

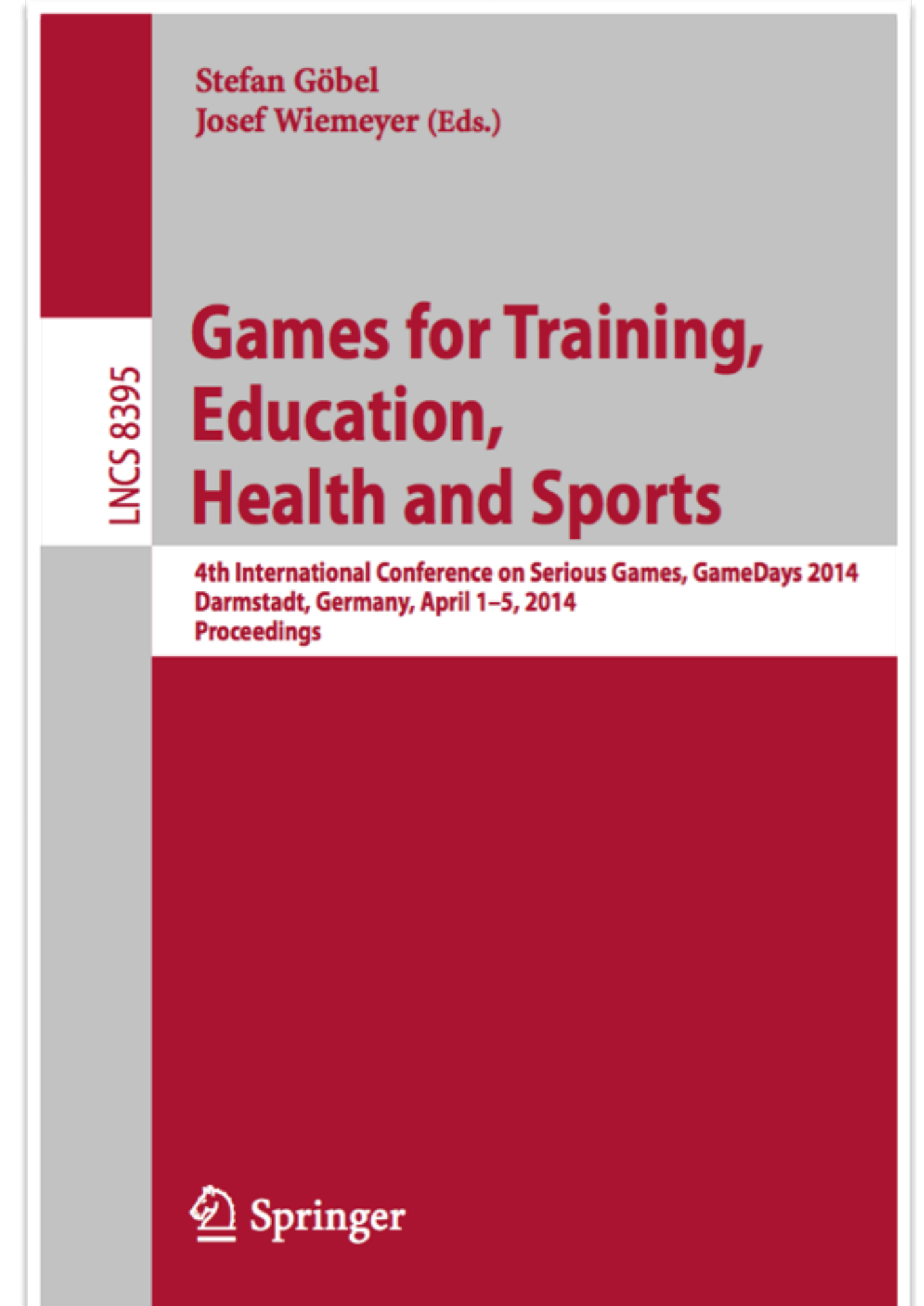


# Games for Health

Game Jam 06. – 08.11.2015

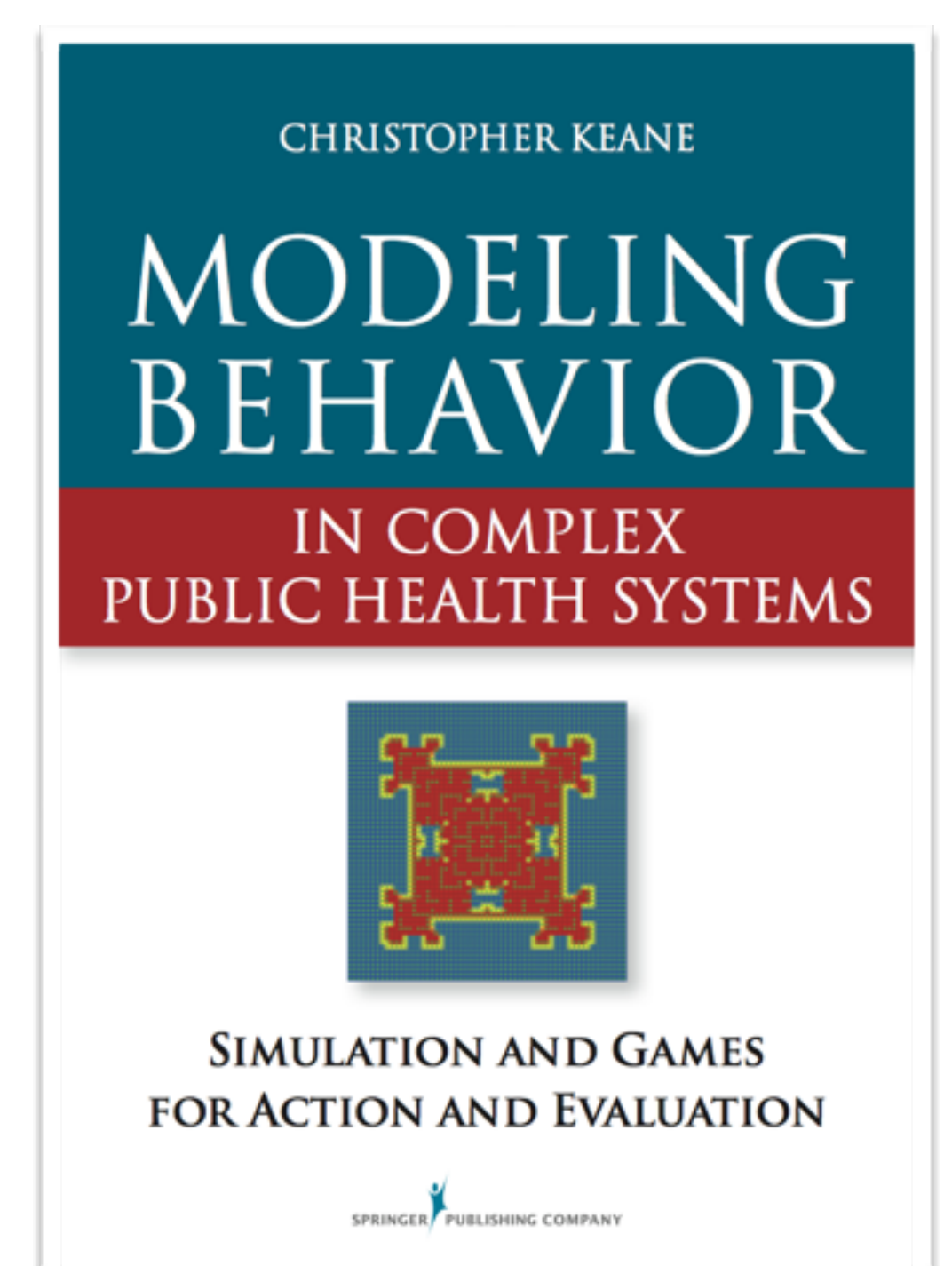
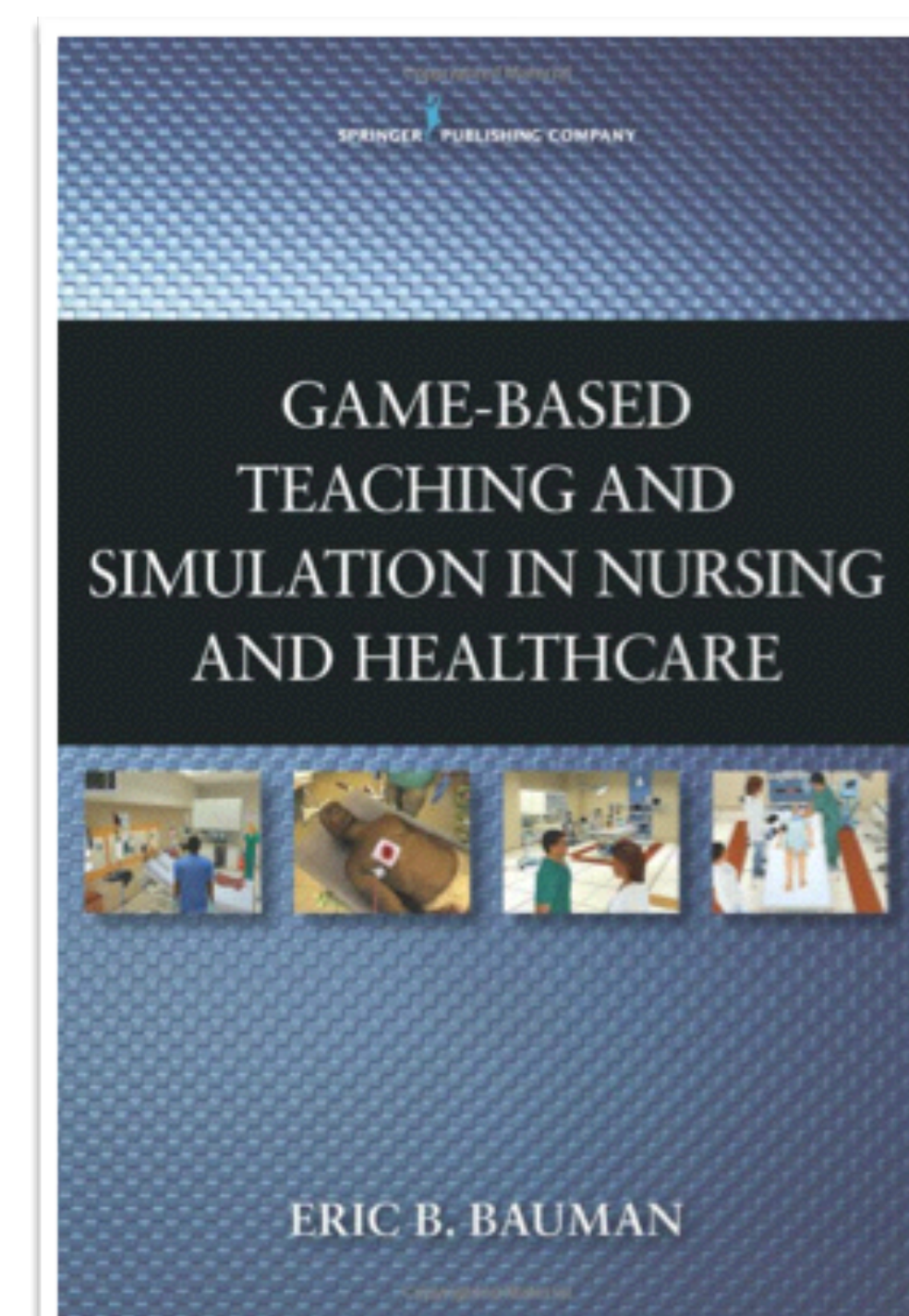
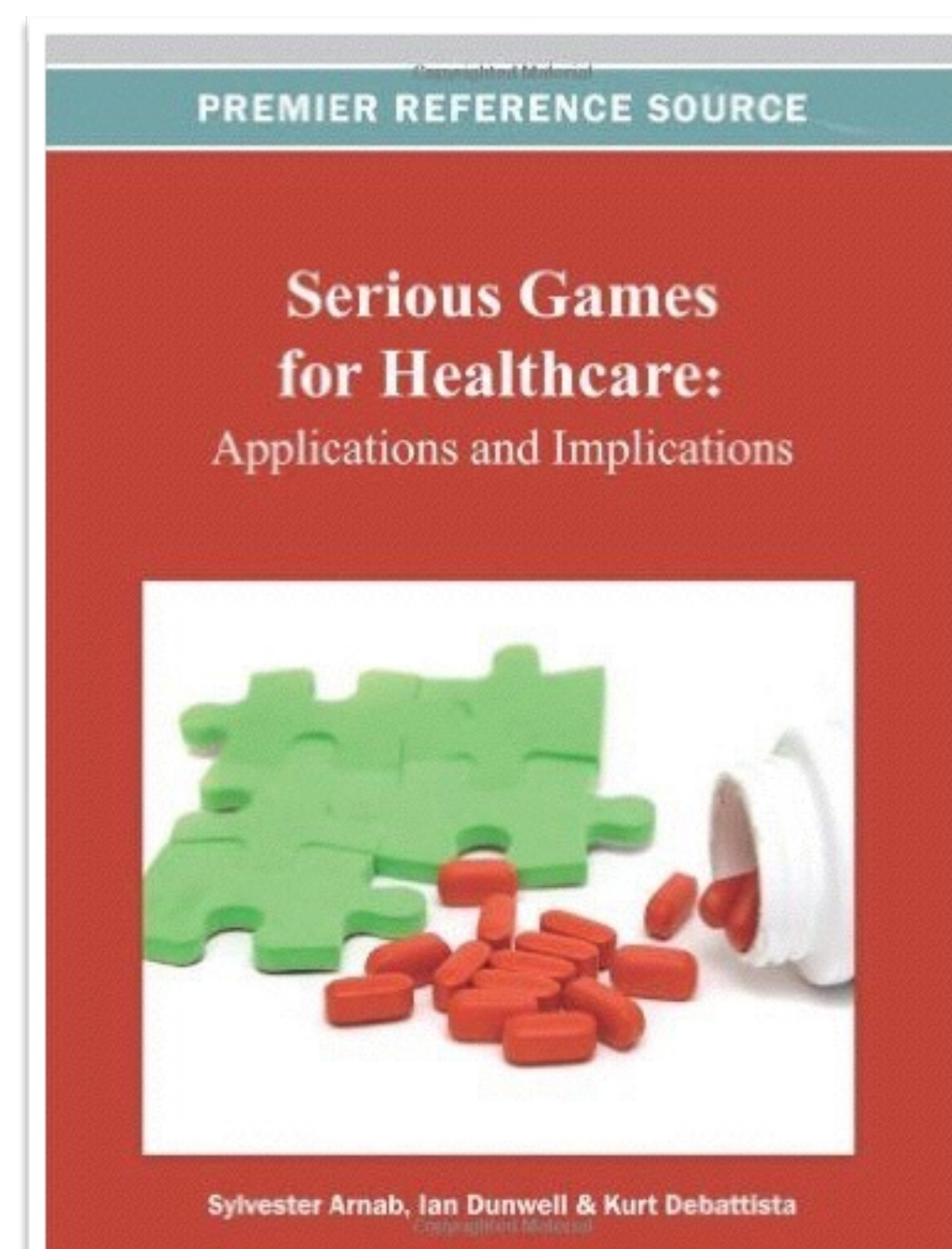
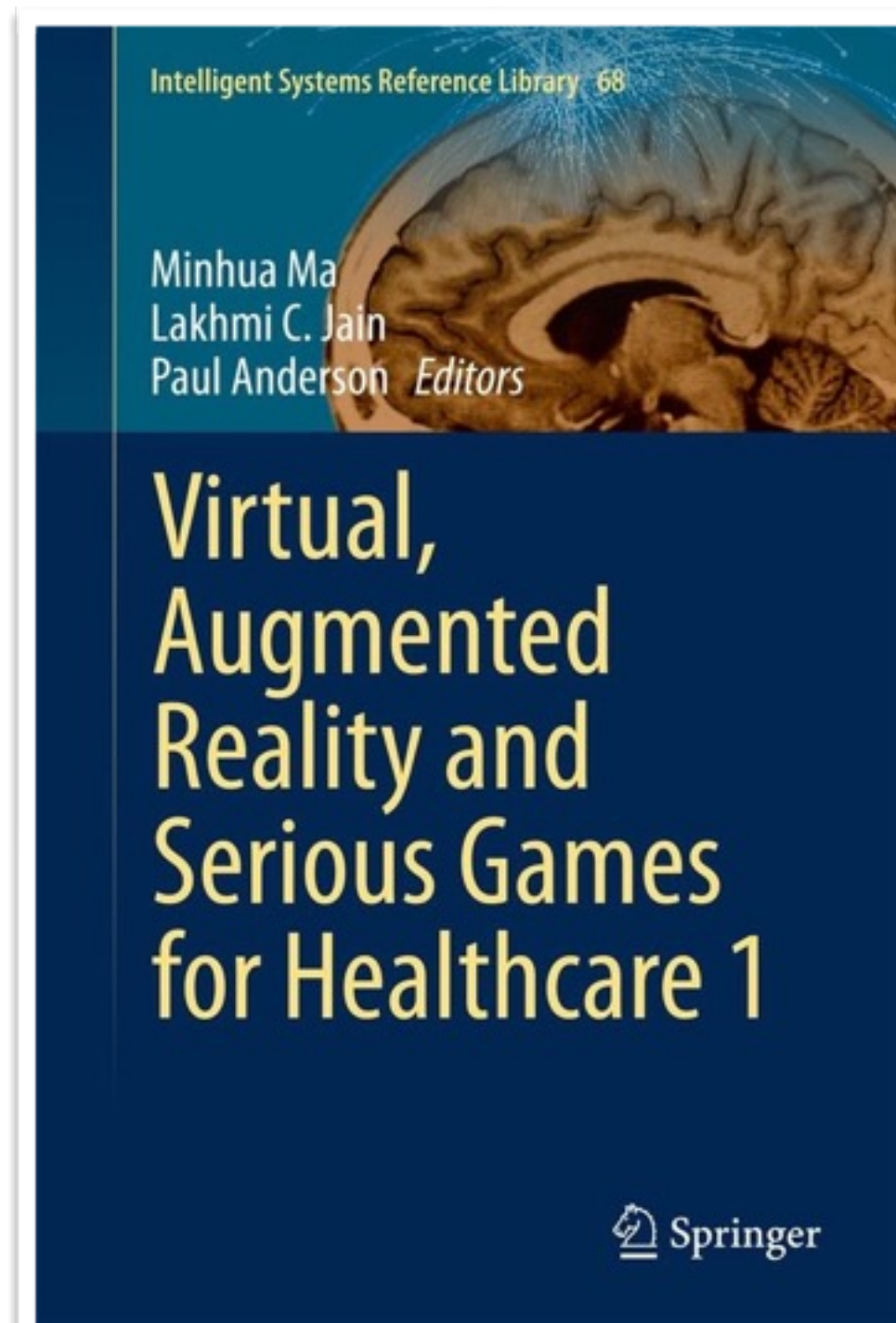


# Wissenschaft





# Publikationen

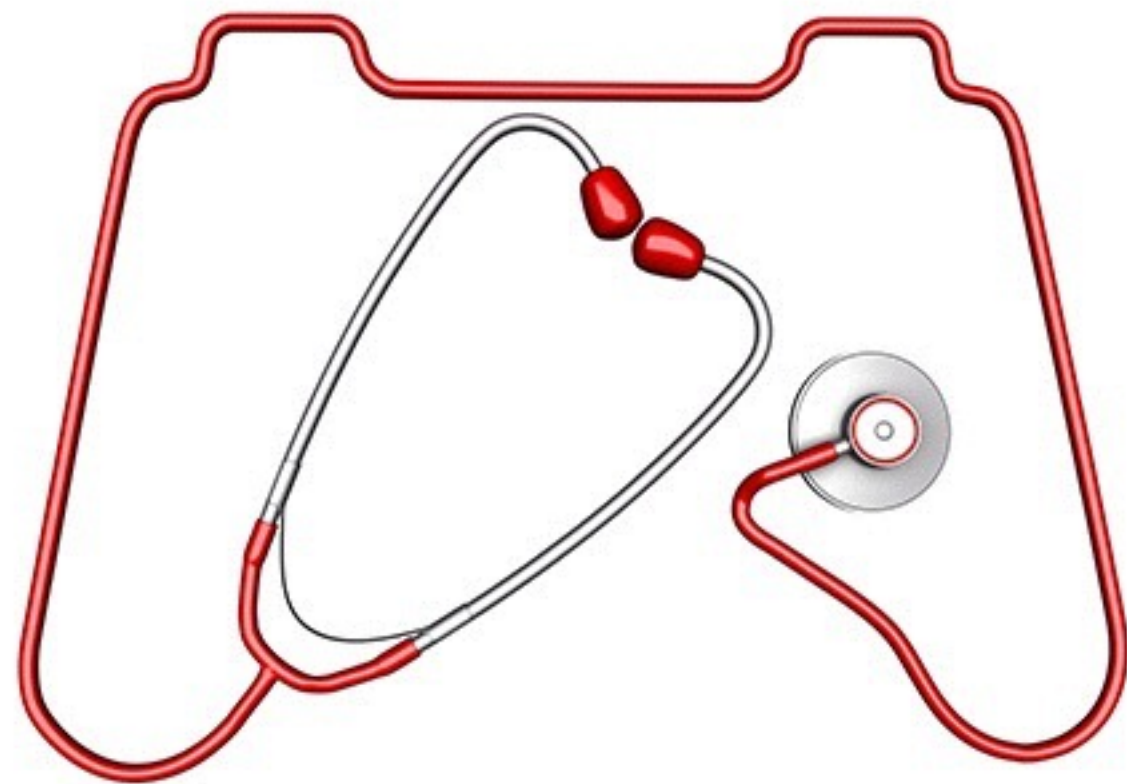


# Challenges



# Games 4 Health

<https://g4h2016.utah.spigit.com/Page/Learnmore>



The Challenge will open for registration on October 19 2015. At this time, participants can recruit team members, find mentors and begin designing and building their ideas. Idea submission will open on February 16, 2016 and close on March 15, 2016. Judging will take place from March 16, 2016 to March 28, 2016 and the Games 4 Health Grand Prix Arcade Demo and Gala will be on March 31, 2016.

# Happy Fitness Challenge

Students competing in this challenge will be designing and creating apps and games that increase engagement in fitness.

# Corporate Wellness Challenge

Over 60% of all employers provide wellness programs for employees to help promote health behaviors that lead to creativity, productivity and well being. Yet many of these fail to achieve the adoption necessary for success because they are boring and lack the gamification necessary for sustainable engagement. Students participating in this challenge will design and create games that address this market need.

# Adolescent Mental Wellbeing

How can existing games be modified to promote positive psychological emotions and behaviors that lead to healthier and happier adolescents? Students participating in this challenge will design and create modules for existing games like Minecraft that address this Need.



# Clinical Health Challenge

Doctors, nurses and other healthcare professionals have begun to embrace the use of various digital technologies in the practice of medicine. By doing so they can deliver a novel and high value-added experience to patients that deliver digital experience in the clinical and non- clinical environments to achieve the triple-aim of healthcare: affordable services with ubiquitous access, and high quality. Here students will design and create apps and games that enable the same type of digital experience in healthcare that consumers experience in all other aspects of their lives.

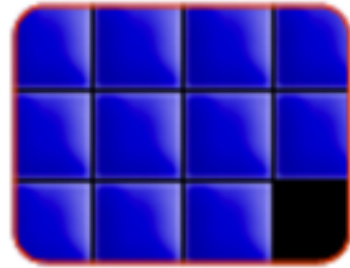
# Chronic Disease Challenge

Students in this challenge will be adding the gaming mechanics and principles to the experience of managing chronic disease to help people achieve better health outcomes at substantially lower costs.

# Schlechte Beispiele

[http://www.learninggamesforkids.com/health\\_games.html](http://www.learninggamesforkids.com/health_games.html)

## Health Games - Allergies



Sliding Puzzle



Match It



Which Word



Word Search



Audio Word Match



Match Three Allergies



Allergy Jigsaw



Allergies Word-O-Rama

## Health Games - Parts of the Body



Match It



Which Word



Word Search



Audio Word Match



Sliding Puzzle



Match Three Body Parts



Body Parts Jigsaw



Body Parts Word-O-Rama

Trennung von und  
Semantik und Mechanik





Toru Iwatani

# Rahmenbedingungen

Entwicklung: Freitag 18 Uhr – Sonntag 18 Uhr

Pizza und Getränke: 125 EUR