GAMES FOR HEALTH
Outline

• Spaces of interaction
  Digital, physical, mixed

• Two lenses for health (care):
  Motivation @ Self Efficacy
  Participation & Creation
1969: Pong
Baer & Harrison, 1969
YouTube
1981: Atari commercial
Atari commercial, 1981
YouTube
Game Space

Donkey Kong
Nintendo, 1981
YouTube
Open Worlds
Watchdogs
Trailer 2013, UBISOFT
User Generated Games

Little Big Planet
Media Molecule & Sony, 2008
YouTube
Science

Fold it (2008)
http://fold.it
Playful Post Digital Culture

Room Racers (2011)
Lieven van Velthoven
The body as Interface

Schouten, Tieben, Ven, et al. (2011) Human Beh. Analysis in Ambient
The body as Interface

SIIMTA. University Pompeu Fabra.2013.
Hybrid Games

Ingress (2013)
Ninantic Labs
Hybrid Games

Remote Impact (2008)
Floyd Mueller
Two lenses for health (1)
Brain Training

Monster Valley, Little Chicken, Amsterdam, 2013
Rehabilitation

Nebula (2011)
NYOYN
Two lenses for health (2)

Participation & Creation
Games 4 Health Award
200.00 Euro by CZ Health Insurance Company

Willempje Vrins, FigureRunning
Games for Health 2012
ADHD training

Ranj, Plan-it Commander
Amsterdam, 2013
Emerging Play

Spinnov
2011
Award Winning Game Sheffield

CONE 2020
reacts to the players and tries to direct their moves by using the 16 segments of coloured light
wrap-up

- games as spaces of interaction
- games for motivation @ self efficacy
- games for participation & creation
- games for health care and for healthy lifestyles
Talent at work

THANK YOU

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