

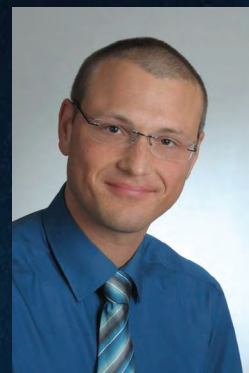
If you have any questions at all,
please do not hesitate to
contact one of the
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Welcome to you,
each and everyone!
Hello, creative minds,
fans of healthy games.



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.

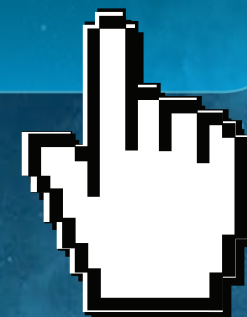
Networking is en vogue – it makes sense. So let's
look forward to making new friends, to renewing
established contacts, and having a good time.

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.



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Tuesday 27 March 2012, University of Applied Sciences Kiel, Germany