

DAY 1 - 8 OKT

08:30 Registration & coffee

09:30 Host John Harrison

President Jurriaan van Rijswijk

Opening speech Pia Dijkstra

Keynote 1 Henk Kamp - Actiz**Keynote 2 Ilias Iakovidis - European Commission**

10:30 Coffeebreak

ZALEN Theaterzaal - English10:45 **Track 1: CHILDRENS HEALTH**

Parallelsessions

Fabio Cujino - A better day at the hospital

Jo Vrancken - HospiAvontuur - First RCT study results

Katrín Jónsdóttir - Dreamcatcher, educational computer game

Rosemary Lokhorst - Can a mobile game change a sick teens life

Tuinzaal - English10:45 **Track 2: RESEARCH & DESIGN**

Parallelsessions

Mitsuhiro Ogawa - Incorporating physiological measurement with gaming

Louise Matjeka - Play a game and design exergames

Pierpalo Di Bitonto - Biofeedback analyzer: affecting user profile in serious game

Eefje Battel - Technological opportunities to stimulate motion

Kim Bul - Mining the Gold! – Using Game Metrics in Serious Games for Health

Workshopruimte Atelier English10:45 **European Business Angels Network**

Parallelsessions

René Reijtenbagh

Investors meet the game industry and vice versa: a matchmaking session

12:15 **Lunch - Demo Sessions**13:30 **Keynote 3 Ellis Bartholomeus - Apple play; the get ahead of the game****ZALEN Theaterzaal - English**14:15 **Track 3: EDUCATION**

Parallelsessions

Arnold Bosman - Influencing flu: Educational game for medical students

Kiki Spanjers - A serious game on delirium as an educational intervention for medical students: a randomized controlled trial

Andressa Pinheiro - Humanized Gamification

Wouter IJgosse - Saving robots improves laparoscopic performance: transfer of skills from a serious game to a virtual reality simulator

Tuinzaal - English14:15 **Track 4: RESEARCH & DESIGN**

Parallelsessions

Petar Jerčić - The Effects of Emotions and Their Regulation on Decision-making Performance in Affective (Digital) Serious Games

Natale Salvatore Bonfiglio - Treating Addiction through Brain Computer Interface

Claudia Carissoli - Video games as a resource for promoting emotional intelligence in the teen-agers

Yuliya Chernenko - Patient One Ready: how to engage player

Helmer Strik - Behaviour-based language-interactive speaking systems (BLISS)

Workshopruimte Atelier English14:15 **Track 5: PUBLIC HEALTH**

Parallelsessions

Giselle Felix - It's never been so fun to take care of your health

Jan Christiaan Visser - Stop smoking by playing a game

Chiara Ripamonti - AMICO H: A 360° support for children with leukemia and their families

Roberta Memeo - Tako Dojo: a game app for kids with diabetes

Jerome Dupire - Video Games and Disabled People in 2018

15:45 Tea Break

16:00 **Keynote 4 - Anna Sort - the Lost Nurse****Keynote 5 - Jan Derksen - 25 tips to game healthy**

Closing John Harrison

17:00 Networkdrinks

DAY 2 - 9 OKT

08:30 Registration & coffee

09:30 Host John Harrison

Keynote 6 - Erik Gerritsen - SG VWS - A new VVT Ecosystem - a governmental perspective

Keynote 7 - Michel van Schaik - Director Healthcare - Rabobank

10:30 Coffee break

ZALEN Theaterzaal - English

10:45 **Track 6: VIRTUAL REALITY**

Parallelsessions

Katherina Martin Abello - 'Stressjam', a Mindset Game Changer? A Pilot Study

Timothy Tuti - Serious gaming in health: a theory informed data-driven approach to learning

Dominique Kersten - Preview & Prepare - an accessible way for patients to prepare themselves for a surgical intervention, using webVR.

Detlef LaGrand - Make the training of healthcare personal more engaging and efficient

Tuinzaal - Engelsih

10:45 **Track 7: SILVER GAMES**

Parallelsessions

Noreena Liu - Games for dementia carer

Ellis Bartholomeus - Do you want to get old happy?

Gwen Dziwenko - Glenrose Grocery Game; A cognitive video game for older adults.

Lianne de Haan - Parkinson Gaming

Workshopruimte Atellier

10:45 **Game Addiction**

Parallelsessions

Implications of WHO ICD 11

Tony van Rooy - Trimbos Institute

Ann Becker - ISFE

Jan Derksen - Radboud University

12:15 **Lunch - Demo Sessions**

13:30 **Keynote 8 - Hans Rietman - Roessingh Institute for Rehabilitation**

ZALEN Theaterzaal - English

14:15 **Track 8: REHAB**

Parallelsessions

Fares Kayali - Play Bionic - Game design for neuromuscular prosthesis training

Julie Golliot - S'TIM, the Persuasive Serious-Game to Rehabilitate Patients with Dysexecutive Syndrome.

Henri Hurkmans - Wii Fit balance training in outpatient people with subacute stroke

Roland Goetgeluk - LifeCycleR: Children with Cerebral Palsy train joyfull on a bike

Tuinzaal - Engelsih

14:15 **Track 9: COGNITION**

Parallelsessions

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

Anna Domen - An online cognitive game to improve cognition for psychiatric patients

Stepha Aarts - Manage Your Hypersensitivity

Workshopruimte Atellier

14:15 **Workshop 8 Saganet**

Parallelsessies

15:45 Tea Break

16:00 **Keynote 9 - Hans Ossebaard - ZINI**

Keynote 10 - Laurent de Vries - Viattence

Closing Ceremony John Harrison

17:00 Network drinks

DAY 1 - 8 OKT**Nederlandstalig**

10:30 Coffeebreak

Masterzaal Nederlandstalig	Workshopruimte GSL	Tapas
10:45 Wokshop 1 - Los op Preventie Parallelsessies	10:45 Workshop 2 - Zorginnovatie Managers Platform Parallelsessies	10:45 Doorlopend Escape Room
Mart Stein - Handenwassen	Dré Kampfraath	
Marike Wijnberg - Powerbreak - stoppen met roken	De eerste resultaten van een verkenning	
Jos Feijen - Effenaar - Gehoorschade		
Nora Handiui - Hoe moeilijke doelgroepen te bereiken?		
Yvonne Roskam - LosOnline - Resultaten Pilot Internetgedrag kinderen		

12:15 **Lunch - Demo Sessions**

Masterzaal Nederlandstalig	Workshopruimte GSL	Tapas	Special Room
14:15 Workshop 3 - Jeugdzorg op zijn kop Parallelsessies	14:15 Workshop 4 - Infectieziekten met RIVM/ZonMw/ZinNI Parallelsessies	14:15 Doorlopend Escape Room	Workshop 5 VR Experiment Simon McCallum - live from New Zealand
s Heeren Loo	Een vervolg op de workshop tijdens het NCVGZ		
Jelle Jolles	Kunnen games bijdragen aan het voorkomen van de verspreiding van infectieziekten		
Daniel Muller			
VWS			

15:45 Tea Break

17:00 Networkdrinks

DAY 2 - 9 OKT

Nederlandstalig

10:30 Coffee break

Masterzaal Nederlandstalig

Workshopruimte GSL

Tapas

10:45 **VVT Ecosysteem**

10:45 **Workshop 6 - Validatiegat**

10:45 Doorlopend

Parallelsessies

Parallelsessies

Escape Room

Maarten van Rixtel - Het hoe en waarom van een VVT Ecosysteem

Joost Hermans - Game Solutions Lab

Carry van Leest - Thebe - Een jaar later

NIVEL - Anne Brabers

Hanneke Bonfrer - Omring

Henk Herman Nap - Vilans visie

12:15 **Lunch - Demo Sessions**

Masterzaal Nederlandstalig

Workshopruimte GSL

Tapas

14:15 **Demo & Happy toepassingen VVT Ecosysteem**

14:15 **Workshop 7 - Roessingh Research & Development**

14:15 Doorlopend

Parallelsessies

Parallelsessies

Escape Room

Match It

Stephanie Jansen - Kosterink

Sprekende Beelden

A handbook for successful implementation of innovations

Familie Spel

15:45 Tea Break

17:00 Network drinks