



GAMEUP PROJECT DOCUMENT



Results of the Second GameUp User Forum

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Responsible:	O+berri
Participants:	IBERNEX USE KLINIKEN VALENS NORUT UNIVERSITY OF SEVILLA O+BERRI
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DOCUMENT CHANGES REGISTRY

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0	1	08.01.2015	Mario del Rio Cámara, Roberto Nuño, Rodríguez Peter Oesch, Ellen Brox.	First initial version,
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1 Introduction

For item D2.3 we will discuss the agenda of the GameUp User Forum held in Bucharest on September 9th 2014. The GameUp project is getting close to the end and the partners want to commercialize the results. The Forum was a very good opportunity to meet with professional end users and potential distributors to discuss about the position of the exergames in AAL market.

GameUp participated in the AAL forum with a side event. In addition GameUp had a stand where the game prototypes in the form of an exercise program were demonstrated. The project also had a presentation about use in rehabilitation. Together this was defined as the second user forum of GameUp with an emphasis on the side event.



A visitor at the stand

Con formato: Fuente:
(Predeterminado) +Cuerpo, Color de
fuente: Gris 80%

Con formato: Epígrafe



Regarding the pilot studies agreed on D2.2, O+BERRI could not perform another pilot since a new agreement with Local Social Services could not be reached, however they continued to give feedback based on previous experiences.

Here there is a list of the project participants of the Forum and its main objectives.

Antonio Remartinez	Ibernex
Luis Luque	University of Seville
Viviane Hasselmann	Kliniken Valens
Ellen Brox	NORUT
Gunn Evertsen	NORUT
Vigdis J.Mellem	Tromsoysund

- Discuss the project outcome with possible new users.
- Look for the potential position of exergames in AAL market.
- Feedback from other potential users than the project users.
- Discuss possible exploitation strategies with professional users

2 The side event

2.1 The Side event agenda

User forum and workshop for exergames and game like technologies.

This workshop will be used to present and discuss about the exergames, new application and marketable possibilities, with professional end users (physiotherapists, senior center leaders, etc) but also possible elderly end users. The workshop has the following objectives:

- Discuss the project outcome with possible new users.
- Look for the potential position of exergames in AAL market.
- Feedback from other potential users than the project users.
- Discuss possible exploitation strategies with professional users outside of the project.

- **14:30-15:00**: Overview of the Project GameUp: Exergames for enhanced mobility
 - MD, PhD, Antonio Remartinez CEO of Ibernex and PI of GameUp

- **15:00-15:20**: Mobility and Fall Prevention Apps: the role of rehabilitation clinics
 - PhD, Physiotherapist, Peter Oesch, Klinik Valens

- **15:20-15:40**: User-centric design experience in Tromso (Norway):
 - Ellen Brox, Senior Researcher at Norut

- **15:40-16:00**: Rehabilitation Games: State of the Art and Business Case
 - Luis Luque, Researcher at Norut (Norway) and University of Sevilla (Spain)

2.2 The side event participants

The persons who registered for the side event:

Komulainen	Mona
arambarri	jon
Remartinez	Antonio
Hasselmann	Viviane
Evertsen	Gunn
Mota	Jorge
Brox	Ellen
Fernandez	
Luque	Luis
Mellem	Vigdis
Schneider	Cornelia
Willner	Viktoria
Barros	José
	Ivan
Serrano Pires	Miguel
Arnestad	Maja
Schinkinger	Susanne
Brobbery	Samuel
Smolders	Roel
Dorst	Mike
CISLO	Nathalie
Parmantier	Yves
Anghelache	Iulian
Molnár	Sándor
Craciunescu	Razvan

Con formato: Fuente de párrafo predeter., Fuente: (Predeterminado) Calibri, Color de fuente: Automático, Español (España - alfab. tradicional)

3 The side event contents:

3.1 Overview of the Project GameUp: Exergames for enhanced mobility

This part was presented by Antonio Remartinez from Ibernex. Antonio explained the main objective of Game up and gave examples of the different games and exercises within the project. He also briefed the audience about the technology GameUp uses.

3.2 Mobility and Fall prevention Apps: the role of rehabilitation clinics

Viviane Hasselmann, from Kliniken Valens showed the age structure of the patients in Valens and gave overview of the therapies that they offer. Previous experiences with games showed its effectiveness in promoting mobility, which is also backed up by WHO recommendations. The role of rehabilitation clinics such as Kliniken Valens has been of paramount importance for GameUp since it has provided game users' input, the knowhow and the possibility for testing the prototypes. At the end Viviane stressed the importance of having the end user direct feedback which provides insight into the effectiveness of serious games promoting mobility and can contribute to our understanding of the motivational potential of serious games in elderly people.

3.3 User-centric design experience in Tromso

Ellen Brox, from Norway introduced the user centred design and development approach that had been utilized, and some of the changes that arose from this close cooperation with the users.

A regular group of seniors has been meeting through the entire project in Norway, and they have contributed to all phased of the project. The group has an average age above 80 years old, and they meet biweekly. There are normally about 7-8 participants.

The participants of this group have contributed to requirements by playing commercial exergames, and they have had a significant influence on the prototype regarding colours, contrasts, sounds, graphical elements, etc. during the design and development phases.

As a result of this presentation we were invited to another work shop to present our work.

3.4 Rehabilitation Games: state of the Art and Business Case

Luis Luque from the University of Seville provided an overview of the current research challenges regarding games for physical rehabilitation. In addition, he discussed the different exploitation strategies of such types of games. This discussion was enhanced by the questions of the attendees and the discussion of the business exploitation plans of FarmUp, which is the game developed in the project GameUp.