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Serious Games for Healthcare: Applications and Implications

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With advances in technologies and revolutions in patient, trainee, and public expectations, the global healthcare sector is increasingly turning to serious games to solve problems. Serious games are applications with serious purposes, developed using computer game technologies more often associated with entertainment.

Serious Games for Healthcare: Applications and Implications will introduce the development and application of game technologies for health-related serious games. Further, it provides cutting-edge academic research and industry updates which will inform readers about the current and future advances in the area. Encapsulating the knowledge of commercial and noncommercial researchers, developers, and practitioners in a single volume will benefit not only the research and development community within this field, but could also serve public health interests by improving awareness and outcomes.

Topics Covered:

- Assessment of games
- Biofeedback
- Design and Development
- Designing serious games for health
- Future deployment of games for health
- Future trends of serious games for health
- Games for Rehabilitation
- Games for therapy
- Roles and impact of Serious Games in health
- Training in the health sector
- Use of off-the-shelf games in therapy

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Sylvester Arnab (BSc(Hons) MSc PhD) received a PhD degree (2009) at the University of Warwick, UK and is currently a Senior Researcher at the Serious Games Institute (SGI), Coventry University, UK. His research interests and activities are mainly in the area of immersive environment and the application of technologies to address health, learning, and socio-cultural issues. He is involved in the coordination of the R&D activities under the EU-funded Games and Learning Alliance (GALA) - a Network of Excellence consisting of 31 partners including NATO and various game development projects, such as the Relationship and Sex Education project with the Studies in Adolescent Sexual Health (SASH) Group and a SGI Singapore. He was previously awarded the Prime Minister's Initiative Partnership Development Grants for UK/ASIA in 2010 and the EU Transversal Programme Study Visit fund in 2011. He has various publications within the area of virtual worlds and simulation. He has been invited to speak at various events, such as the AI-MAS Winter Olympics in Bucharest alongside speakers from Adobe, Facebook, and Google. He was previously a research fellow at the International Digital Lab based at the University of Warwick working on projects operated under the EU Sixth Framework Programme, such as the Network of Excellence for Innovative Production Machines and Systems (I*PROMS), the Intelligent Robot Swarm for Attendance, Recognition, Cleaning and Delivery (IWARD), and INTUITION - a Network of Excellence focused on Virtual Reality applications.



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