

7th Games for Health Europe Conference Program

8:30

REGISTRATION & COFFEE

9:30

OPENING CEREMONY and KEYNOTE 1 & 2

GROTE ZAAL

OPENING SPEECH
(TBD)
XXXXX



CONFERENCE HOST
John Harrison
Prof. Principal Consultant Metis Cognition Ltd. (UK)



CHAIRMAN
Jurriaan van Rijswijk
Founder and Chairman Games for Health Europe Foundation (NL)



KEYNOTE 1
Ilias Lakovidis
Adviser of European Commission (BE)
Tackling societal challenges through digital transformation



KEYNOTE 2
Michel van Schaik
Director Healthcare of Rabobank (NL)
XXXXXXXXX



10:30

BREAK & EXHIBITION

10:45

10:45

TRACK 1 : CHILDREN'S HEALTH / (moderator's name)

GROTE ZAAL



Tom De Smedt

Doctor-Assistant of St Lucas School of Arts, Antwerp (BE)



Ludivine Lechat

Researcher of St Lucas School of Arts, Antwerp (BE)

Story Table – Interactive fairy tales for hospitalised children



Jo Vrancken

Lector nursing education and researcher healthcare innovation of University college PXL (BE)

Hospi avontuur: an evidence based multidisciplinary developed serious game for children undergoing surgery



Rogerio Ferroni

Founder of Heroes of good (BR)

Discover the hero within you!!!



Menno van Pelt-Deen

Founder of Lapp and Incubation Manager of Dutch Game Garden (NL)

VilDu?! How a game lowered the boundaries to talk about sexual abuse



Rene van de Wiel

Director of Praktijk van de Wiel (NL)

WordSpeed: the marketing of the gamification of dylexia training

TRACK 2 : COGNITIVE HEALTH

ROOM 1



Anne Roefs

Associate professor of Maastricht University, Faculty of Psychology & Neuroscience (NL)

Think Slim! Using network analyses for tailoring CBT-based weight-loss treatment



Anna Domen

PhD Candidate of Academic Medical Center Amsterdam (Psychiatry) (NL)

Improving cognition in psychiatric patients with an online cognitive game and assessment tool



Jim Lumsden

PhD Student of University of Bristol (GB)

The effects of simple game mechanics on participant dropout and enjoyment of cognitive testing studies



Martina Ratto

Cognitive scientist of MyCognition Ltd (GB)

Making communities cognitively fit with a self-administered assessment and training app

WORKSHOP 1 : (TITLE) / Nicetz

ROOM X

DUTCH PROGRAM

ROOM X

XXXXXXXXXX

DUTCH SPOKEN

XXXXXXXXXXXXxx

TAPAS / PITCHES

ROOM X

XXXXXXXXXX

12:15

LUNCH & POSTER SESSION & EXHIBITION

13:30

KEYNOTE 3

GROTE ZAAL

Stephanie Jansen-Kosterink

Researcher of Roessingh Research and Development (NL)

We need a change of mind – Transforming the clinical evaluation for Games for Health



Chris Wasden

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14:15

14:15

TRACK 3 : SERIOUS GAME DESIGN

GROTE ZAAL



Fares Kayali
Senior Researcher of Vienna University of Technology (AT)

How to design for long-term engagement in games for health



Micah Hrehovcsik
Game Design Researcher / Consultant of HKU University of the Arts Utrecht (NL)

From game design to service design



Tom Langhorst
Lecturer and Researcher of Fontys University of Applied Science -School of ICT (NL)

The persuasive sonic design of philips kittenscanner – lessons learned



Filip Setmanuk
Designer of Filip Setmanuk (NL)

Quest for reality



Doris Rusch
Assistant Professor of DePaul University (USA)



Susan Imus
Chair of Dept. of Creative Arts Therapy (USA)

Game design as creative arts therapy

TRACK 4 : SILVER GAMES

ROOM 1



Sveinung Tornås
Head of Innovation and e-health of Sunnaas hospital, Nesodden (NO)

StumbleStop – fall prevention through simulation-based training



Joost Hermans
Sociologist and Game-Designer of Games for Health Projects (NL)

Can we trigger people to cooperate within social networks with affective game design? And if so, also one billion?



Sophie Mobbs
Senior lecturer of Middlesex University (UK)

Gaming to Understand: How games might help carers support loved ones in palliative care



Edith Zuiderent
Managing director of Onwijs Multitouch Specialists (NL)

How Multitouch games can improve well being and mental health of elderly people

WORKSHOP 2 :

ROOM X

DUTCH PROGRAM

ROOM X

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DUTCH SPOKEN

XXXXXXXXXXXXxx

TAPAS / PITCHES

ROOM X

XXXXXXXXXX

15:45

BREAK & EXHIBITION

16:00

KEYNOTE 4 & 5

GROTE ZAAL

Lies van Gennip Gennip

CEO of Nictiz (NL)
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17:00

NETWORK DRINKS

18:00

8:30

REGISTRATION & COFFEE

9:30

KEYNOTE 6 & 7

GROTE ZAAL

Jan Derksen

Radboud University Nijmegen (NL)

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Aslihan Tece Bayrak

Senior Lecturer at Media Design School (TUR)

Rhetoric on games and rehabilitation: a call for collaborative movement



10:30

BREAK & EXHIBITION

10:45

TRACK 5 : SELF MANAGEMENT

GROTE ZAAL



Andressa Pinheiro

Director of Triunica Gamification (BR)



Zaggia João

Assistant Prof. of DePaul University
Play 4 Change (USA)

Humanized Gamification The impact of STRESS – eustresse and distress



Enny Das

Radboud University, Prof. Chair Department Communication & Information Sciences of Centre for Language Studies, Department Communication & Information Sciences (NL)

Be More Indulgent: Less obesity by means of narrative persuasion, persuasive technology, and gamification



Elizabeth Edwards

In-Practice Fellow of Barts and The London School of Medicine and Dentistry (UK)

Cigbreak- a novel smartphone game for smoking cessation



Doris Rusch

Assistant Prof. of DePaul University Play 4 Change (USA)

Transformational Game Design – “Self-Help” vs. “Cure”

TRACK 6 : EDUCATION AND INDUSTRY

ROOM 1



Laurent Grumiaux

CVO of R.O.G.E.R (BE)

Redefining Cognitive observation through AI and Bid Data



Fabian Jäger

CEO of PatientZero Games (DE)

EMERGE



Henk van Zeijts

Director of DialogueTrainer (NL)

Communicate! with virtual patients



Pieter Van Gorp

CTO of GameBus / Eindhoven University of Technology (NL)

Unified Health Gamification: a GameBus success story from Flanders



Jan Derksen

Radboud University Nijmegen (NL)

Inside-outside: can mentalising be gamified?

WORKSHOP 3 : Transforming Games into Health apps / Monique Tabak

DUTCH PROGRAM

PITCHES

12:15

12:15

LUNCH & POSTER SESSION & EXHIBITION

13:30

KEYNOTE 8

GROTE ZAAL

Raymond Berger

Medical Doctor Vitaalplus+ (NL)

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14:15

TRACK 7 : REHAB & ACTIVITY GAMES

GROTE ZAAL



Mario Ganzeboom

PhD Student of CLS/CLST, Radboud University Nijmegen (NL)

Speech therapy through interactive gaming with automatic speech recognition



Mark van Kuijk

Game Solutions Lab (NL)

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Dmitry Fatiev

PhD student of Arctic University of Norway (NO)

State of research in indoor workout gamification



Eng Chuan Neoh

Senior Physiotherapist, Department Of Physiotherapy Of Tan Tock Seng Hospital (Sg)

Total-Knee-Replacement Rehabilitation with Gamification



Isabel Van De Keere

CEO & Founder of Immersive Rehab (UK)

Improving patient outcome going through physical & neuro-rehabilitation using interactive virtual reality

TRACK 8 : PUBLIC HEALTH & DATA

ROOM 1



Sami Kosonen

Entrepreneur of Iterator Oy (FI)

Better health by playing



Lena Hendlmeier

Researcher of Institut für Design Science e.V. (DE)

Citizen's game – playing society / The Game 'Encounter'



Elena Bertozzi

Associate Professor of Quinnipiac University (USA) and Aparna Sridhar, Assistant Professor in Obstetrics and Gynecology of MD MPH FACOG (USA)



Aparna Sridhar

Assistant Professor in Obstetrics and Gynecology of MD MPH FACOG (USA)

Using Games to Collect Public Health Data – 2 Case Studies



Heather Honea

Assistant Professor of San Diego State University (USA)

The Impact of Self-quantification: How Gamification of Personal Data Motivates Individual through Affective Response



Rob Tieben

Idee Brouwerij (NL)

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WORKSHOP 4 : VR / Simon enz

DUTCH PROGRAM

PITCHES

15:45

15:45

BREAK & EXHIBITION

16:00

KEYNOTE 9 & 10 and CLOSING SESSION

GROTE ZAAL

KEYNOTE 9

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KEYNOTE 10

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CLOSING SPEECH

John Harrison

Prof. Principal Consultant Metis Cognition Ltd. (UK)



17:00

FAREWELL DRINKS

18:00