

6TH ANNUAL CONFERENCE



GAMES FOR HEALTH
EUROPE

31 OCT & 1 NOV 2016

CONGRES- & VERGADERCENTRUM DOMUS MEDICA
UTRECHT, THE NETHERLANDS



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Games for Health Europe



Games for Health Europe

6TH GAMES FOR HEALTH EUROPE

SUBSTITUTION

A new scenario is emerging based on the concept of substitution: Substitution of procedures, technologies, and maybe even the concept of health itself.

Substitution implies new competitive products and services that perform better and/or cheaper than present products and services in the value chain. Substitution may create more value. It changes existing value chains inside the health industry and may also change the whole industry.

In marketing and economics, substitution is a widely known concept. Michael Porter, who also advocates the framework of Value-Based Health Care Delivery, has defined substitution as one of the five forces that shape competitive power.

In his framework of 'Value-Based Health Care Delivery' the key issues are choice and competition, in which patients are the forces for continuous strategic improvements and innovations instead of 'consumers'. Value is defined as patient health outcomes per monetary unit spent, we are seeking a positive-sum game.

Substitution is defined both inside and outside the industry. Inside the health industry a medical game may substitute visits to a general practitioner. Outside the health industry a hotel may substitute hotel beds for hospital beds – 'hospitals and hospitality are not the same.'

We expect the Games for Health Europe Conference 2016 to be entertaining and enlightening since the core topic is 'hot' according to citizens, organisations, enterprises, science and governments.

Jurriaan van Rijswijk
Chairman

THE ANNUAL CONFERENCE IS MADE POSSIBLE WITH THE SUPPORT OF



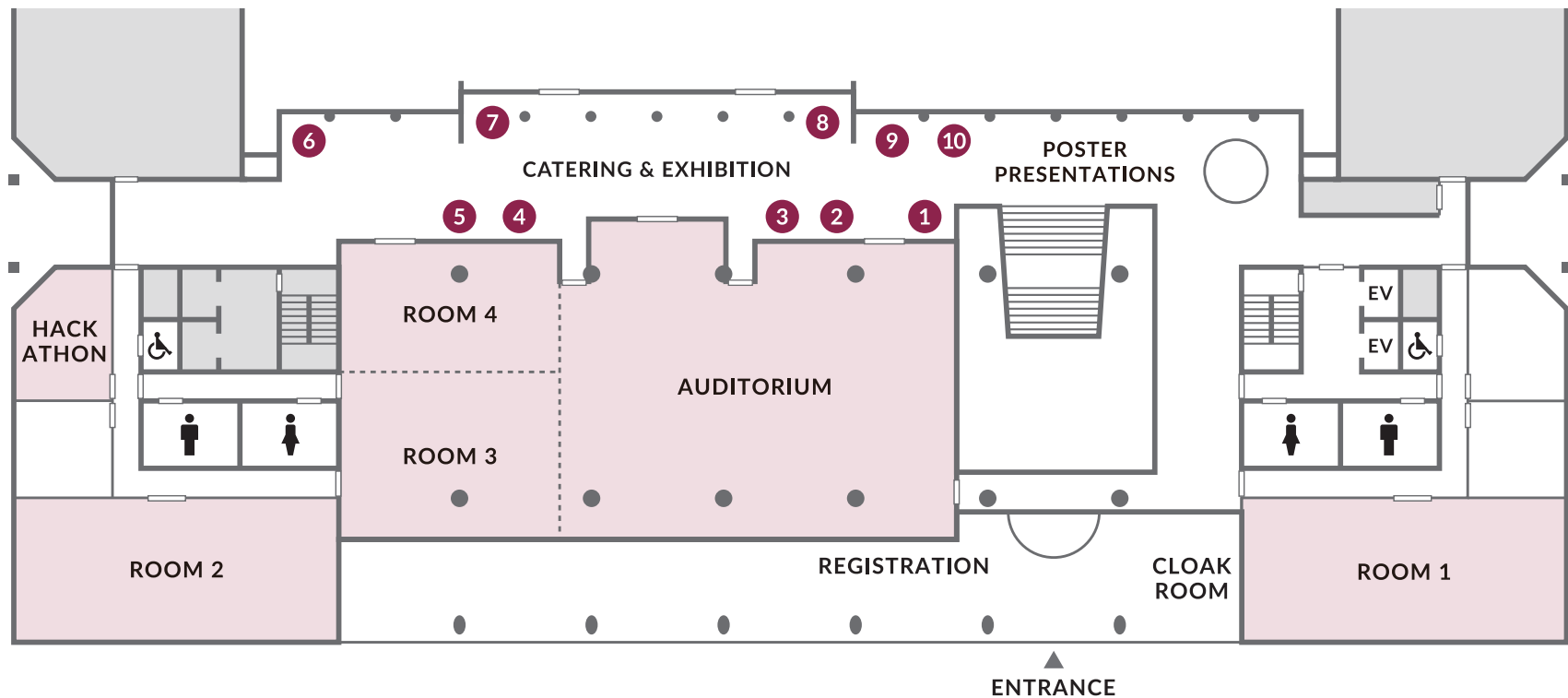
FLOOR PLAN

POSTER PRESENTATIONS

- 1 Gamified Telerehabilitation**
Antti Kotimaa Kuopio Innovation Ltd (FI)
- 2 Gamification Health More**
Andressa Pinheiro TRIUNICA Gamification Brasil (BR)
João Zaggia TRIUNICA Gamification Brasil (BR)
- 3 I Make You Smile: Using Facial Expression to Detect and Tackle Depression**
Maria Roos Dekker Utrecht University (NL)

EXHIBITION

- 1 MyCognition
- 5 DSSH
- 9 BetaBit
- 2 Varier
- 6 UU - Demo
- 10 Think Master
- 3 Qinematic
- 7 PNO Consultants
- 4 Fontys Eindhoven
- 8 Games for Health Projects



PROGRAM | 31 OCTOBER 2016

| | | | |
|-------|-------------------------|---|---|
| 9:00 | FOYER | REGISTRATION & COFFEE | |
| 10:00 | OPENING CEREMONY | <p>AUDITORIUM</p> <p>OPENING SPEECH Princess Laurentien van Oranje Founder and Director of the Missing Chapter Foundation (NL)</p> <hr/> <p>CONFERENCE HOST John Harrison Prof. Principal Consultant Metis Cognition Ltd. (UK)</p> | |
| 10:45 | | KEYNOTE & DEMONSTRATIONS | <p>AUDITORIUM</p> <p>CHAIRMAN Jurriaan van Rijswijk Founder and Chairman Games for Health Europe Foundation (NL)</p> <hr/> <p>KEYNOTE Richard Brady Senior colorectal surgery fellowship Owner @_researchactive Salford, Manchester (UK) 9 circles of hell</p> <hr/> <p>DEMONSTRATION Joris Arts Healthcenter Kersenboogerd and Antonius Hospital Sneek (NL) HoloLens</p> <hr/> <p>DEMONSTRATION Glenn Bilby Qinematic AB (SE) Qinematic</p> |
| 12:00 | FOYER | | LUNCH & POSTER SESSION & EXHIBITION |
| 13:30 | | | |

13:30

TRACK 1 : ENGAGING ELDERLY / Denise Silber

AUDITORIUM

Paul Dewick

University of Manchester (UK)
Developing and feasibility testing a gamified 'app' to prevent slips, trips and falls among the over 65s

Frederiek de Vette

University of Twente (NL)
Online gaming and training platform against frailty in elderly people

Fabian Mertl

University of Applied Sciences Düsseldorf (DE)
Amelie Ritter
University of Applied Sciences Düsseldorf (DE)
A book designed for reminiscence sessions with people with dementia in use of gamification and tangibility

Emma Stanmore

University of Manchester (UK)
The development and clinical testing of remotely monitored MIRA exergames to improve function and prevent falls

Monique Tabak

University of Twente (NL)
A mobile activity game for elderly people to promote a physically active lifestyle, anywhere and anytime

TRACK 2 : VR & GAMES / Simon McCallum

ROOM 1

Yeshwanth Pulijala

University of Huddersfield (UK)
Should oculus rift be used in training surgeons?

Nicolien Berkers

UvA & TNO (NL)
Experiencing stress in a virtual warzone by playing with visual stressors

Liesbeth van den Berg

University of Amsterdam / Radboud University (NL)
The efficacy of virtual reality biofeedback game DEEP: psychological need satisfaction, motivation, and anxiety

Keith Grimes

General Practitioner and Digital Healthcare Innovator (UK)
How Virtual Reality will transform Medicine!

Joris Arts

Healthcenter Kersenboogerd and Antonius Hospital Sneek (NL)
Microsoft Hololens in daily clinical practice

TRACK 3 : QUALITY IMPROVEMENT / Peter van der Spek

ROOM 2

Riëtte Meijer

Academic Medical Center (NL)
Revalidate! Towards complete clinical validation

Mentor Palokaj

Generous VPN (NL)
The use and abuse of the Bartle matrix for game and gamification design

Jim Lumsden

University of Bristol (UK)
The effects of individual game mechanics and web-based testing on cognitive test performance and participant enjoyment

Mary Dankbaar

Erasmus University Medical Center (NL)
The effects of a simulation game on skills and motivation of doctors and students:the expertise-reversal effect in medical practice

WORKSHOP 1 : PUBLIC HEALTH MONITOR / Monique de Kok

ROOM 3

Public Health Monitor

 DUTCH SPOKEN

In these workshops we will discuss several aspects of our Dutch ehealth monitoring tool 'GG DJ'. How can Dutch local health institutes work together in developing an app for monitoring health questions? These workshops will be Dutch-spoken.

HACKATHON

ROOM 4

Hackaton Inspiration Session

On Invitation only

15:30

FOYER

BREAK & EXHIBITION

16:00

KEYNOTE

AUDITORIUM

Peter van der Spek

Erasmus University Medical Center (NL)
Big data






17:00

FOYER

NETWORK DRINKS

18:00

PROGRAM | 1 NOVEMBER 2016

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|-------|---|---|--|--|---|--------------------------------|---------------|
| 8:00 | FOYER REGISTRATION & COFFEE | | | | | | |
| 9:00 | KEYNOTE | AUDITORIUM | | | | | |
| | | <p>Jan Derksen Radboud University Nijmegen (NL) Kids Health - ICT influence from conception to day 1000</p>  | | | | | |
| | | <p>Raymond Borger Medical Doctor Vitaalplus+ (NL) Confessions from a doctor from the 21st century: how doctors travelled from low tech to high tech (but actually might consider going back again a bit)</p>  | | | | | |
| 10:00 | FOYER BREAK & EXHIBITION | | | | | | |
| 10:30 | TRACK 4 : SELF MANAGEMENT Part1 / Raymond Borger | AUDITORIUM | | ROOM 1 | ROOM 2 | | |
| | | <p>Fares Kayali Vienna University of Technology (AT) Using games to train myoelectric prosthesis control</p> <hr/> <p>Nunzio Alberto Borghese Università di Milano (IT) Hand rehabilitation: exergames and sensorized objects</p> <hr/> <p>Vania Vargas State University of Londrina (BR)</p> <p>Mariel Vargas New Mexico State University (USA)</p> <p>Eduardo Vargas Unifil University (BR) Gamellito needs your help! A health game for kids with diabetes type 1</p> | | <p>Katja Raitio Jyväskylä University of Applied Sciences (FI) Get involved by gaming</p> <hr/> <p>Jim Lumsden University of Bristol (UK) Gamification of cognitive assessment and cognitive training: A systematic review of applications and efficacy</p> <hr/> <p>Elif Surer Middle East Technical University (TUR) A video game-based physical and cognitive training platform for children with down syndrome</p> <hr/> <p>Simon McCallum NTNU (NOR)</p> <p>Hanne Fagerjord Karlsen Sykehuspartner (NOR) Games and working memory training</p> | <p>Pieter van Haren InEen, organiseert de eerste lijn (NL) Happiness in Healthcare</p> <hr/> <p>Tiina Arpola Kuopio Innovation Ltd. (FI) Gamifying healthy and smart cities</p> <hr/> <p>Pieter Van Gorp Eindhoven University of Technology (NL) GameBus: A platform for physical, social and cognitive health gamification</p> <hr/> <p>Rodrigo Tubelo UNASUS UFCSPA (BR)</p> <p>Eduardo Zanatta UFCSPA (BR) Aedes Game: an educational game to fight Aedes aegypti</p> | WORKSHOP 3 : Richtsnoer | ROOM 3 |
| | | | | <p>Richtsnoer - Gui-Dance</p> <p>On Invitation only</p> <p> DUTCH SPOKEN</p> <p>If we know the preferences and dreams of elderly people in nursing homes, can we organize teams of professionals that fulfil these preferences and dreams? Can teams be matchmakers? Well, they can! It is a design challenge.</p> <p>At the workshop Games for Health Europe shows games and apps that reveal the demand site of the match: the preferences and dreams. They work because they are fun, personal and meaningful. And AEF has designed the Instrument LEIDRAAD (Guidance) for the supply-side: the teams. Great work, but this instrument is still a kind of questionnaire on paper. So, here's the design challenge for AEF and its quests: design a game and/or app that playfully facilitates great teams that elderly people in nursing homes love!</p> | ROOM 4 | | |
| | | | | | <p>VR Doctors</p> <p>VR/AR/360 gaming techniques are at the very early stages of implementation in healthcare. With "open ideation" the workshop members will create a poster with the "road construction" for general acceptance and implementation of these techniques in healthcare practices.</p> | | |
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| 12:15 | FOYER LUNCH & POSTER SESSION & EXHIBITION | | | | | | |
| 13:30 | | | | | | | |

13:30

KEYNOTE

AUDITORIUM

Anna Sort

PlayBenefit, University Barcelona (ES)

Why we should bring epic wins to healthcare



14:00

TRACK 7 : SELF MANAGEMENT Part 2 / Anna Sort

AUDITORIUM

Ruud Knols

University Hospital Zurich (CH)

Exergames for patients in acute care settings: Systematic review of the reporting of methodological quality, fit components, and program intervention details

Wouter Boendermaker

Utrecht University (NL)

Introducing the fling: A serious game to train behavioral control in adolescents

Karin Nijhof

Pluryn/Radboud University (NL)

A pilot study testing relaxation video games for traumatized youths in residential care

TRACK 8 : MENTAL HEALTH Part 2 / Isabela Granic

ROOM 1

Games for Emotional and Mental Health: Current Research and Future Directions

Isabela Granic

Behavioural Science Institute, Radboud University (NL)

Elke Schoneveld

Behavioural Science Institute, Radboud University (NL)

Do Applied Games Work for Mental Health Problems?

Joanneke Weerdmeester

Behavioural Science Institute, Radboud University (NL)

Challenges in Applied Videogame Research: Non-Specific Factors

Hanneke Scholten

Behavioural Science Institute, Radboud University (NL)

Aniek Wols

Behavioural Science Institute, Radboud University (NL)

Highlighting the Importance of Mechanisms of Change

Marieke van Rooij

Behavioural Science Institute, Radboud University (NL)

A new methodology for Identifying Individual Profiles of Behavioural Change: Implications for Tailoring Game Interventions

WORKSHOP 5 : HAPPY POSITIVE HEALTH / Chantal Walje

ROOM 2

Happy Positive Health

A recipe for positive health

What do you get when you mix the following ingredients: a famous cook, a couple of children, gamemakers, health experts and passion for food?THE GAME that contributes to positive healthy children who love to eat the good things! Please join us to develop this healthy game.

15:45

FOYER

BREAK & EXHIBITION

16:00

KEYNOTE & CLOSING

AUDITORIUM

Ruut Veenhoven

Erasmus University Rotterdam (NL)

Health by happiness



Bart Brandenburg

Medicinfo (NL)

REPORT FROM BART



17:00

FOYER

NETWORK DRINKS

18:00