

Games for Health Conference 2008

Day 1

Plenary
308/309

Room A

Room B

Room C

301

302

303

08:00 AM

Breakfast + Registration + Demos

Please Be Seated Announcements

09:00 AM

Introductions & Opening Remarks

09:15 AM

Games for Health in Action

09:45 AM

Break (15 Minutes) Go Exergame!

10:00 AM

Robotic Therapy Tiles: Playing Your Way to Health

Henrik Hautop Lund

The Case of the Food Detective Game

Jeanne Herrera (Kaiser Permanente) & Carolina Barnes (Digital Dreamforge)

Games for Health Brainstorming Workshop: Featuring Ace's Adventure

Dave Warhol

History of Starlight

Joan Ford

10:45 AM

Break (15 Minutes) Go Network!

11:00 AM

First It Must Be Fun And Other Key Learnings: Results from Ruckus Nation & Re-Mission*

Ellen Lapointe

A History of Exergaming

Noah Falstein

Games for AIDS Awareness and Behavior Change

A Game to Change AIDS Behavior

Leslie Synder

Pos or Not : Destroying a stigma about AIDS with a game

mtvU & Kaiser Family Foundation (not present)

Biofeedback for Health

CyberLearning Technology (brainwave device) : Dominec & Lindsay Greco

Vyro Games (mobile biofeedback sensor games)

Dr. Gary McDarby

11:45 AM

Break (15 Minutes)

12:00 PM

Room Closed

Exergyms Can Not Be Glorified Arcades

Ernie Medina

Mobile Games for Health : AIDS Awareness & Yoga Classroom Activities

Hilmi Quraishi

The Stat of Games : Using Games To Improve Medical Education & Patient Safety

Dr. Roman Cibirka

12:30 PM

Lunch

02:00 PM

Keynote Panel : Health P[layers] :
Healthcare Organizations Assessing Games for Health Opportunities

Paul Puopolo (Humana), Michael Rosenfield (Cigna), Trina Histon (Kaiser Permanente), Sue Gengler (Inland Empire Health Plan)

Room Closed

Room Closed

Room Closed

03:00 PM

Break (10 Minutes)

03:10 PM

What Can Hollywood Teach Game Developers About Media & Health

Sandy Climan

Accessibility Arcade

IGDA Accessibility SIG & Friends – Led by Michelle Hinn

Should "Videogame Addiction" be in DSM-V?

Dr. Jack Kuo, Dr. William Huang, Dr. Jeffrey Wilkens

Research Methodologies

Debra Lieberman

04:00 PM

Break (30 Minutes) Visit the Demo Rooms!

04:30 PM	Playing our Way to Better Drugs The Fold It! Project	Go for the Burn: Designing Body-Movement Controlled Video Games to Maximise Energy Expenditure Alasdair Thin	Addicted to Game Addiction : Ten Things You Should Know About Game Addiction But Probably Don't Neils Clark	A Game with Bugs : The Malaria Training Game Laurie Hartjes
05:00 PM	Break (10 Minutes)			
05:10 PM	The World of Warcraft Blood Disease : Epidemiological Observations and Findings Nina Fefferman	PDwii: Using Novel Interfaces to Promote Physical Rehabilitation & Achieve Quantifiable Results Robert Hone & Wolf Schuster	Physician Game Thyself : Exploring Games to Improve Dr. Patient Interaction Dr. Fred Kron & Noah Falstein	Diabetes in Context : How We Used High End Trivia Games to Target Adults with Diabetes Tom Hunter
05:40 PM	Games for Health Reception Sponsored by Virtual Heroes www.virtualheroes.com			

Session Key...

	All Other Topics
	Exergaming & Physical Therapy Session
	Training & Education
	Brain Block Session

Games for Health Conference 2008

Day 2

Plenary	Room A	Room B	Room C
308/309		301	302 303

08:00 AM

Breakfast + Registration + Demos

Please Be Seated Announcements

09:00 AM

Introductions + Opening Welcomes

09:15 AM

Pushing Past the Present : Thoughts on the Future of Virtual Health by Dr. Richard Satava (via tape)

09:45 AM

Break (15 Minutes)

10:00 AM

A Randomized Controlled Study of the Effectiveness of Casual Videogames in Reducing Stress & Improving Mood

Carmen Russoniello

CYFAR meets Exergaming : The launch of a USDA granted anti-obesity research project

Pamela Martinez

3Di Teams : Team training for healthcare

Dr. Jeffrey Taekman

& Virtual Heroes

Quest for the Code : Development, Evaluation and Dissemination of an Educational Game for Children with Asthma

Joan Ford

10:30 AM

Break (10 Minutes)

10:40 AM

Virtual Worlds Panel

Patricia Youngblood (Stanford University)

James Bower (Whyville)

Tim Holt (Independent Consultant)

John Miller (Tacoma Community College)

Foot Gamers : New Ideas for Games Played with Your Feet

Horsepower : Pedometers with Game-Based Scoring & Achievements : Humana

SmartFoot – Dance Pad Adaptations Bob Hirschon

Creating A Generation of Foot Gamers : NRG Game Mat

Judy Shasek

Hardware for Health

The Creation of DITTO : Diversionary Therapy Device

Sam Bucolo

& Hospitals Get a K.I.C.K. : Kiosks to enhance patient experiences & gaming

Fred Gallart

Hardware for Health

Hope Connects Kids : Arun Matthews

AT Kid Systems : Charlotte Safos

Pantometrics : Mark Martens

11:50 AM

Break (10 Minutes)

12:00 PM	Room Closed	Zyked! The Gamified Workout Community Tom Soderlund	Games For Health Japan Hands on With The Games! Toru Fujimoto	The Journey of Morphonix : Building, Researching & Commercializing Games for Brain Education Karen Littman	Games for Health Conference Brain Block!
12:30 PM	Lunch				
01:30 PM	A Game Developer & A Researcher Walk Into A Bar Together... Tom Baranowski, Debbe Thompson, Richard Buday	Exergaming Research Panel Lisa Hansen, Stephen Yang, Ernie Medina	Health in Games : What Do Commercial Games Do with Health Themes & Subject Matter? Ben Sawyer	Brain Training Markets & Examples Alvaro Fernandez + Happy Nueron	
02:20 PM	Break (25 Minutes) Last Best Chance to Check Out Some Demos!				
02:45 PM	Effects of Narrative, Nurturing, and Game-Play in an Action-Adventure Health Game Debra Lieberman	Dancetown : Gray Gamers meet Rhythm Games Jeff Pepper	Evolving Over Time : The Story of Immune Attack 2.0 Michelle Roper	MindHabits: The Development of an Emotion Trainer Game for Stress Reduction Mark Baldwin	
03:15 PM	Break				
03:30 PM	Food Fury - A Casual Game for Nutrition Cynthia Phelps	Designing Effective Health Games: What We Can Learn from Theory and Research Cynthia Bates	The Dawn of New Dawn Estates : Launching A Training Game for Senior Care Specialists Mary Derby	Ayiti : The Cost of Life Barry Joseph	
	END				