Welcome to you, each and everyone! Hello, creative minds, fans of healthy games.

On Tuesday, 27 March 2012 we would like to welcome you at our first Health Games conference: a communicative meeting of friends. The newest ideas and realizations will be presented, evaluated and discussed, so we will see the potential offered us, and where we can direct our future efforts. After all, together we can achieve more – the whole is more than the sum of its parts.

Information presented by individual participants will be added to and built on by the rest. This can be fertile ground for mutual inspiration. So let us hope the sparks will fly, with room for civilized controversy, too.

After a lot of individual effort, it is time for cooperation with direct physical presence, and getting to know those who labor in the same or related field, with all the different approaches that make an exchange of ideas interesting.

Networking is en vogue – it makes sense. So let’s look forward to making new friends, to renewing established contacts, and having a good time.

Of course, this will not be our last meeting. And if you know people who can contribute to our efforts, and enrich our community, bring them along, inform me, too.
Health Games Conference

Program

09:00 Coffee
09:45 Welcome
10:00 Keynote
10:30 P.I.E.P.
11:00 Doctivism
11:30 The Æffects
12:00 Mikti Flow Kids
12:30 R U Burnt Out?
13:00 Lunch Break
13:45 Welcome back
14:00 Corporate Health
14:30 HG Development
15:00 The Doctor Game
15:30 Go into the Wild
16:00 Past & Future
16:15 It’s a wrap
16:30 >Coffee and Cake
>Get-together
>Networking
>Exhibitions

Klaus-Peter Jünemann
Welcome Address and Moderation

Patrick Felicia
Keynote Speech
How the world of gaming and the world of medicine are finally combining to produce serious health games.

Josef Aldenhoff
Depression, Burnout, Aging
Practicability of serious gaming applications in the fields of depression, burnout, and old age

Anne Munk-Hartig
Biofeedback Training
New ideas for an old problem
Principles and difficulties in the use of biofeedback training for children

Jörg Niesenhaus
Health Game Development:
Experiences from industry and research collaborations

Wolfgang Hartmann
Serious Games and Corporate Health Management
How to integrate a multimedia biofeedback solution into a corporate environment to reduce employee stress

Stefan Göbel, Sandro Hardy
Effects and Affects
Technology-enhanced measurement of effects and affects in Serious Games for adaptive and personalized exergames.

Georg Treml
Serious Triage Games
Creating a Serious Game aimed at preparing medical students for Emergency Room operation

Knut Hartmann
Doctivism
Designing and realizing a humorous online hospital game with 5th semester game design students

Jean Widner
Come into the Wild
Get to know the Wild Divine project, a series of gaming applications that takes the user on a journey to the world inside.
As Jean Wilder is located in Las Vegas, we will connect via a live video link.

Dr. Stefan Göbel
Head of Serious Gaming, Multimedia Communications Lab, TU Darmstadt

Sandro Hardy, M.Sc.
Multimedia Communications Lab Darmstadt University of Technology

Prof. Dr. Patrick Felicia
Course Leader Multimedia & eLearning Waterford Institute of Technology, Ireland

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Wolfgang Hartmann
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Georg Treml
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Tuesday 27 March 2012, University of Applied Sciences Kiel, Germany

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