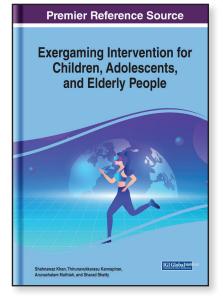
Exergaming Intervention for Children, Adolescents, and Elderly People

Part of the Advances in Human and Social Aspects of Technology Book Series

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Description:

As our dependence on technology increases, technology has imbibed itself even in our everyday routines, from checking our heart rate to keeping tabs on our diets. We are dependent on this technology, but when it comes to gaming, it is always considered to be something that one must avoid so that



one can utilize that time for something productive. However, when one adds gamification logic to the health sector, it adds value by helping improve the health of the user.

Exergaming Intervention for Children, Adolescents, and Elderly People tackles social problems via technology intervention using gamification as a medium. This book includes various theoretical and experimental breakthroughs on new methodologies and technologies. Covering topics such as digital aids, learning tools, and serious games, this premier reference source is an excellent resource for game developers, medical professionals, hospital administrators, administrators and educators of both K-12 and higher education, pre-service teachers, students of higher education, teacher educators, librarians, researchers, and academicians.

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Topics Covered:

Attention Deficit Hyperactivity Disorder (ADHD) Design Solutions Digital Aids Educational Toys and Games Exergaming Interventions Health Improvement Learning Tools Mathematical Learning Skills Physical Activity Serious Games Visually Impaired Students

Subject: Social Sciences and Humanities	Classification: Edited Reference
Readership Level: Advanced-Academic Level (Research Recommended)	Research Suitable for: Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

