific Analysis Of Game Design In The Brain Fitness**
- Sitting Playfully: Does the use of a centre of gravity computer game controller influence the sitting and functional ability of children with neuromotor dysfunction?**
- A Behavior Change Game for People with Type I Diabetes**
- Mortal Kombat Meets Play Therapy**
- What Kids Get Out of Video Games : The Presence of Games in Health Child Development**

The effect of video games on visual attention



Daphne Bavelier, Brain & Cog. Sci., U. of Rochester

Although the adult brain is far from being fixed, the types of experience that promote learning and brain plasticity in adulthood are still poorly understood. Surprisingly, the very act of playing action video games appear to lead to widespread enhancements in visual skills in young adults. Action video game playing is associated with improvements ranging from early vision to attention and decision making. Performance enhancements are seen not only in the visual but also in the auditory modality, and result in an overall speeding of performance across a range of tasks. I will argue that such a wide transfer of learning across perception, cognition and modalities may be best captured by a common mechanism rather than by a myriads of domain-specific enhancements. In particular, action game players appear to become better Bayesian learners, fine-tuning their performance to the statistics of their environment.

Case Study: Humana Horse Power Challenge

- ❑ Designed a game to encourage elementary students to walk more
- ❑ Rob, go to the slide show!

Summary

- Second time I went
 - Very interesting use of games
- Very cross-disciplinary
- Insurance companies are very interested
- Government is very interested
- Good opportunities for collaboration and funding
- I would go again