
Serious Games and Active Healthy Ageing: A Pre-study.

Datenbank

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Deskriptoren

Informatik; Konsolenspiel; alter Mensch; Informationssystem

Freie Begriffe

Gamification; Gesundheitsinformatik

Abstract

This article describes the results of a pre-study that was conducted in a project called Gamified Solutions in Healthcare. The Gamified Solutions in Healthcare project, funded by Tekes – the Finnish Funding Agency for Innovation, develops new services and effective activity solutions to elderly people through gamification. This research project combines the expertise of many different disciplines and is linked to company-driven projects that develop scalable international serious games solutions for healthcare utilisation. The pre-study consisted of mapping existing games for seniors, conducting a pre-test on console games and interviewing potential users of serious games. The purpose of this article is to report these results and to present a research agenda for future research.

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Quelle

Safe and Secure Cities, WIS, International Conference on Well-Being in the Information Society, 5, in: Communications in Computer and Information Science * Band 450 (2014) Seite 159-167 (9 Seiten), Paper-Nr. Chapter 16

Sprache

EN Englisch

Erscheinungsjahr

2014