

# Handbook of Research on Solving Modern Healthcare Challenges With Gamification

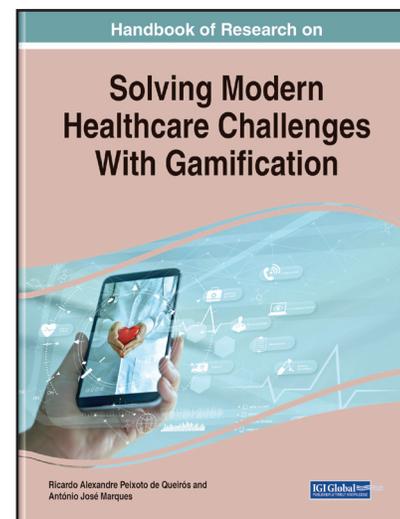
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## Description:

While many fields such as e-learning, business, and marketing have taken advantage of the potential of gamification, the healthcare domain has just started to exploit this emerging trend, still in an ad-hoc fashion. Despite the huge potential of applying gamification on several topics of healthcare, there are scarce theoretical studies regarding methodologies, techniques, specifications, and frameworks. These applications must be examined further as they can be used to solve major healthcare-related challenges such as care plan maintenance, medication adherence, phobias treatment, or patient education.

The **Handbook of Research on Solving Modern Healthcare Challenges With Gamification** aims to share new approaches and methodologies to build e-health solutions using gamification and identifies new trends on this topic from pedagogical strategies to technological approaches. This book serves as a collection of knowledge that builds the theoretical foundations that can be helpful in creating sustainable e-health solutions in the future. While covering topics such as augmented and virtual reality, ethical issues in gamification, e-learning, telehealth services, and digital applications, this book is essential for research scholars, healthcare/computer science teachers, and students pursuing healthcare/computer science-related subjects, enterprise developers, practitioners, researchers, academicians, and students interested in the latest developments and research solving healthcare challenges with modern e-health solutions using gamification.



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## Topics Covered:

Augmented Reality  
Dementia and Mild Cognitive Impairment  
Digital Apps  
E-Health  
E-Learning  
Ethical Issues of Gamification  
Gamification

Health Education and Promotion  
mHealth  
Neurocognitive Therapy  
Nutrition Literacy  
Rehabilitation  
Telehealth  
Virtual Reality

**Subject:** Medical, Healthcare, and Life Sciences

**Classification:** Handbook of Research

**Readership Level:** Advanced-Academic Level  
(Research Recommended)

**Research Suitable for:** Advanced Undergraduate Students; Graduate Students; Researchers; Academicians; Professionals; Practitioners

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