Serious games and services for wellbeing and health

Marie Sjölinder, PhD, senior researcher
RISE – Research Institutes of Sweden

marie.sjolinder@ri.se
Marie Sjölinder

Marie Sjölinder is a senior researcher at RISE. She has a PhD in psychology with a focus on age differences and the use of technology. Marie is managing national and international R&D projects within e-health and welfare technology.
Design of interfaces for people with blindness and low vision - Designing the complete learning environment for Braille users studying mathematics

School of Innovation, Design and Engineering, division of Information Design
Mälardalen university: Yvonne Eriksson
School of Innovation, Design and Engineering, division of Information Design
Mälardalen university / Swedish Agency for Accessible Media: Björn Westling

This paper focuses on complex content such as mathematics and how it could be accessible for Braille readers
Design of interfaces for people with blindness and low vision - Designing the complete learning environment for Braille users studying mathematics

The aim of the paper is to:
• Highlight and to discuss what is required from digital platforms to support mathematic Braille
• Identify the functionality and the technical infrastructure needed to make the design of a truly usable learning environment possible
The COSMO@Home Application – Iterative Development and Implementation of the Learning Goals

RISE: Marie Sjölinder, Olov Ståhl, Erik Einebrant, László Sall Vesselényi, Niels Stor Swinkels
KU Leuven: Barbara Weyn, Marjolein Verly, Marlies Treunen
UZ Leuven: Sam Geuens, Jessia Nijs
RWTH Aachen University: Anas Abdelrazeq, Samira Khodaei Dolouei, Kathrin Hohlbaum
Philips: Sanne Nauts, Privender Saini, Ozgur Tasar, Annerieke Heuvelink

This paper describes the design journey in the development of an edutainment application for children
The COSMO@Home Application – Iterative Development and Implementation of the Learning Goals

The application consists of a set of mini-games, and the aim was to teach and prepare children for the magnetic resonance imaging (MRI) scanning procedure.

The paper describes the three phases of the development:
1) Initial tests with children outside the hospital to explore the general concept
2) Tests with children at the hospital with more complete versions of the prototype
3) Tests in the home environment where the application was tested in a real context.
Future challenges

• Deeper understanding the learning context in relationship to needs within specific user groups

• Mapping between successful learning techniques and the intended digital environment

• Further adaptation of the content with respect to kind of content and intended learning goals

• Individual needs withing the target groups