



Innovation in Medicine and Healthcare – InMed'13

INVITED SESSION SUMMARY

Title of Session:

Serious Games: Medicine Meets Virtual Reality and NUIs

Name, Title and Affiliation of Chair:

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Details of Session (including aim and scope):

Medical serious games have received a continuously growing attention in the last decade. Activities in different disciplines such as virtual and augmented reality, visualization and computer graphics, human-computer and natural interfaces have been the foundation in implementing such serious games. In this context, this special session aims at presenting current research and key advances in the development and applications of medical serious systems.

Topics of interest include (but are not limited to):

- Serious games in medicine using Virtual and augmented reality
- Medical Data visualization and computer graphics in serious games
- Medical simulation, modeling, and rendering
- Natural interfaces for medical serious games
- Human-computer and multimodal interfaces for medical serious games
- Serious games for medical training and education
- Serious games for physical therapy and rehabilitation
- Serious games for preventing mental and cognitive decline
- Medical serious games of NUI devices Technology

Main Contributing Researchers / Research Centres (tentative, if known at this stage):**Website URL of Call for Papers (if any):****Email & Contact Details:**

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