Remedial Games – Tools for therapy

GameDays 2011
 Serious Gaming: the ancient learning method of the future

- Introduction
- Health Tools: Best practice
- Showcase: “Juf in a Box”
German Schönsee before 2007

Job A: Music production

Job B: Managing projects

Job C: Sound Design
Roman Schönsee after 2007

Too many project surprises?

Managing projects, sound design, music production @
Introduction:

Since 1990
Focus on serious gaming since 1999
Activities:
- Game design
- Audio en visual design
- Technical development and support
- Project management
- Research in serious gaming

5 employees, 20+ Freelancers
Located in Rotterdam & Hamburg
Diversity:

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Portfolio of 400+ serious games

Our serious games are successfully used in the healthcare and educational industry research & Development in close cooperation with domain experts, user groups and clients.
Our Mission:

To let people learn in a more efficient, effective and fun way with serious games.
Serious Games in the health industry

- Improvement of treatment
- Remedial effect
- Education
- Awareness
- HR training
- Image, marketing and other
Serious Games theory:
immersion:

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Showcase – Juf in a Box

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The issue with the fine motor skills

- 5% - 10% of students attending primary schools experience motor difficulties
- Teaching staff is not sufficiently trained
- Treatment methods used in schools are not up to date
- Too little ‘Time-on-task’ in schools
- Too little attention for the individual

The problem is much bigger than fine motor skills.
The idea

Accepted and proven method translate into game play

- Trigger and train motion with gaming
- Learn and train in an implicit way
- Efficient time on task

Tablet with stylus

Digital analysis

Adaptive game play

Cognitive tutoring
Neuromotor Task Training (NTT)

- Neuromotor Task Training (NTT) was developed especially for children with DCD.
- Introduced and recommended in the NL in 2010.
- Introduction and recommended in Germany late 2011.
Neuromotor Task Training – Summary of the method

Training of the fine motor skills in 3 steps

1. Development and training of the neuromotor conditions
Neuromotor Task Training – Summary of the method

Training of the fine motor skills in 3 steps

2. Development and training of basic strokes

Ad van Tuijl, Breda, April 2005
Neuromotor Task Training – Summary of the method

Training of the fine motor skills in 3 steps

3. Development and training of combined strokes
Neuromotor Task Training – Summary of the method

Measure and train free and than…

…training with the focus on:

- Accuracy
- Fluency
- Consistency
Translation of the treatment into serious games
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User tests

- Usability tests during development led to many design changes and didactic decisions
- Beta tests with target group are currently running
- Clinical tests are planned
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in a Box
Thank you for your attention
and enjoy the event!