

Games for Health Conference 2006
 Organized by the Games for Health Project
www.gamesforhealth.org
 Held at the University of Maryland School of Medicine

Thursday September 28

8:00 AM

Registration/Exhibits

9:00 AM

Opening Remarks

9:15 AM

Keynote by Pat Christen of HopeLab

9:50 AM

BREAK

10:00 AM

What We're Facing: CDC, NIH, and Hospital Administration staff share insights into problem spaces they're facing - and brainstorm about how games might play a role in the solution process

10:50 AM

BREAK

11:00 AM

The State of Exergaming: The ups and downs of its present and future	Senaludens: Games and Aging	Research Meetup: Researchers meet to exchange ideas and advise on future roadmaps	
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11:45 AM

Break

12:00 PM

Physical Therapy with Games	Re-Mission as Intervention for Healthy Lifestyles	Biofeedback for Therapy & Training	Help w/Development
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12:30 PM

Lunch, Exhibits, Posters

2:00 PM

Video Game Donors & Activist Community (Featuring Child's Play & GetWellGamers)	Games About Health: How has commercial gaming approached health themes and gameplay?	Accessibility: How can games be made more accessible to those with impairments and disabilities	
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2:45 PM

Break

3:00 PM

Pulse!! First-Person Healthcare System Simulation	Metaphors: Understanding how to create various game-metaphors which can map to healthcare issues	Improving Attitudes Toward Disabled Peers with Games	Games Based EMR: Small group meets to design ideas for a game-based PHR
CPR training with an MMOG System		Second Life: A tour of health efforts in this virtual world	

3:30 PM

4:00 PM

Break

4:10 PM

Games & Epidemics Panel: How can games help people understand and prepare for epidemics?	Obesity Group: Meetup of researchers and developers specifically looking to use games to battle the obesity epidemic	Project Blast: Aids education in gaming form	
		Project Blast: A culturally relevant game about smoking	

5:15 PM

Day One Reception courtesy of Virtual Heroes

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Friday September 29			
8:00 AM	Registration/Exhibits		
9:00 AM	Statewide DDR: Rolling our DDR across West Virginia Public Schools	NanoSwarm: Diabetes Education in a Videogame	CDC Meetup: The Centers for Disease Control hosts a general meet & greet to exchange ideas and insights on videogames
9:55 AM	BREAK		
10:00 AM	Mass Casualty Care Panel: Several projects report on their efforts to improve mass casualty response	The Body is a Game: Looking at how human biology, physiology, and disease can inspire great games	DDR Meetup & Reports: Researchers and projects using dancepad games meet and share experiences
10:50 AM	BREAK		
11:00 AM	Developing Re-Mission with Tim Ryan (Producer) & Dave Warhol (Lead Developer)	Making Hospitals Fun: How can games improve the patient hospitalization experience?	Virtual Patients: Roadmaps, Research, APIs and Game Contributions
11:45 AM	Break		
12:00 PM	Games for Health Japan: What is Japan doing with games & health?	Using Portable Game Devices to Improve Pre-Op Anxiety	TC/3: Combat Casualty Care Training Game
12:30 PM	Lunch, Exhibits, Posters		
1:30 PM	Mind Blasts: Three Cognitive exercise startups discuss their individual efforts	Warming Up with Games: How gameplay before surgery might improve outcomes	Health Messaging Meetup: How to create a pervasive messaging platform for health in gaming?
2:15 PM	Break		
2:25 PM	Glucoboy Now: An update on bringing Glucoboy to market	CyberTherapy with Games including PTSD and Personal Investigator	
2:55 PM	Game Based EMR Report		
3:25 PM	BREAK		
3:35 PM	Town Hall		
4:15 PM			

The Games for Health Project is supported by...



Robert Wood Johnson Foundation

Special Thanks to our sponsors...

- Maryland Dept. of Business & Economic Development
- Baltimore County Dept. of Economic Development
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- Forterra Systems
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