

8TH ANNUAL CONFERENCE



GAMES FOR HEALTH
EUROPE

8 & 9 OCTOBER 2018

TAC - TEMPORARY ART CENTRE
EINDHOVEN, THE NETHERLANDS

8th GAMES FOR HEALTH EUROPE CONFERENCE

Dear delegate,

Games are an important part of the existing value and distribution chain of both health and care. In 2019 healthcare insurance companies will reimburse patients when games are prescribed by doctors. Healthcare providers are progressively more and more willing to substitute games for existing therapies. Key advantages of games are that they are fun, safe and non-invasive! Gaming technology is placed to create a new episode within healthcare.

We have the proof, and we are on the move!

Is this it? Is this the limit of what we want to achieve? Is that our highest goal? Is this our sole purpose? No of course not! We believe in games that positively impact peoples' lives. The extended opportunity is to create games that can help prevent people requiring care – prevention is better than cure! This is the opportunity that now challenges us.

The developments and innovations that characterize our industry makes games a critical element of our healthcare systems and challenge the misguided and negative views of gaming. Dogmatic administration of standard procedures is not what healthcare professionals are trained for. Healthcare professionals are educated, trained and legally allowed to

deviate from a protocol. These are the characteristics of great doctors, not the robots, not the machines, not the privacy issues and not the procedures – we humans define care, health and happiness. Let's focus on that and recognize that we will need many more successful games to help us move forward.

The games have proof and are on the move - but this is just the beginning!

Thank you for joining the Games for Health Europe Conference. We wish you a pleasant and above all a very happy stay in Eindhoven!

Jurriaan & Sandra van Rijswijk
Chairman & Treasurer
Games for Health Europe Foundation

PROGRAM | DAY 1

8 OCTOBER 2018

8:30

REGISTRATION & COFFEE

9:30

OPENING SESSIONS / KEYNOTE

MAIN ROOM

OPENING SESSIONS

CONFERENCE HOST

John Harrison

Prof. Principal Consultant Metis Cognition Ltd. (UK)

Welcome to Games for Health 2018

PRESIDENT

Jurriaan van Rijswijk

Founder and Chairman Games for Health Europe Foundation (NL)

KEYNOTE 1 & 2

Ting Jiang

Principal of Global Health and Development Center for Advanced Hindsight (US)

Gamification as a life-saving medicine

Pietro Michelucci

Director of Human Computation Institute (US)

Minds saving minds

10:30

BREAK & EXHIBITION

10:45

CHILDRENS HEALTH	SESSION ROOM 1	LOS OP PREVENTIE	SESSION ROOM 2  DUTCH SPOKEN	RESEARCH & DESIGN	SESSION ROOM 3	DE OEFENDOKTER	SESSION ROOM 4  DUTCH SPOKEN	EUROPEAN BUSINESS ANGELS NETWORK	SESSION ROOM 5	ESCAPE ROOM  DUTCH SPOKEN	
	Fabio Cujino CEO of Play Doktor (DK) Universes to reduce childhood anxiety at hospitals		Teun Aalbers Business Developer at GainPlay Studio (NL) Gamen tegen overgewicht met Digest Inn		Mitsuhiro Ogawa & Seiya Otsuka Teikyo University (JP) As you know, it is easier to play digital game daily than to measure your blood pressure daily. A proposal of a novel future outlook of healthcare with digital gaming; "incorporating physiological measurement with gaming."		Henk van Zeijts & Renske de Beijer DialogueTrainer (NL) De Oefendokter: beter voorbereid naar de arts		René Reijtenbagh CEO Business Angels Connect (NL) Business angels financing		In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.
	Jo Vrancken Lecturer / researcher PXL University College (BE) Validation of HospiAvontuur - Progression of the RCT		Jos Feijen Directeur van Effenaar (NL) Gehoorschade		Pierpaolo Di Bitonto & Ada Potenza Grifo multimedia srl (IT) Adaptive games for physical and cognitive rehabilitation		In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.				
	Katrín Jónsdóttir Project Manager Katrín&Brynja - Nonprofit (IS) Children undergoing anesthesia in Iceland: Can a computer game improve patients' experience?		Yvonne Roskam & Wendy Marinissen GGD Zeeland (NL) Los Online; een game als voorlichting?		Kim Bul Research Associate at Coventry University (UK) Mining the Gold! – Using Game Metrics in Serious Games for Health						
	Rosemary Lokhorst Executive Director of Resonance House, LLC (US) Can a mobile game change a sick teens life		Nora Hamdiui Onderzoeker bij RIVM (NL) Hoe moeilijke doelgroepen te bereiken?		Louise Matjeka Norwegian University of Science and Technology (NO) An Exergame Generator						
Rob Tuitert Product Designer at Yalp (NL) Gaming playgrounds: the new way to play outdoors		Eefje Battel Research Coordinator Howest - Sports Innovation Campus (BE) Identifying technological chances for the recreational sports and movement industry									
				Remco Hoogendijk Innovatiemanager St Maartenskliniek (NL) Gaming for Health in practice							
				Rob Godschalk The dealclosing process							



12:15

LUNCH & EXHIBITION

13:30

MAIN ROOM

Ellis Bartholomeus
CPO at Ellis in wonderland (NL)
Apply play; the get ahead of the game

 = PRESENTATIONS
 = WORKSHOP

14:15

EDUCATION	SESSION ROOM 1 Andressa Pinheiro & João Zaggia Triunica Gamification (BR) Humanized Gamification	PUBLIC HEALTH	SESSION ROOM 2 Johan van de Meulen Developer at Playing For Health (NL) How we made a serious game and more important: why?	RESEARCH & DESIGN	SESSION ROOM 3 Yuliya Chernenko PIT Crew at Abbott Laboratories (RU) Patient One Ready: how to engage player	INFECTIOUS DISEASES	SESSION ROOM 4 Infectious Diseases: a role for serious games? Ioana Ghiga Technical Officer WHO (CH) PIP Deploy, a case study of using innovative simulation methods for Pandemic Influenza Preparedness activities	INNOVATION IMPLEMENTATION	SESSION ROOM 5 Stephanie Jansen-Kosterink Marolein den Ouden A handbook for successful implementation of innovations	ESCAPE ROOM  DUTCH SPOKEN In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.
	Arnold Bosman CEO at Transmissible (NL) Influencing flu: Educational game for medical students		Giselle Felix CEO of Healthfy (BR) It's never been so fun to take care of your health		Natale Salvatore Bonfiglio University of Pavia (IT) Treating Addiction through Brain Computer Interface		Stephanie Jansen-Kosterink Marolein den Ouden A handbook for successful implementation of innovations			
	Kiki Spanjers PhD-student at University Medical Center Groningen (NL) Roodkapje (Little red riding hood): the development of a gamified application as conversation facilitator for people with dementia and their informal carers		Chiara Ripamonti President of Psyché (IT) AMICO H: A 360° support for children with leukemia and their families		Petar Jerčić Doctoral student Blekinge Institute of Technology (SE) The Effects of Emotions and Their Regulation on Decision-making Performance in Affective (Digital) Serious Games		Stephanie Jansen-Kosterink Marolein den Ouden A handbook for successful implementation of innovations			
	Wouter IJgosse PhD candidate at RadboudUMC (NL) Saving robots improves laparoscopic performance: transfer of skills from a serious game to a virtual reality simulator		Roberta Memeo Project Manager at Grifo multimedia srl (IT) TAKO DOJO: play and learn to manage diabetes		Claudia Carissoli PhD Candidate Università Cattolica del Sacro Cuore (IT) Video games as a resource for promoting emotional intelligence in the teen-agers		Stephanie Jansen-Kosterink Marolein den Ouden A handbook for successful implementation of innovations			
Timothy Tuti University of Oxford/KEMRI-Wellcome Trust Programme (UK) Serious gaming in health: a theory informed data-driven approach to learning	Jerome Dupire Researcher at CNAM & CAPGAME (FR) Video Games and Disabled People in 2018	Helmer Strik UHD - Associate Professor Centre for Language Studies (CLS), Radboud University Nijmegen (NL) Behaviour-based Language-Interactive Speaking Systems	Stephanie Jansen-Kosterink Marolein den Ouden A handbook for successful implementation of innovations	ESCAPE ROOM  DUTCH SPOKEN In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.						

15:45

BREAK & EXHIBITION

16:00

KEYNOTE	MAIN ROOM Anna Sort CEO of PlayBenefit S.L. (SE) Why the world needs more gaming nurses
	Jan Derksen Associate Professor Radboud University Nijmegen (NL) GAMING: FOR BETTER OR FOR WORSE?
	Closing John Harrison

17:00

NETWORK DRINKS

8:30

REGISTRATION & COFFEE

9:30

KEYNOTE

MAIN ROOM

Erik Gerritsen
Secretary General Ministry of Health, Welfare and Sport (NL)
A new VVT Ecosystem - a governmental perspective

Michel van Schaik
Director Healthcare - Rabobank (NL)
From Ego to Eco System

10:30

BREAK & EXHIBITION

10:45

SESSION ROOM 1

VIRTUAL REALITY

Denis Martin
Teesside University (UK)
Persistent pain/chronic pain: the potential for VR solutions.

Bernard Maarsingh
Founder/ CSO Jamzone (NL)
Stressjam, mastering stress through VR

Detlef La Grand
Founder VRmaster (NL)
Make VR easy and affordable

Simon McCallum
Senior Lecturer Victoria University of Wellington (NZ)
VR from a distance

WT & HAPPY BABY SHOWER

SESSION ROOM 2

 DUTCH SPOKEN

Maarten van Rixtel
Sensire (NL)

Laurent de Vries
Raad van bestuur Viattence (NL)
Hoe je met visie, lef en leiderschap de juiste stappen maakt op gebied van e health in de ouderenzorg

Carry van Leest
Thebe (NL)

Hanneke Bonfrere
Omring (NL)

Petra van 't Klooster
Vitalis (NL)

SILVER GAMES

SESSION ROOM 3

Ellis Bartholomeus
CPO at ellis in wonderland (NL)
Do you want to get old happy?

Noreena Liu
PhD candidate University of Southampton (UK)
Advergame for Dementia awareness and supporting carers

Gwen Dziwenko
Rehabilitation Technology Leader Glenrose
Rehabilitation Therapist / Alberta Health Services (CA)
Glenrose Grocery Game

Lianne de Haan & Peter David Faasse & Nathascha Ausma
BonPhysics B.V. & Radboud University & Parkinson Gaming (NL)
Parkinson Gaming

Sandra Degelsegger
AGE Platform Europe (BE)
Healthy Ageing through games

GAME ADDICTION

SESSION ROOM 4

Jan Derksen
Radboud University (NL)

Tony van Rooy
Trimbos Institute (NL)
Pannel discussion

CHAT FOR HEALTH


SESSION ROOM 5

Joost Hermans
Game Solutions Lab (NL)

Anne Brabers
Nivel (NL)

Cindy Ververs
Endometriose (NL)

ESCAPE ROOM

ESCAPE ROOM  DUTCH SPOKEN

In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.

12:15

LUNCH & EXHIBITION

13:30

KEYNOTE

MAIN ROOM

Hans Rietman

Chairman the National Program Innovative Medical Devices Initiative 2.0 (NL)

Rehabilitation and Technology; Care for the Future?

14:15

REHAB

SESSION ROOM 1

Fares Kayali & Cosima Prahm

TU Wien & Medical University of Vienna (AT)

Play Bionic - Game design for neuromuscular prosthesis training

Annette Brons

Researcher Hogeschool van Amsterdam (NL)

Suitable and sustainable health game development through the Concept Mapping method

Henri Hurkmans

Senior Researcher / Project Leader Erasmus MC (NL)

Wii Fit balance training in outpatient people with subacute stroke

Alejandro Mendoza

CoFounder reFit Systems GmbH (DE)

Games in child rehabilitation, Challenges and Opportunities

Roland Goetgeluk

Market Analyst, Marketer at GameSolutionLab (NL)

LifeCycleR: Children with Cerebral Palsy train joyfull on a bike

& HAPPY PARTNER DEMOS

SESSION ROOM 2



DUTCH SPOKEN

Tijdens deze workshop worden deze toepassingen getoond:

- Match It; Thebe
- Kwist't: Omring
- Ouderencafe: Vitalis
- InterviewR: Sensire

COGNITION

SESSION ROOM 3

Stephan Aarts

Founder & Director Yellow Riders (NL)

Manage Your Hypersensitivity

Martina Ratto & Menno Siebinga

MyCognition Ltd (UK) & Body & Brein Kennis Instituut (NL)

Play, train, and improve: a cognitive fitness training video game for corporate health, wellbeing and performance

Julie GolliotPhD Candidate IMSIC Toulon Laboratory & RGDS
Provence Bourbonne rehabilitation Clinic (FR)

When Therapists and Researchers Collaborate to Innovate and Offer a Future to Patients: S'TIM, the Persuasive Serious-Game to Rehabilitate Patients with Dysexecutive Syndrome

Anna Domen

PhD Candidate Academic Medical Center (NL)

An online cognitive game to improve cognition for psychiatric patients

Carmen Scherbaum & Sander Boer

Amsterdam University of Applied Sciences (NL)

Spirit

SAGANET

SESSION ROOM 4



DUTCH SPOKEN

Jantine van den Bosch

Spelwerkplaats (NL)

Nico Groenenberg

Spelwerkplaats (NL)

Carel Ketelaars

Spelwerkplaats (NL)

Iedereen wil oud worden, maar niemand wil oud zijn

BORDJEVOL

SESSION ROOM 5



DUTCH SPOKEN

Jessica Slijpen

WeHelpen (NL)

BordjeVol: een serieus kaartspel voor mantelzorgers

ESCAPE ROOM

ESCAPE ROOM



DUTCH SPOKEN

In de Escape Room leren zorgmedewerkers - op een speelse manier - hoe ze de persoonlijke zorg kunnen leveren die bij de fictieve hoofdpersoon Ria past.

15:45

BREAK & EXHIBITION

16:00

MAIN ROOM

Hans Ossebaard

Advisor National Health Care Institute (NL)
Appropriate gamification in health care

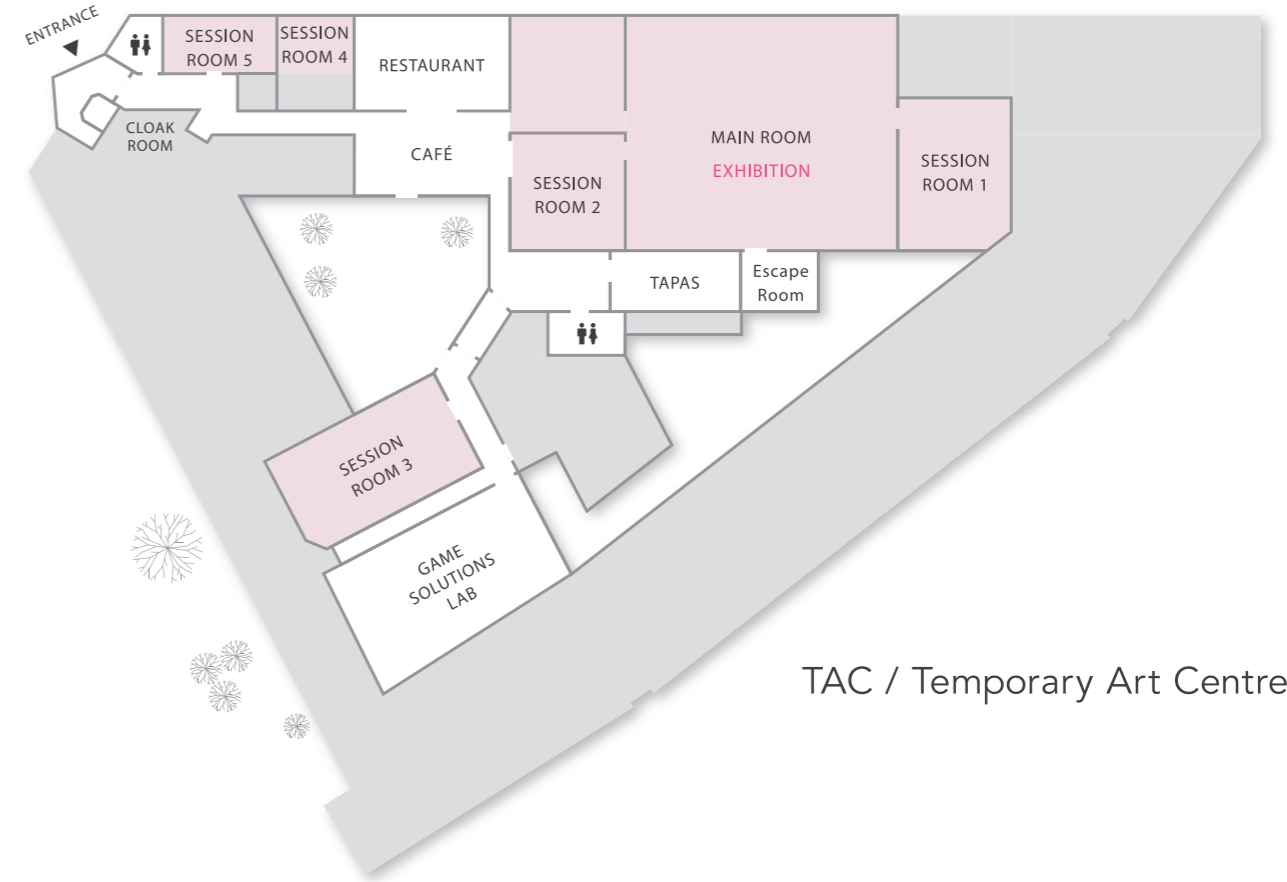
Raymond Borger

Vitaalplus (NL)
The heart of the game, games for the heart

Closing Ceremony John Harrison

17:00

FAREWELL DRINKS



TAC / Temporary Art Centre

SPONSORS & PARTNERS





Wifi

Access Point : join_gfheu
Password : proveandmove

www.gamesforhealth europe.org



@GFHEU / #GFHEU18



Games for Health Europe



Games for Health Europe