

Serious Games and Health Care

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This workshop will focus on possibilities and needs concerning game technology and health care. We will introduce the participants to the topic, giving examples and theoretical insight into the concepts of serious games and different technologies.

Depending on the interests of the participants, the workshop will further discuss and brainstorm around topics like: game technology and patient recovery; game technology and health-care education; game technology and the public's understanding of different health topics; game technology and coping with diseases; and game technology and psychology/cognitive training, etc.

Robin Isfold Munkvold, from Nord University will introduce the topic and organise the workshop. Robin's background is in Computer Science and his research mainly involves ICT and learning, and digital games and learning. For the last eight years, Robin has been head of studies within the field of Media Technology at Nord University.

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