

SCHEDULE NOV 5

GROTE ZAAL

9:00-10:00 PLENARY OPENING & KEY NOTES

KEYNOTE 1

Bill Crouse MD

>> Connecting and kinecting health and healthcare

KEYNOTE 2

Prof. Dr. Huib Pols

>> Revolutions in medical education: Transforming education to strengthen healthcare

10:00-10:30 COFFEE BREAK

GROTE ZAAL

10:30-12:30 PARALLEL SESSIONS [TRACK 1, 2 & 3]

TRACK 1 // MENTAL HEALTH
Moderated by Max Westerman

Dr. John Harrison

>> Fighting Alzheimer's disease: Can gaming help cut the costs and save patients?

Robert Rice PhD, Stephen Jacobs + Laurence Sugarman

>> Creating mindgamers

Dr. Albert Ponsioen + Judith ten Brink

>> Use your brains!

Aly Waninge PhD

>> Therapeutic Movement Simulation in persons with severe intellectual & visual disabilities

BIMHUIS

BIMHUIS

TRACK 2 // PUBLIC HEALTH
Moderated by Ben Sawyer

KEYNOTE 3

Ben Sawyer

>> Health Games for Everyone

Drew Crecente

>> Gaming against dating violence: A grassroots approach

David Martz

>> Quit It: A role playing game-based approach to tobacco abstinence

Laurent Auneau

>> Social serious games

BAMZAAL

BAMZAAL

TRACK 3 // ACADEMIC, EDUCATION & RESEARCH
Moderated by Ben Schouten

Maurits Graafland

>> Validation of serious games for medical education and surgical skills training

Devi Kolli

>> Training benefits in Healthcare with use of serious games and related gaming technologies

Drs. Joep Lagro

>> GeriatriX, a serious game for medical students to teach complex medical reasoning in geriatrics

Mark Stanger

>> How serious games and mobile applications are supporting front line medical staff and social care personnel today in the West Midlands, UK.

SCHEDULE NOV 5

Prof. Bas Bloem

>> Play with dopamine, shake without it

William Valkenburg

>> Beyond limits!

Dr. Pamela Kato

>> From pandemonium to prototype:
Turning students on to becoming serious
games entrepreneurs and scholars

14:00-16:00 PARALLEL SESSIONS [TRACK 4, 5 & 6]

TRACK 4 // LIFESTYLE GAMES
Moderated by Max Westerman

Rik Westerlink

>> Experience-based interactive therapy,
from scratch to success!

Ilja Michaelis

>> Dyscalculia? Effective treatment for everybody

Patrick Kersten + Christiaan Ribbens

>> The need of a health game platform

Menno Deen

>> [Inter]Active Swimming: Digital games
in the swimming pool

Shai Newman

>> Play for your life!

TRACK 5 // GAME DESIGN FOR
HEALTH & CARE
Moderated by Ben Sawyer

Anna Sort

>> Designing games as a nurse

Ruslan Savitskij MD

>> Designing evidence-based games for
psychological health

Dr. Erica Bowen + Matt Mawer

>> Changing attitudes to dating violence
in adolescents using a serious game

Ellis Bartholomeus

>> Playing around with the magic circle

Jan Willem Huisman

>> Realization/implementation of games
in healthcare

TRACK 6 // VALIDATION
Moderated by Marlies Schijven

Marlies Schijven, MD PhD MHS

>> Webbased education for medics:
Flipping your curriculum and mind upside
down!

Laurent Auneau

>> Serious game metrics and analysis

Dr. Isabela Granic

>> The mental health benefits of gaming:
A developmental psychology perspective

Dr. Simon Egenfeldt-Nielsen

>> Lessons learned from 5 projects on
Games for Health

Dr. Pamela Kato

>> Validation: Hot or not?

GROTE ZAAL

16:00-16:30 TEA BREAK

16:30-17:00 KEYNOTE 4

Nico van Meeteren

>> Serious (gaming) continuation of success

KEYNOTE 5

Janko Grassère

>> Boredom, innovation and wellbeing; a healthy future

17:00-18:00 DRINKS & POSTER PRESENTATIONS (ATRIUM)

SCHEDULE NOV 6

GROTE ZAAL

9:00-10:00

PLENARY OPENING & KEY NOTES

Roger ter Heide

>> Presentation Games for Health Europe Award nominees

KEYNOTE 6

Martin de Ronde

>> The problem with serious games

KEYNOTE 7

Pascal Schmidt

>> How to reach the masses

10:00-10:30

COFFEE BREAK

13:00-12:30

PARALLEL SESSIONS [TRACK 7, 8 & 9]

TRACK 7 // GAMES FOR CURE, CARE & PREVENTION

Moderated by Max Westerman

Dr. Patricia Arriaga

>> "Welcome to the Hospital": A multimedia tool designed to prepare children for surgery

Brice Dubat

>> LudoMedic – Patient education from home to hospital

Rob Tieben

>> Games [4 Health] Jam, results and playable demonstrations from the gamejam about health, physical activity and public play.

Dr. Federico Semeraro MD

>> Mini-VREM (Virtual Reality Enhanced Mannequin) project: A prospective randomised

BIMHUIS

TRACK 8 // GAMIFICATION OF HEALTH & CARE

Moderated by Jeroen van Mastrigt-Ide

Jeroen van Mastrigt-Ide

>> Gameful innovation for healthy and happy living: connecting game

Dr. Simon McCallum

>> pHealth, personalised health with personalised games

Jan-Pieter van Seventer

>> Game Innovation Bootcamp

Horst Streck

>> Gamification: The silent revolution

BAMZAAL

TRACK 9 // REHAB & EXERGAMING

Moderated by Dr. Pamela Kato

Agali Mert, Colonel, MD, PhD, MHSc

>> Body Posture: A successful game for amputee and stroke patients

Richard Smithies

>> Vitalize, a home-based rehabilitation game system which uses a 3D-depth kinect camera & a web-based clinician's interface

MSc. Mike van Diest

>> Exergaming for balance training in elderly: user requirements

Herbert Krakauer

>> Therapeutic Motion Simulation, the new movement in care

SCHEDULE NOV 6

cross-over design study on healthcare professionals and lay rescuers

Jaap Gerretsen

>> HeartVille (winner Future of Health Award 2011)

Drs. Willem-Jan Renger + Tom van Wel

>> Moodbot, an applied game for self documentation for patients suffering from psychosis and depression

Prof. Ben Krose

>> Internal representations of movements for exergames

12:30-14:00 LUNCH & POSTER PRESENTATIONS (ATRIUM)

14:00-16:00 PARALLEL SESSIONS [TRACK 10, 11 & 12]

TRACK 10 // TRENDS OF GAMES IN HEALTH & CARE
Moderated by Max Westerman

Jacqueline Cawston

>> Snap – a spoonful of sugar! – A look at the past, present and future of games for health

Prof. Dr. Jacob van Kokswijk

>> Why healthgames are boomed and doomed

Alex Gekker

>> Health Games: Where do we go from here?

Bill Ferguson PhD

>> Advancing health game funding, research, development, and use through publication

Maurits Graafland

>> Serious games to reduce human error in healthcare: How to guide concept development

TRACK 11 // BEHAVIOURAL CHANGE WITH GAMES
Moderated by Jeroen van Mastrigt-Ide

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>> Tools for change

Michael Bas

>> Behavioral change through serious games

Prof. Dr. Ben Schouten

>> Playful change

Adam Lobel

>> Competitive gaming for healthy emotion regulation

Dr. Kynan Eng

>> The neuroscience of virtual interactions for fun and rehabilitation

TRACK 12 // LEGAL & FINANCE
Moderated by Ilja Linnemeijer

Neta Palkovitz

>> Is your game a medical device? New EU guidelines for classification of stand-alone software in healthcare

Olivier Oosterbaan + Jilles Heringa

>> Legal pitfalls in health game development: How to avoid

Drs. Joep de Groot

>> How to finance a serious game in healthcare

Daniel Dardani

>> Technology transfer of health games – Some licensing issues

16:00-16:30 TEA BREAK

16:30-17:00 KEYNOTE 8 - SURPRISE KEYNOTE

17:00-18:00 FAREWELL DRINK

SIDE EVENT SCHEDULE

NOV 4

TUTORIAL BEN SAWYER

12:00 – 18:00 // ROOM: BIMHUIS

On recent developments in the serious and health game development world.

ICE BREAKING PARTY

18:00 – 21:00 // ROOM: BIMHUIS

Meet our keynotes, speakers, crew and crowd while enjoying a drink.

NOV 5

PANEL DISCUSSION

10:30 – 12:30 // ROOM: STUDIO 2

Dutch spoken pannel discussion between insurance companies and game developers. Organised by Task Force Innovation Utrecht Region.

MICROSOFT WINDOWS 8 DEVELOPMENT CAMP FOR KINECT AND SURFACE

10:30 – 18:00 // ROOM: STUDIO 1 & ATRIUM

Moderated by Bill Crouse. Preregistration required, only 16 suites. Organised by Intel

VIP TOURS

10:00 – 10:30 , 12:30 – 14:00, 16:00 – 16:30 // REGISTRATION DESK

Meet four creative and inspiring leading innovators in thirty minutes. Every break for small groups. Reservations are not required. Organised by Syntens.

POSTER EXHIBITION

12:30 – 14:00 // 17:00 – 18:00 // ATRIUM

Discover interesting visions at the poster presentations.

GAMES FOR HEALTH JAM EXPO

All day // ATRIUM

Students from Fontys University of Applied Sciences (NL), TU/e University of Technology Eindhoven (NL) and Gjøvik University College (NO) present the games they made during 48-hour long game creation competitions.

FUTURE OF HEALTH AWARDS

All day // ATRIUM

Win €200.000 with a 5 min pitch of your game concept! Only if pregistered prior to the convention.

NOV 6

APP EVENT

10:30 – 12:30 // STUDIO 1

The App-event at Games for Health Europe gives you fi ve viewpoints from developers and care organizations on mobile Apps. Organised by ImproVive.

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