



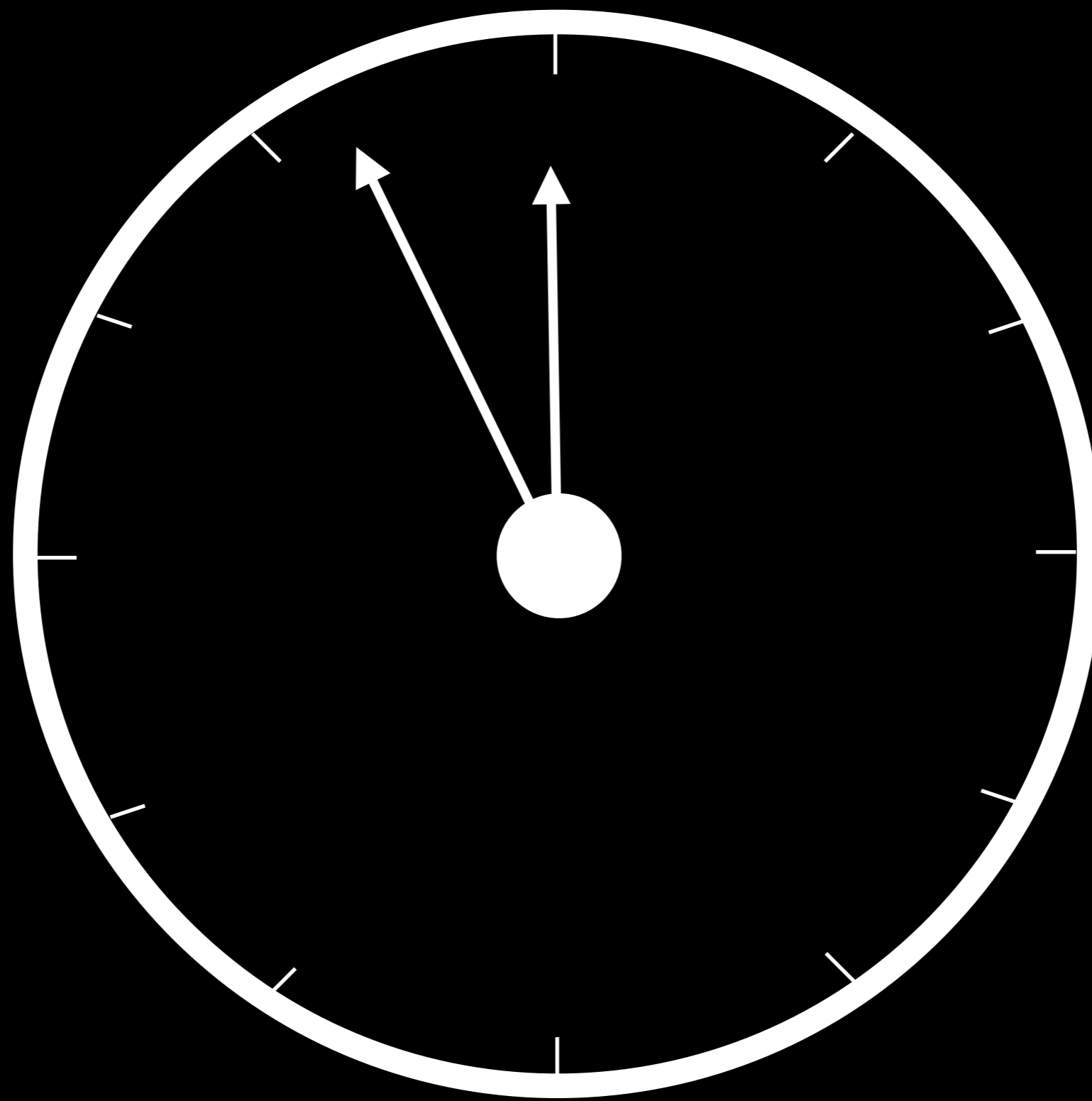


Game research
for training and
entertainment

PLAYFUL CARE & CURE



Research cluster Games & Interaction
Applied Game Design



Medische innovaties als **thuisstechnologie**, innovatieve geneesmiddelen en ketenzorg kunnen zorginstellingen tienduizenden personeelsleden in de zorg besparen en hiermee het tekort in de toekomst ondervangen. Dit blijkt uit het rapport ‘Medical Innovations and Labor Savings in Health Care’ dat vandaag wordt gepresenteerd op het Clingendael Symposium “Arbeidsbesparende innovaties in de Zorg” in Den Haag.

Stijgende zorgvraag

Door vergrijzing dreigt in de komende jaren een structureel tekort aan goed opgeleid zorgpersoneel. **Rond 2025 zou bijna 25 procent van de Nederlandse beroepsbevolking in de zorgsector werkzaam moeten zijn om aan de stijgende zorgvraag te voldoen. Momenteel zijn circa 1,2 miljoen mensen actief in de zorg.**

CHALLENGE

TRADITIONAL APPROACH

GAME APPROACH

TREATMENT GOAL



GAME GOAL

EXERCISE

EXPECTED
BEHAVIOUR



EXPECTED
PLAYER
BEHAVIOUR

GAMEPLAY

PRACTISE



FUN WHILE
PRACTISING

IMPROVEMENT



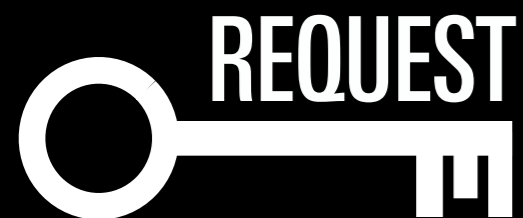
IMPROVEMENT

PLAYERS



- * 8-16 YR
- * Acquired Brain Injury

Social inhibitions
Physical inhibitions
Cognitive inhibitions



SOCIAL / PHYSICAL / COGNITIVE TARGETS

UP TO FOUR PLAYERS CO-OP PLAY

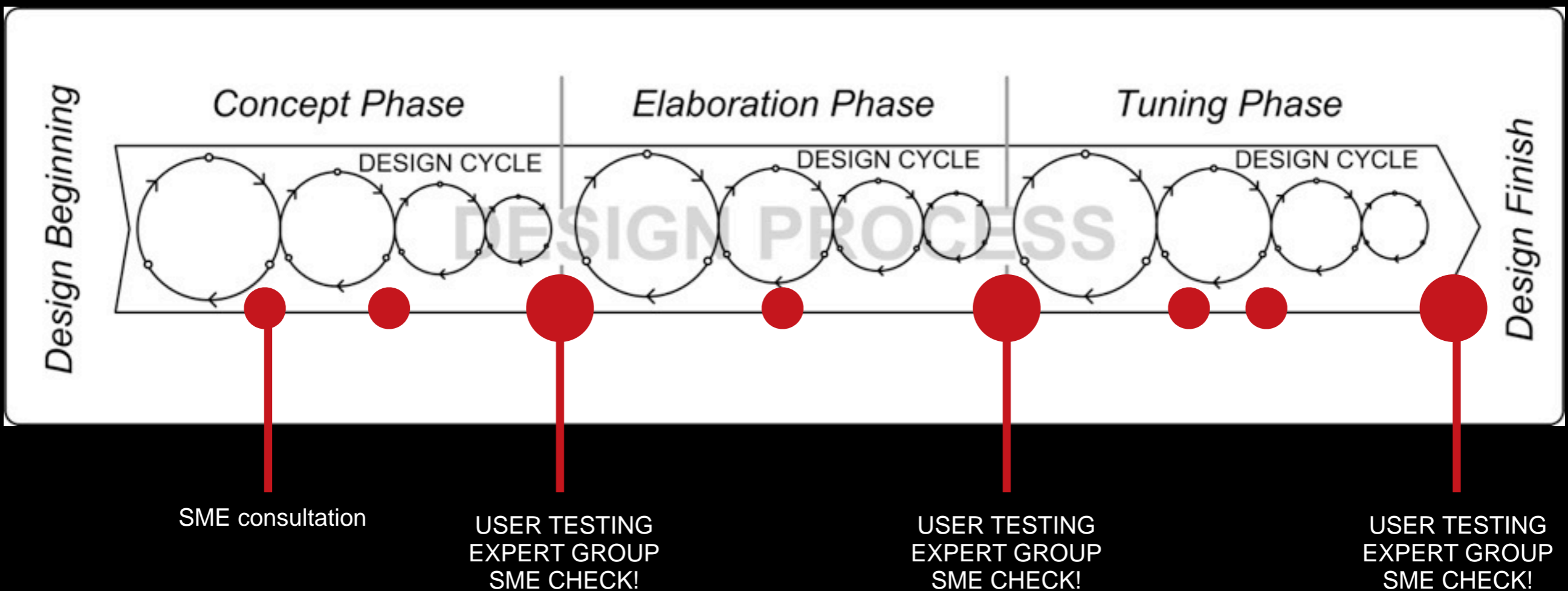
PHYSICAL PLAY IN ROOM

'VERTICAL SLICE'



user testing on visual style and gameplay @ Revalidatiecentrum De Hoogstraat

PROCESS



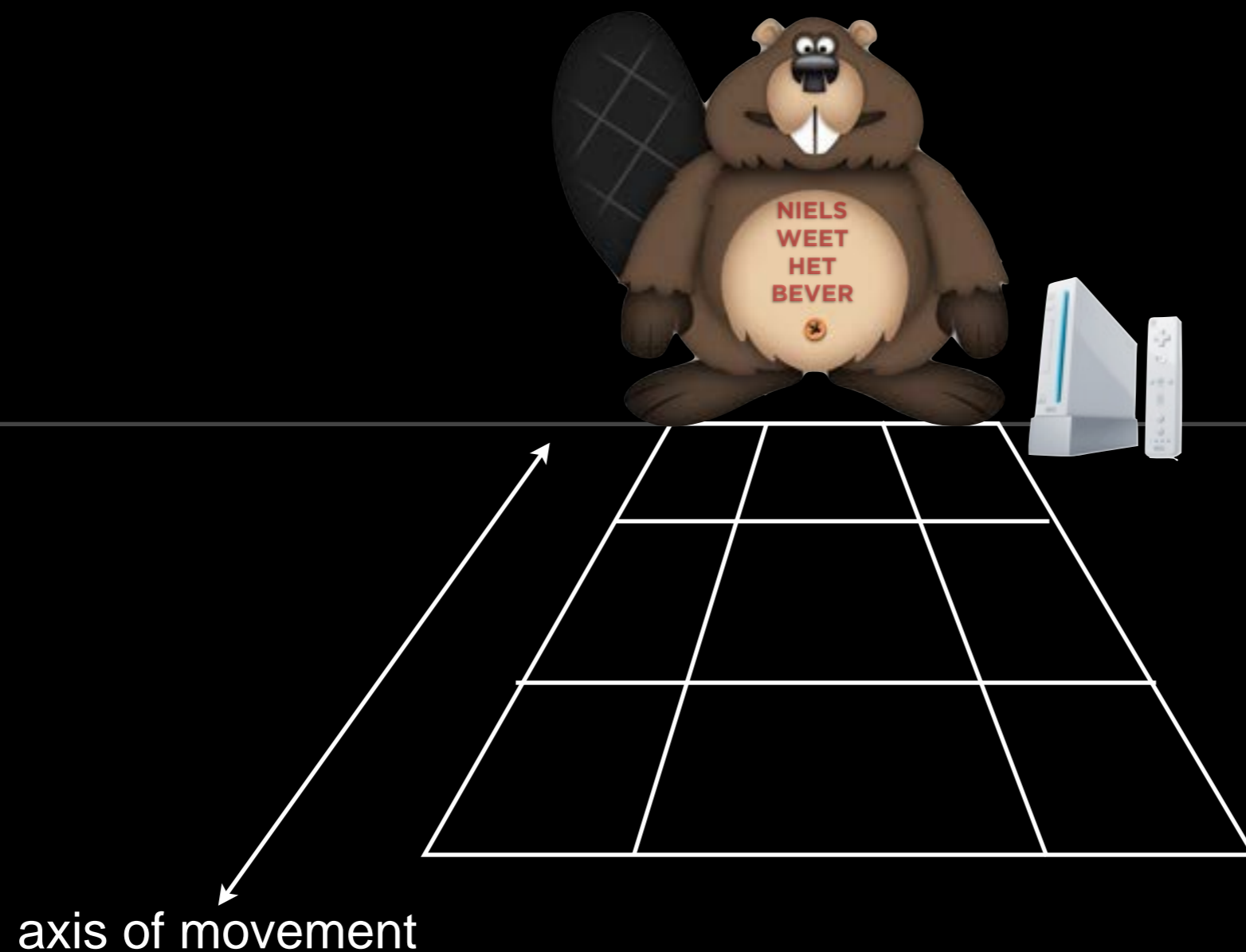
GATE Innovative Pilot: Healthcare ‘Dream’

**Affordable hardware opens doors for game based physical therapy
Paving the way for game assisted physical therapy at home**

The rise of affordable off the shelf motion controlled game hardware and peripherals, and the success of *motion-based gameplay* as a genre enables the application of games in physical therapeutic settings. HKU's R&D program Applied Game Design is developing a game that can be used not only in hospitals and care centres, but also at home.



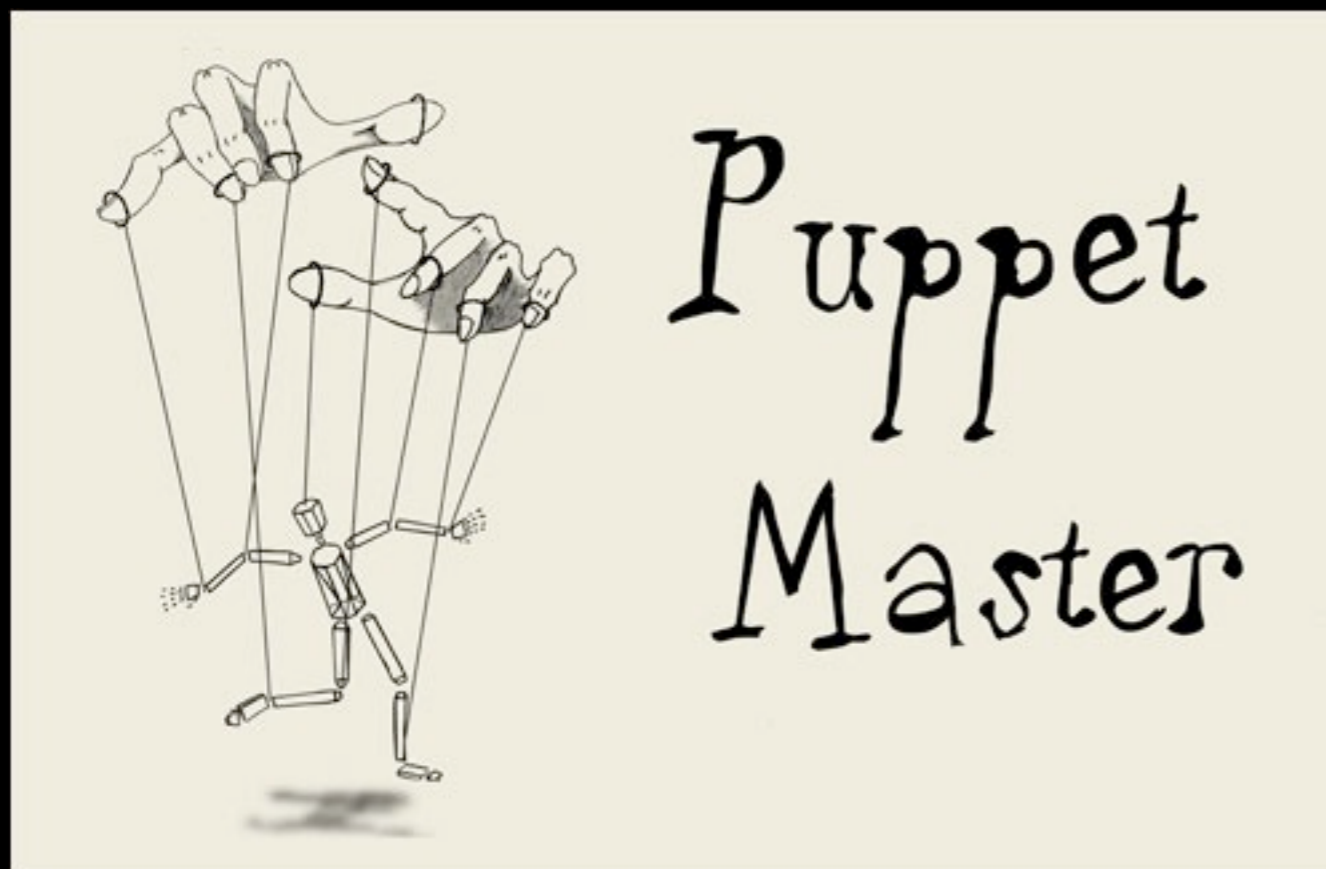
DESIGN CHALLENGES



DESIGN CHALLENGES: PLAYER BALANCING



DESIGN CHALLENGES: PLAY TUNING

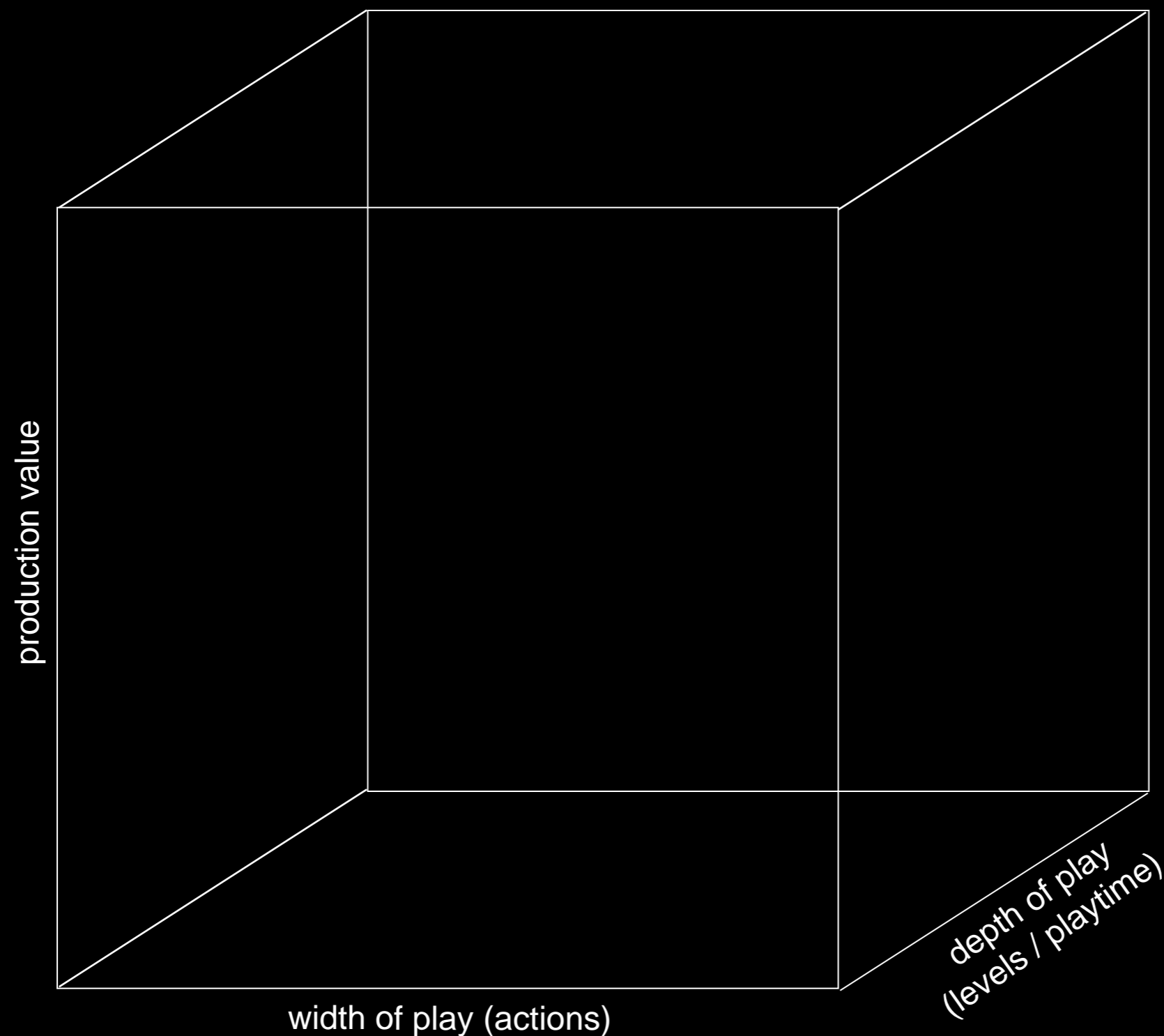


= 5th CONTROLLER

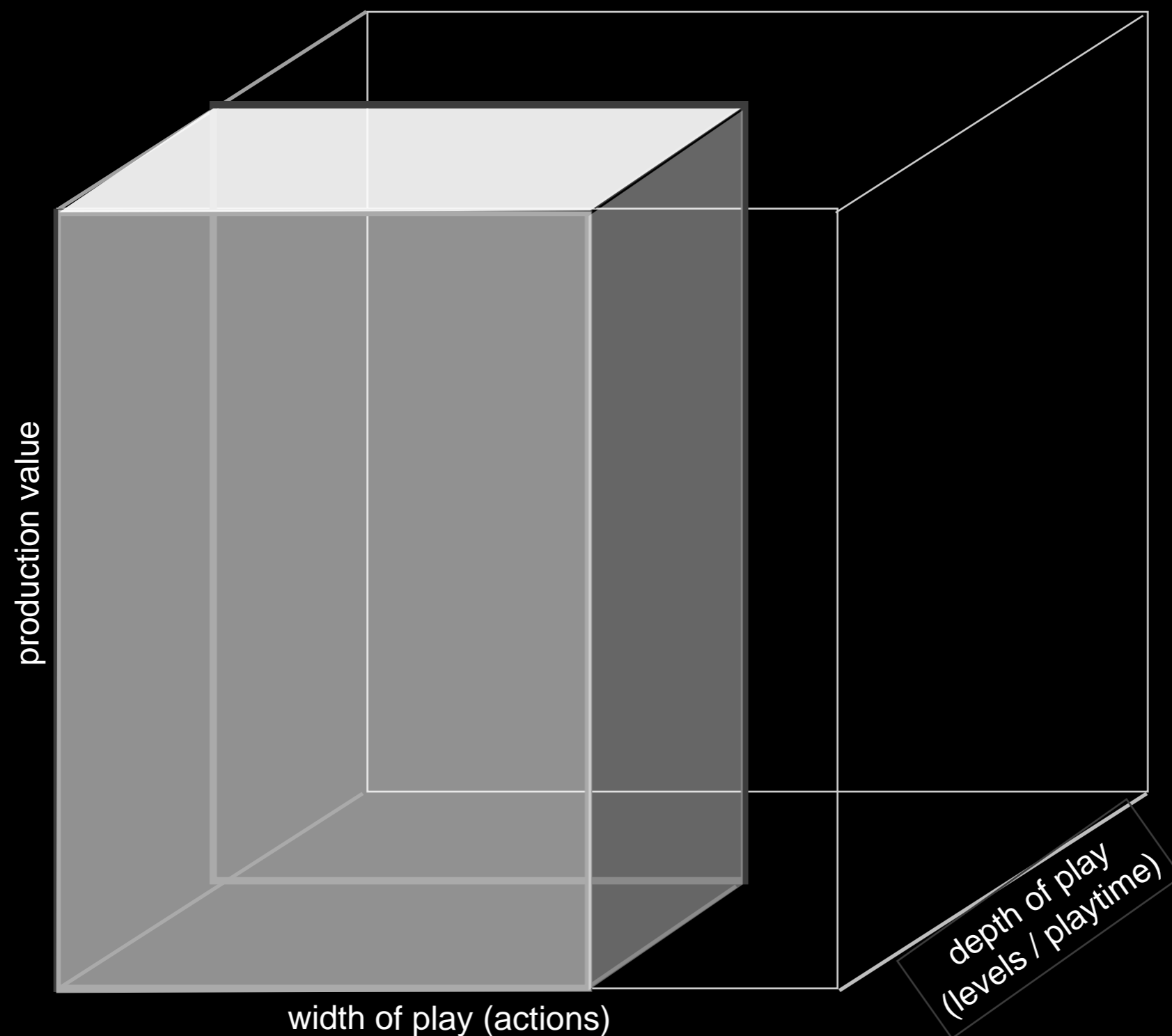


REAL TIME RUBBER BANDING

DESIGN CHALLENGES: GAME DEVELOPMENT CUBE



DESIGN CHALLENGES: VERTICAL SLICE





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project
Dream



credits where credits are due...



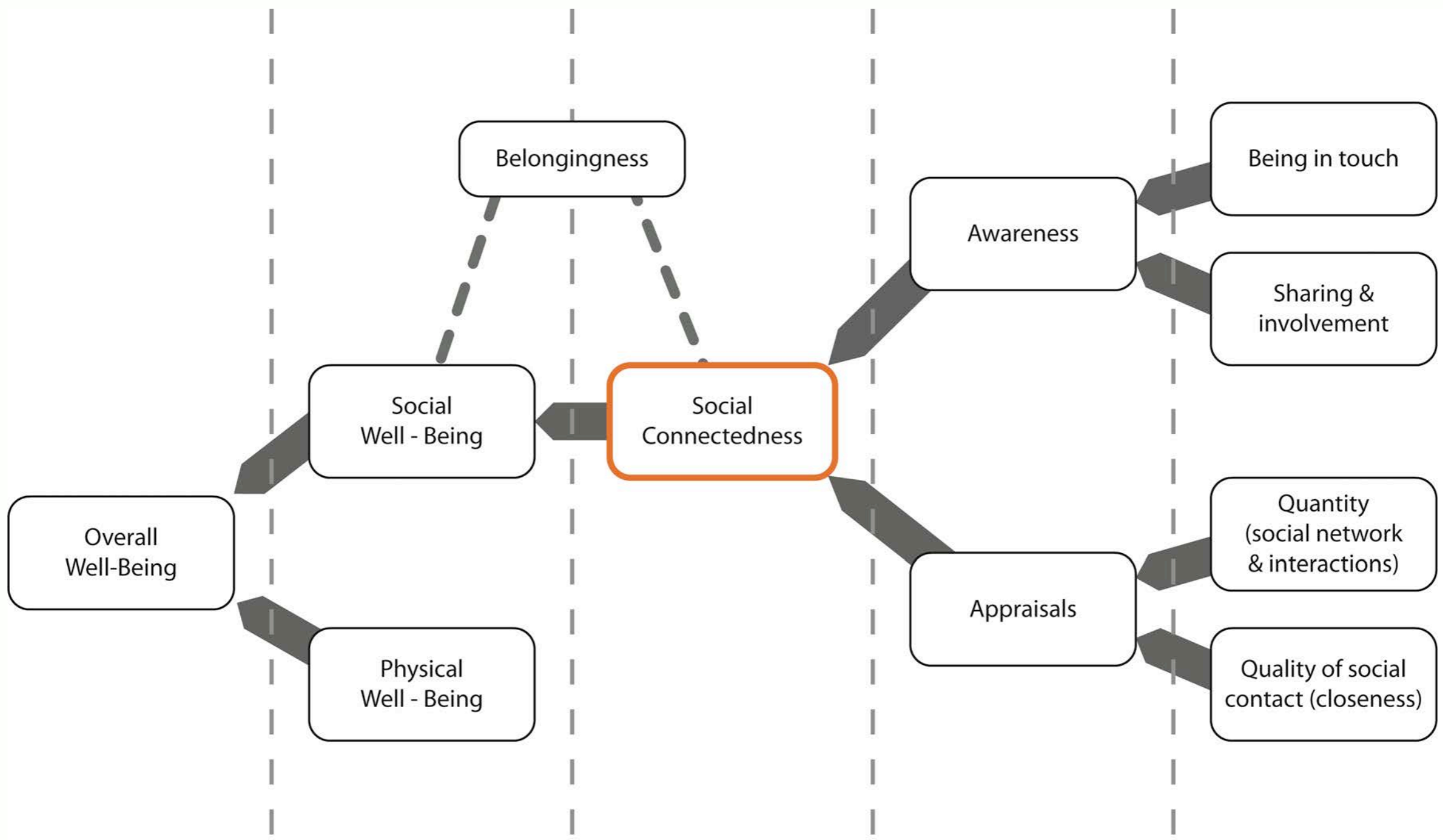
Serious Gaming: Scottie

Social Connectedness

Sabine Wildevuur



creative care lab
waag society

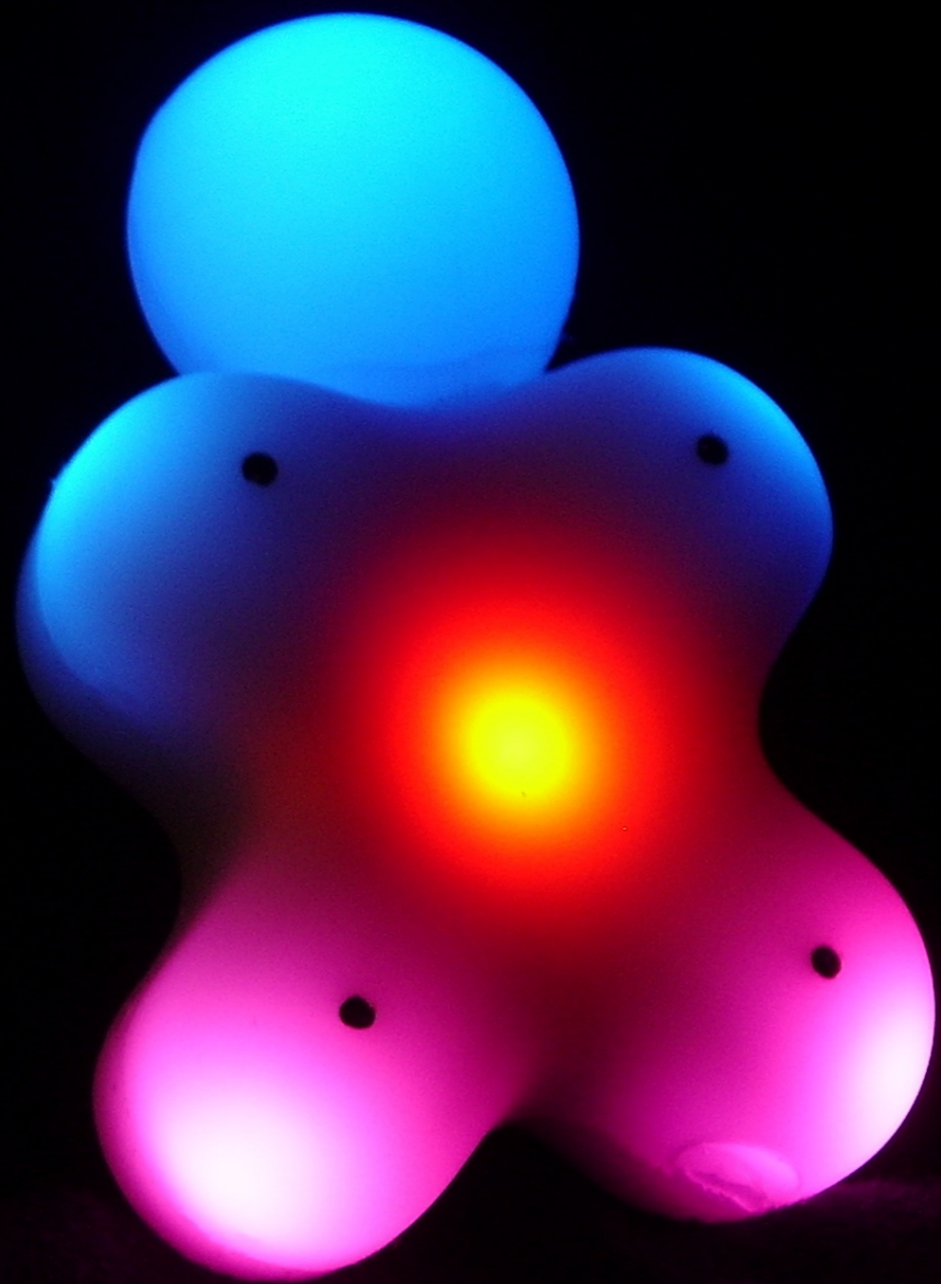


Abstract
(high-level)

Concrete
(low-level)

Scottie 1.0





- TUDelft Martijn Vastenburg delete
- TUDelft Scottie groep Martijn Vastenburg delete
- testgroep (edit)
 - scottie 3ACB show log remove from group
 - Bouke
 - test identify reboot



Name
Bouke

Color
green

Scottie group
testgroep

359983002002149

update

- Piet 4EE9 show log remove from group
- Familie Hernamdt Kaja delete
- reserves kaja delete
- Willem z'n testgroepje delete
- kpn - scotties delete
- testgroepje miriam miriam delete



Shun

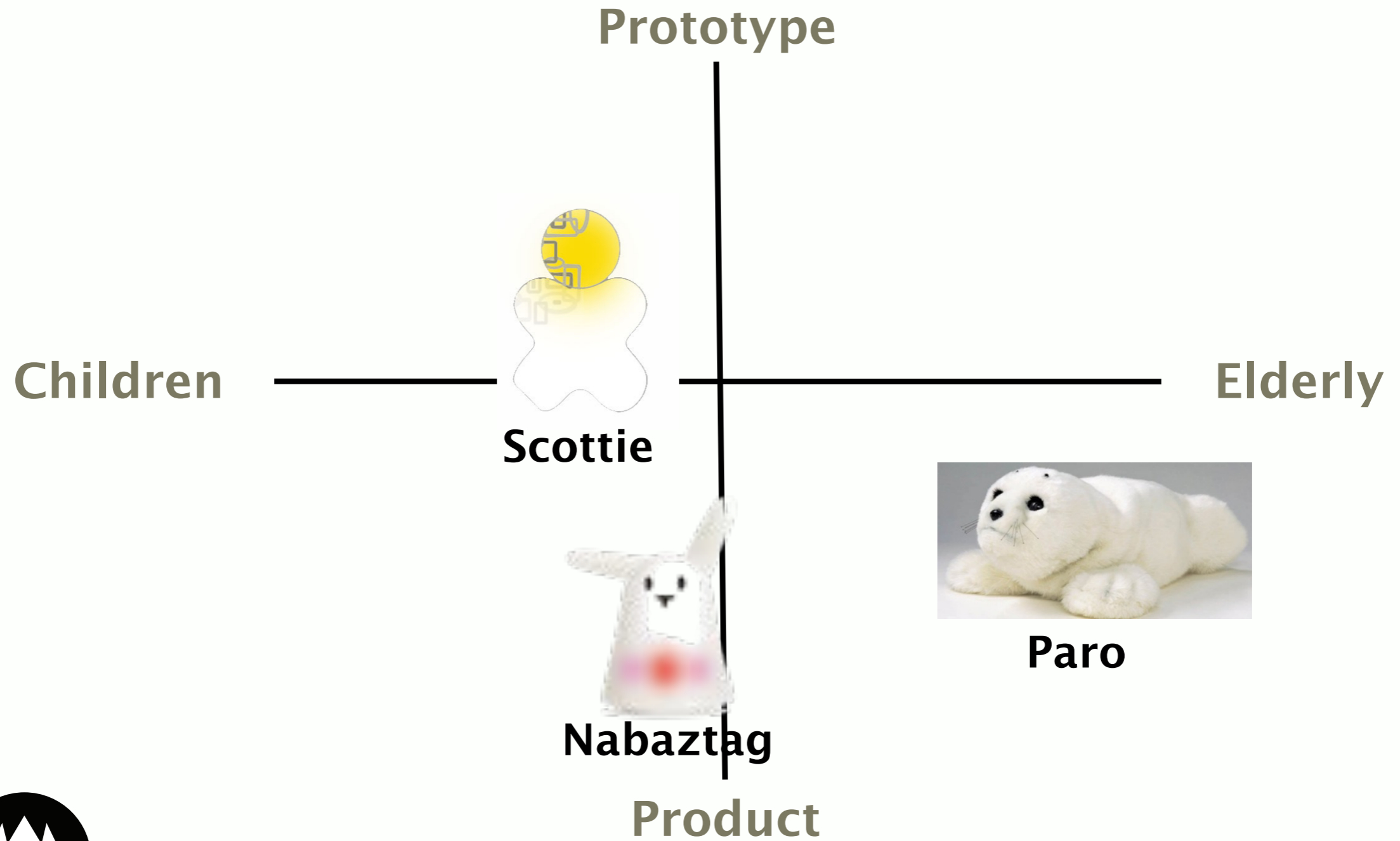
adopted boy (China)
11 years old
inborn heart disease
slightly mentally challenged
on holidays communicating
with grandparents and family



Geertje

72 years old
lives in Stadskanaal (NL)
husband has vascular dementia,
he lives in nursing home
one son in Amsterdam

Related work



Partners



Q&A?