

ADAPTING GAMING TO HEALTHCARE

Games for health At the event we will illustrate just how games might solve problems for the health sector and how they can become a market for companies working with IT, e-concepts, edutainment and pervasive computing.

At the seminar the speakers will give an introduction to games used for various purposes in the health sector and to promote healthy and playful living.

The seminar will offer 4 talks from professionals that are in business and research to make game technologies a part of the way we work with health.



Shaping health with play, Michael Laris, Kompan

Michael Laris will illustrate how Kompan design playful spaces to move kids and adults. Kompan challenge the idea of play and physical activity in playgrounds that involve storytelling.

[Watch presentation](#)



The Kinect - a connection between play and health, Jasper Bojsen, Microsoft

Jasper will show how the Kinect is being used in different health environments with a lot of different purposes. To drive the playful games closer to health it is crucial to get the clinical domain to work with gamers and technicians. NN will reveal Microsoft ambitions in this field.

[Watch presentation](#)



Building game interfaces for health. Tony Brooks, Soundscapes

Tony will tell stories about how challenging it is to work in the boarder land between motivating technologies, engaged staff at hospitals and patients in the pursuit of new playful health games.

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The "Brain lounge" – playing for mental health , Carl Frederik Vogel, NordicBrain

Carl-Frederik will illustrate how the Brain Lounge (Hjerneloungen) works with senior citizens, based on video games and a joyful approach to training and learning.

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