



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 coop-
eration 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.

Felix Prell, M.Sc.
Project Manager Health Games



Login



Tuesday 27 March 2012

University of Applied Sciences Kiel, Germany



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 Tremel
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.



Prof. Dr. Klaus-Peter Jünemann

Clinic Director Urology, Pediatric Urology
University Hospital Schleswig Holstein

Prof. Dr. Josef Bernd Aldenhoff

Clinic Director Psychiatry, Psychotherapy
Center for Integrated Psychiatry, UKSH

Dr. Anne-Katrin Munk-Hartig

Resident Physician, Urology Department
University Hospital Schleswig Holstein

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

Jörg Niesenhaus M.Sc.

Project Leader Game Technology
Interactive Systems, University Duisburg

Wolfgang Hartmann

Head of Marketing Department
Biocomfort Diagnostics GmbH & Co. KG

Georg Tremel

Head of Development
Game Dev. Studio, Hamburg

Prof. Dr. Knut Hartmann

Course Leader Multimedia Informatics
University Applied Sciences, Flensburg

Jean Widner

National Sales Manager
Wild Divine Inc., Las Vegas, USA

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