

5TH ANNUAL CONFERENCE



**GAMES FOR HEALTH**  
EUROPE

2 & 3 NOVEMBER 2015

JAARBEURS UTRECHT, THE NETHERLANDS



Wifi

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#GFHEU



Games for Health Europe



Games for Health Europe

## IMPLEMENTATION

Games for Health Europe Conference theme of this year is **Implementation**.

Every year we focus on a theme. To make our lives easier of course but also to communicate the state of development in health & care. After four years of conferences where we talked about the new kid in town called games, possibilities for games, the research that has been carried out and validation.

### eDoing

This year's theme requires action! So we are not only going to talk about games and health but we are going to implement them. A shift from what we call eHealth towards eDoing. And, of course we are proud that this year's conference is the 5th edition. And we want to celebrate that with you. This means that besides great key-notes and 80+ speakers we will inspire you to work and to start implementing these fantastic developments that we call games!

The annual conference is made possible with the support of:



Partners of Fieldlab: Fieldlab Gehandicaptenzorg / Huisartsenpraktijk Thermion / Philadelphia / 's Heerenloo

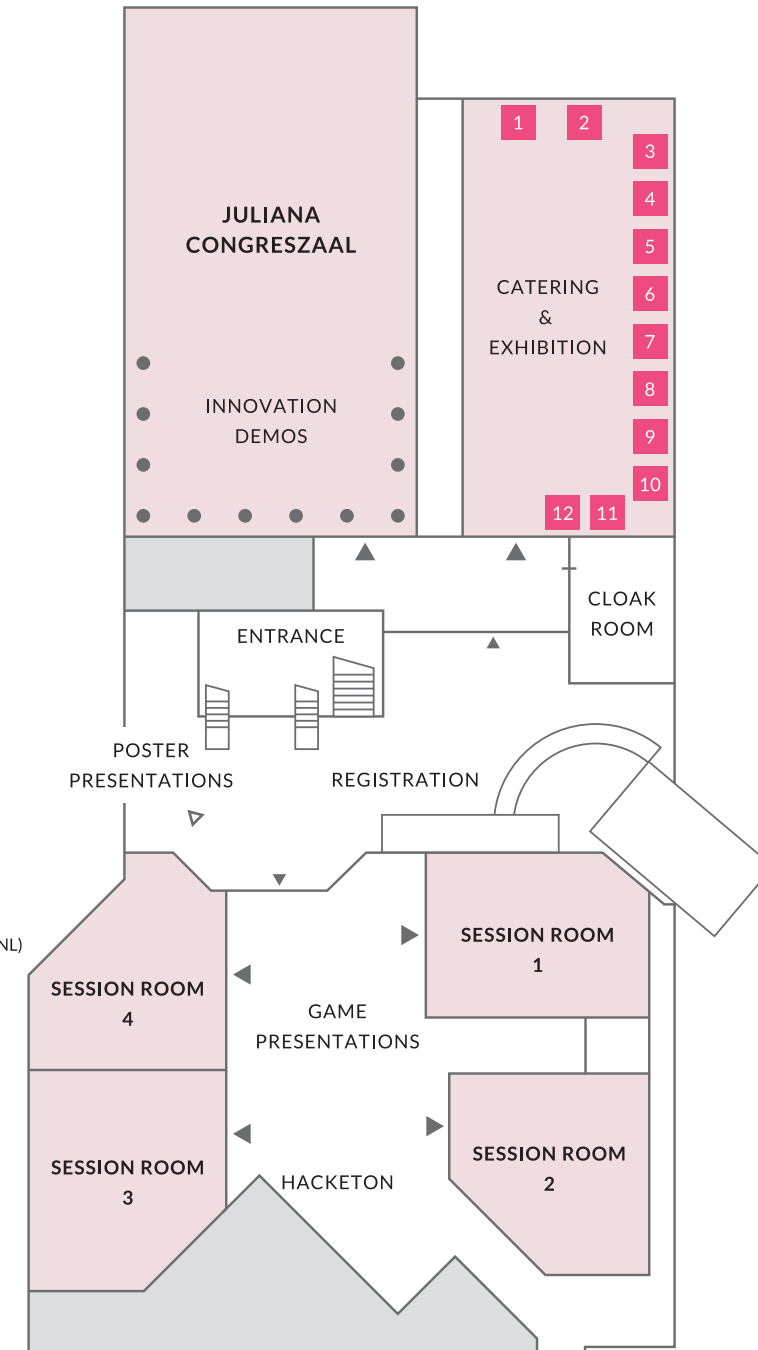
## FLOOR PLAN

### EXHIBITION

- 1 2 Cosine
- 3 Siza
- 4 Games for Health Projects
- 5 Center of Excellence New Media Technologies
- 6 BetaBit
- 7 Serious Games Institute
- 8 DSSH
- 9 Health Valley
- 10 eHealthCompany
- 11 ConhIT
- 12 Iris


### POSTER PRESENTATIONS

- 1 Heidi Parisod University of Turku (FI)
- 2 Rogier Kahlmann Taxidog Digital Concepts (NL)
- 3 Roberta De Asmundis Grifo Multimedia srl (IT)
- 4 Christian Viollette Lemam Micro Devices (CH)
- 5 Toyah Wordsworth Equal Equality (UK)
- 6 Katrien Verhoeven UC Leuven-Limburg (BE)
- 7 Michelle Mostard Behavioural Science Insitute (NL)
- 8 Rafaela Voss Karolinska Institutet (SE)



# PROGRAM | 2 NOVEMBER 2015

## DAY 1

9:00 - 10:00	REGISTRATION FLOOR <b>REGISTRATION &amp; COFFEE</b>				
10:00 - 11:00	JULIANA CONGRESZAAL <b>PLENARY OPENING</b>				
	CONFERENCE HOST <b>John Harrison</b> Metis Cognition Ltd. (UK) CHAIRMAN <b>Jurriaan van Rijswijk</b> Games for Health Europe (NL) <b>Pia Dijkstra</b> Member of Dutch Parliament (NL)				
	<b>KEYNOTE SESSION</b> <i>From Ego to Ecosystem, Diagnose Healthcare 2025</i> <b>Michel van Schaik</b> Director Healthcare Rabobank (NL)				
11:00 - 12:15	<b>PARALLEL SESSIONS</b>				
	JULIANA CONGRESZAAL <b>TRACK 1A</b>  <b>Public Health, Best Practices &amp; Strategies</b> <i>Moderated by Super girl, Denise Silber (FR)</i>  <hr/> <b>Serge Smidtas</b> Camera-Contact (FR) <i>Presentation of Games for Health for Elders with Lack of Autonomy</i>  <hr/> <b>Guido Giunti</b> University of Buenos Aires (AR) <i>Immune Defense: A Game-based Approach to Medical Education for Immunobiology</i>  <hr/> <b>Kenyon Crowley</b> Center for Health Information and Decision Systems (CHIDS), University of Maryland (USA) <i>Personalized Mobile-Social Medicine for Chronic Disease: Pilot Clinical Trial Results Towards a Theory of Sustained Health Behavior Change</i>  <hr/> <b>Menno Deen</b> Fontys University of Applied Sciences (NL) <i>Let's Design for Failure! How a Perfect Course Did Not Teach Us Anything...</i>	SESSION ROOM 1 <b>WORKSHOP</b>  <b>Play as a Service in Mental eHealth</b> <i>Moderated by Wouter Sluis-Thiescheffer (NL)</i>  <hr/> Panelists: Ben Schouten , Amsterdam University of Applied Sciences (NL) Inge Bongers, Tranzo, Tilburg University (NL) Kristel de Groot, GGzE (NL) Sergej van Middendorp, Miles Ahead Business Jazz (NL)  <hr/> Organized by Games4Therapy Consortium	SESSION ROOM 2 <b>WORKSHOP</b>  <b>The Educational Gaming Experience Framework</b>  <hr/> Speakers: Anneliese Lilienthal, Karolinska Institutet (SE) Bastiaan Franssen, Karolinska Institutet (SE) Beatrice L'Estrade Ehrström, Karolinska Institutet (SE)  <hr/> Organized by Karolinska Institutet	SESSION ROOM 3 <b>WORKSHOP</b>  <b>Multidisciplinary Perspectives on Making Serious Games for Health</b> <i>Moderated by Pamela Kato (UK)</i>  <hr/> Facilitators: Debra James, Disruptive Media Learning Lab (UK) Kate Green, Disruptive Media Learning Lab (UK)  <hr/> Speaker: Roberta De Asmundis, Grifo Multimedia srl (IT)	SESSION ROOM 4 <b>WORKSHOP</b>  <b>Do Collaborate!</b> <i>Moderated by Doret Brandjes (NL)</i>  <b>DUTCH SPOKEN</b>  <hr/> Speakers: Willem-Jan Renger, HKU University of the Arts Utrecht (NL) Wouter Wolters, Redmax (NL) Karsten Hendriksma , Redmax (NL)  <hr/> Organized by Growing Games Cure & Care
12:15 - 13:30	CATERING & EXHIBITION FLOOR <b>LUNCH &amp; POSTER SESSION &amp; EXHIBITION</b>				

<p>13:30 - 14:00</p>	<p>JULIANA CONGRESZAAL  <b>KEYNOTE SESSION</b>  <i>From Effective Play in the Pirate Group to Effectiveness of Home-based Bimanual Training for Young Children with Cerebral Palsy</i></p> <p><b>Pauline Aarts</b> Head Department of Paediatric Rehabilitation Sint Maartensclinic (NL)  with <b>Marlous Schnackers</b> Behavioural Science Institute, Radboud University (NL)</p>				
<p>14:00 - 15:30</p>	<p><b>PARALLEL SESSIONS</b></p>				
	<p>JULIANA CONGRESZAAL  <b>TRACK 1B</b>  <b>Public Health, Best Practices &amp; Strategies</b>  <i>Moderated by Super Girl, Denise Silber (FR)</i></p> <hr/> <p><b>Mina Johnson</b>  Embodied Games and Radboud University (NL)  <i>Alien Health: An Embodied Exer-game with Nutrition</i></p> <hr/> <p><b>Fares Kayali</b>  Vienna University of Technology and University of Applied Arts Vienna (AT)  <i>Keep on Playing! Long-time Motivation Strategies in Games for Health</i></p> <hr/> <p><b>Antti Kotimaa</b>  Kuopio Innovation Ltd. (FI)  <i>Strategic Experimentation as Part of New Health and Well-being Innovations - Case City of Kuopio, Finland</i></p> <hr/> <p><b>Wouter Boendermaker</b>  University of Amsterdam (NL)  <i>Prevention in Addiction: Using Serious Games to (Re)train Cognition in Adolescents</i></p>	<p>SESSION ROOM 1  <b>TRACK 2</b>  <b>Gaming in Psychiatry, Brain Diseases and Drug Development</b>  <i>Moderated by John Harrison (UK)</i></p> <hr/> <p><b>John Harrison</b>  Metis Cognition Ltd. (UK)  <i>Cognitive Training: What are the Prospects?</i></p> <hr/> <p><b>Denis Fompeyrine</b>  MyndBlue (FR)  <i>Passive Detection of Mental Health Situations and Related Tools for Early Diagnosis</i></p> <hr/> <p><b>Dorien Nieman</b>  Academic Medical Center (NL)  <i>Cognitive Remediation in Psychiatric Patients with an Online Cognitive Game and Assessment Tool</i></p> <hr/> <p><b>Philip Scheltens</b>  VU University Medical Center (NL)  <i>Alzheimer's Disease: Impact and Solutions</i></p>	<p>SESSION ROOM 2</p>	<p>SESSION ROOM 3  <b>TRACK 3</b>  <b>Therapeutic Games, Best Practices</b>  <i>Moderated by Mirjam Vosmeer (NL)</i></p> <hr/> <p><b>Nina Runge</b>  University of Bremen (DE)  <i>Adaptify: Personalized Exergames</i></p> <hr/> <p><b>Kathy Mulders</b>  Wind Tales (NL)  <i>Wind Tales a Serious Game for Lung Patients</i></p> <hr/> <p><b>Ruud van der Wel</b>  Audio Rhoon (NL)  <i>Breath Controlled Apps</i></p>	<p>SESSION ROOM 4  <b>TRACK 4</b>  <b>Games for Professional Training</b>  <i>Moderated by Jan-Pieter van Seventer (NL)</i></p> <hr/> <p><b>Jayanth Raghothama with Sebastiaan Meijer</b>  KTH Royal Institute of Technology (SE)  <i>Design Dimensions for Future Complex Systems: An Integrated Perspective Towards Health Care</i></p> <hr/> <p><b>Toyah Wordsworth with Lesley James</b>  Equal Equality (UK)  <i>Using 'Removing Barriers' in the Healthcare Sector</i></p> <hr/> <p><b>Yeshwanth Pulijala</b>  University of Huddersfield (UK)  <i>Play Before You Cut – Oculus Rift to Transform Training in Oral and Maxillofacial Surgery</i></p> <hr/> <p><b>Alessandra Dahmer</b>  UNASUS/UFCSPA (BR)  <i>Use of Evidence-Based Medicine in a Serious Game for Education in Primary Health Care: PraticaSUS</i></p> <hr/> <p><b>Lauri Kokkinen</b>  Finnish Institute of Occupational Health (FI)  <i>JoPe, a Game for Leadership Evaluation in Health care and Social Service Organizations</i></p>
<p>15:30 - 16:00</p>	<p>CATERING &amp; EXHIBITION FLOOR  <b>BREAK &amp; EXHIBITION</b></p>				
<p>16:00 - 17:00</p>	<p>JULIANA CONGRESZAAL  <b>KEYNOTE SESSION</b>  <i>Innovation in Health Care: Implementation is the Rate Limiting Step</i></p> <p><b>Frank Miedema</b> Dean and Vice President of University Medical Center Utrecht (NL)</p> <hr/> <p><i>From Rocket Science to Pocket Science</i></p> <p><b>Marco Beijersbergen</b> CEO of Cosine, Amsterdam University, International Space University, Strasbourg (NL)</p>				
<p>17:00 - 18:00</p>	<p>CATERING &amp; EXHIBITION FLOOR  <b>DRINKS</b></p>				

DAY 2

8:30 - 9:30	REGISTRATION FLOOR <b>REGISTRATION &amp; COFFEE</b>				
9:30 - 10:30	JULIANA CONGRESZAAL <b>KEYNOTE SESSION</b>		<p><i>What to Wear in Healthcare: From Professional to Patient</i> <b>Marlies Schijven</b> Professor, Gastro-Intestinal Surgeon Academic Medical Center Amsterdam (NL) <b>with Riëtte Meijer</b> PhD Candidate / Medical Researcher, ReValidate! Project Coordinator, Academic Medical Center Amsterdam (NL)</p> <hr/> <p><i>Cut the Crap; We Need an eCo System!</i> <b>Lucien Engelen</b> Director Radboud RShape &amp; Innovation Center, Radboudumc (NL)</p>		
10:30 - 11:00	CATERING & EXHIBITION FLOOR <b>BREAK &amp; EXHIBITION</b>				
11:00 - 12:15	<b>PARALLEL SESSIONS</b>				
	<p>JULIANA CONGRESZAAL <b>TRACK 5</b></p> <p><b>Collecting Data with Games</b> <i>Moderated by Barend Heeren (NL)</i></p> <hr/> <p><b>Christian Violette</b> Leman Micro Devices (CH) <i>Applied Games: A Good Incentive for User Engagement in Health Vital Signs Collection?</i></p> <hr/> <p><b>Katja Joronen</b> University of Tampere (FI) <i>Life@game - Virtual Environment for Health Promotion, Parenting Enhancement and Data Gathering of School-aged Children and Their Families</i></p> <hr/> <p><b>Joris Arts</b> Antonius Hospital Sneek (NL) <i>The Patient as a Partner in Healthcare; A Pilot Study after an iPhone App for Medication Reconciliation</i></p> <hr/> <p><b>Fares Kayali</b> Vienna University of Technology and University of Applied Arts Vienna (AT) <i>Gaming Preferences of Children and Young Adolescents with Cancer</i></p>	<p>SESSION ROOM 1 <b>TRACK 6</b></p> <p><b>Design Best Practices for Health Games</b> <i>Moderated by Menno Deen (NL)</i></p> <hr/> <p><b>Mariëlle Rosendaal</b> Games [4Therapy] (NL) <i>Games[4Therapy]: Designing and Developing a Serious Game for Adolescents with Externalizing Problems, Using the '5G-method'.</i></p> <hr/> <p><b>Adam Lobel</b> Radboud University (NL) <i>Designing Biofeedback Games for Emotion Regulation, Behavioral Change, and Maximum Engagement: The Case of Nevermind</i></p> <hr/> <p><b>Sander Bakkes</b> University of Amsterdam (NL) <i>Can we Replace the Game Designer with an Algorithm?</i></p> <hr/> <p><b>Anne Maas</b> Máxima Medical Center (NL) <i>Concept development of the Eindhoven Diabetes Education Simulator (E-DES) project</i></p>	<p>SESSION ROOM 2 <b>WORKSHOP</b></p> <p><b>How Games Contribute to Increased Health Outcomes</b> <i>Moderated by Jurriaan van Rijswijk (NL)</i></p> <p><i>Organized by Abbvie</i></p>	<p>SESSION ROOM 3 <b>WORKSHOP</b></p> <p><b>Electronic Health Record: Epic Fail or Epic Win!</b> <i>Moderated by Gerard Schröer (NL)</i></p> <p><i>Organized by Yellow Wizards</i></p>	<p>SESSION ROOM 4 <b>WORKSHOP</b></p> <p><b>Do Validate!</b> <i>Moderated by Doret Brandjes (NL)</i></p> <p><i>Speakers:</i> Ben Schouten , Amsterdam University of Applied Sciences (NL) Karin Alfenaar, U create (NL) Willem-Jan Renger, HKU University of the Arts Utrecht (NL)</p> <p><i>Organized by Growing Games Cure &amp; Care</i></p>
12:15 - 13:30	CATERING & EXHIBITION FLOOR <b>LUNCH &amp; POSTER SESSION &amp; EXHIBITION</b>				

13:30 - 14:00	<p>JULIANA CONGRESZAAL <b>KEYNOTE SESSION</b></p> <p style="text-align: center;"><i>The IoT, Big Data and I - Food for Game</i></p> <p style="text-align: right;"><b>Dirk Elias</b> President of the Executive Board of Fraunhofer Portugal (PT)</p>				
14:00 - 15:30	<b>PARALLEL SESSIONS</b>				
	<p>JULIANA CONGRESZAAL <b>TRACK 7</b></p> <p><b>Evidence Based Games</b> <i>Moderated by Marlies Schijven (NL)</i></p> <hr/> <p><b>Angela Schuurmans</b> Pluryn and Radboud University (NL) <i>Games for Mental Health. Videogames as Innovative Interventions in Residential Youth Care</i></p> <hr/> <p><b>Geert Verheijen</b> Radboud University (NL) <i>Towards a Model of Adolescent Video Game Play Behavior: The What, Where, When, Why and Who of Video Games</i></p> <hr/> <p><b>Jankees de Ridder</b> Playing for Health (NL) <i>Quitty - A Fun Game to Help Stop Smoking</i></p> <hr/> <p><b>Katinka van der Kooij</b> VU University (NL) <b>with Sari Fröjd</b> University of Tampere (FI) <i>The Effect of Gamification on Experience and Performance in Gait-adaptability Training</i></p>	<p>SESSION ROOM 1 <b>TRACK 8</b></p> <p><b>What Patients Want in Games</b> <i>Moderated by Irene Göttgens (NL)</i></p> <hr/> <p><b>Jonne Oldenburg</b> Emmaus vzw (BE) <i>The Development of a Patient Oriented Self-management Application: A Qualitative Study</i></p> <hr/> <p><b>Anni Pakarinen</b> University of Turku (FI) <i>Developing Entertaining and Physical Activity Promoting Health Videogame with Pre-adolescents</i></p> <hr/> <p><b>Elena Márquez Segura</b> Uppsala University (SE) <i>PhySeEar: Technological Interventions for Engagement and Motivation in Rehabilitative Therapy for the Elderly</i></p> <hr/> <p><b>Gabriela Constantinescu</b> University of Alberta &amp; iRSM (CA) <i>Determinants for Adherence to Home Swallowing Therapy in Patients with Head and Neck Cancer: Understanding Patient Preferences for Visual Biofeedback</i></p>	<p>SESSION ROOM 2</p>	<p>SESSION ROOM 3 <b>TRACK 9</b></p> <p><b>Diabetes &amp; Obesity Games</b> <i>Moderated by Mir Wermuth (NL)</i></p> <hr/> <p><b>Pieta van der Molen</b> Maxima Medical Center (NL) <i>Development of an Educational Game for Young Seniors with Diabetes</i></p> <hr/> <p><b>Meihua Piao</b> Cheju Halla University (KR) <b>with Jeongeun Kim</b> Seoul National University (KR) <i>Development of the Smart Phone Serious Game for Managing the Childhood Obesity and Forming Diet Habits, Named "With-Mom Childhood Obesity Management (WMCOM)"</i></p>	<p>SESSION ROOM 4</p> <p><b>PAN EUROPEAN ROUND TABLE</b> <i>Moderated by John Harrison (UK)</i></p> <hr/> <p><b>Antti Kotimaa</b> Kuopio Innovation Ltd. (FI)</p> <hr/> <p><b>Denise Silber</b> Basil Strategies, Doctors 2.0 (FR)</p> <hr/> <p><b>Jurriaan van Rijswijk</b> Games for Health Europe (NL)</p> <hr/> <p><b>Nard Schreurs</b> IKT-Norge (NO)</p> <hr/> <p><b>Pamela Kato</b> Coventry University (UK)</p> <hr/> <p><b>Ulrich Schulze-Althoff</b> Kaasa Health (DE)</p>
15:30 - 16:00	<p>CATERING &amp; EXHIBITION FLOOR <b>BREAK &amp; EXHIBITION</b></p>				
16:00 - 17:00	<p>JULIANA CONGRESZAAL <b>KEYNOTE SESSION</b></p> <p style="text-align: center;"><i>Transmedia Story Telling for Life Changing Healthy Experiences!</i></p> <p style="text-align: right;"><b>Robert Pratten</b> CEO of Conducttr (UK)</p> <hr/> <p><b>SELECTION INNOVATIONS BY UMC UTRECHT &amp; CLOSING CEREMONY</b></p>				
17:00 - 18:00	<p>CATERING &amp; EXHIBITION FLOOR <b>DRINKS</b></p>				