



Games for Health 2005 Conference

September 22-23, Baltimore, MD

In partnership with the University of Maryland School of Medicine and the Maryland Department of Business and Economic Development

The Games for Health Project presents its second annual conference exploring how game technologies, tradecraft, and talent can create breakthroughs in personal & professional healthcare.



Game-based solutions are already providing compelling means to improve hospital operations, train healthcare providers, increase physical activity and advocate important healthcare information.

As the fastest growing media form today games are creating new technology and audience opportunities. Games for Health will feature case studies, a demo expo, research, lectures, panels, & discussions on a wide range of issues.

Program Highlights

The conference will feature case studies, a demo expo, research, lectures, panels, and discussions covering a wide range of topics and projects. Key highlights include:

- A presentation from Pulse!! -- a multi-million dollar federally funded project creating a next generation 3D platform for healthcare learning.
- A demonstration of a trauma care trainer developed in the U.K. which also includes a look at the human factors research supporting the development of this project for Britain's Ministry of Defence.
- A lecture about the experiences of the Health Media Lab which has used games to teach nutrition and first-aid to young learners.
- The story of constructing Ben's Game, a Make-A-Wish Foundation effort that games the biological battle going on inside children fighting cancer.
- A look at how advergaming may or may not play a role in the world of pharmaceutical and medical related marketing.
- A major discussion about the current state and future possibilities of exergaming and rehabilitation projects & products.
- A talk on Office of Naval Research sponsored projects using game-related technologies including therapies for PTSD, and combat medic performance.
- A panel of three major projects using massive multiplayer online technologies for training and disease visualization.
- A look at the novel ways games are contributing to pain-distraction and patient anxiety prevention in hospitals.

The Games for Health Project & Conference are funded by:



Conference & reception sponsor:



Conference sponsors:



Registration Information

Registration is \$200.00 until 8/15/05 and \$300.00 until 9/18/05 when the price will be \$500.00 per registrant – space permitting.

Register now: www.gamesforhealth.org/events.html

Special thanks to our founding conference associates the Federation of American Scientists & The Academic ADL Co-Lab.