

Call for Contributions

Submission:

1. **Inform the Chairs:** with the Title of your Contribution

2. **Submission URL:**

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=HEALTHINFO+2018+Special>

Please select Track Preference as **SGRH**

Special track

SGRH: Serious Games for Rehabilitation in Healthcare: Applications and Implications

Chairs and Coordinators

Prof. PhD Candidate Hugo Barbosa, Lusofona University of Porto / Faculty of Engineering of the University of Porto, Portugal
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along with

HEALTHINFO 2018, The Third International Conference on Informatics and Assistive Technologies for Health-Care, Medical Support and Wellbeing
October 14, 2018 to October 18, 2018 - Nice, France
<http://www.iaria.org/conferences2018/HEALTHINFO18.html>

Healthcare is continually being improved, especially regarding the use of the current technologies. In the field of rehabilitation, the use of serious games and related technologies may help to develop new rehabilitation procedures. There are several approaches in the area of rehabilitation that invoke technology for a more comprehensive and dynamic learning process aimed at the physical and psychological recovery of a disabled or limitations person, with a view to their reintegration and possible recovery. An example is a collaborative environment, in the broad sense of the word, a place where people from all areas can exchange information about the area under study. So, these possibilities create endless opportunities of use in those games and attract attention from other areas of knowledge.

This track examines the researches on systems for rehabilitation, based on exercises and serious games regarding the use of the new technologies.

The main objective of this track is to explore the landscape of serious games technologies in healthcare and present solutions for the development on environments applied to the rehabilitation.

Topics include, but not limited to:

- Serious games in eHealth and mHealth
- Machine learning techniques for healthcare
- Visualization techniques for healthcare
- eHealth virtual communities and collaborative techniques
- Social computing and networking in rehabilitation
- Systems for rehabilitation prevention, diagnosis, treatment and management
- Serious Games for Rehabilitation and information systems
- Medical services and applications

- Communications between patients and health professionals
- Mobile healthcare applications
- Systems for remote healthcare
- Infrastructures and facilities for rehabilitation
- Applications and test result

Important Deadlines

- Inform the Chair (see Contacts below): as soon as you decide to contribute
- Submission: ~~June 28~~ **September 5**
- Notification: ~~July 28~~ **September 20**
- Registration: ~~August 11~~ **September 30**
- Camera ready: ~~August 22~~ **September 30**

Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaia.org]
- Presentations: slide only [slide-deck posted on www.iaia.org]
- Demos/Tools: two pages [posted on www.iaia.org]

Paper Format

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

Publications

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

Paper Submission

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Registration

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

Contacts

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