

Interactive Technologies: Education, Health and Disability

Tuesday 27th October 2009

The aim of the conference is to bring together academics and practitioners to showcase practice and to mainstream research ideas and outcomes. It will introduce a wider audience to key findings and products from research and will illustrate how practice feeds back into and informs research. Joint academic-practitioner papers are welcomed; the conference will create a forum for two-way communication between the academic and practitioner communities.

Conference Details

Venue: Nottingham Council House, Market Square, Nottingham

Date: Tuesday 27th October 2009

Time: 9.15 am – 5.00 pm

Registration desk opens at 8:30 am at the Nottingham Council House Reception

Conference Fees

Delegate Rate: £60 per person

Student Rate: £30 per person

Conference Exhibition

The exhibition will showcase a range of innovative research and applications using interactive technologies.
(Conference Exhibition Opens at 8.30 am)

Interactive Technologies and Games: Education, Health and Disability 27th October 2009 Nottingham Trent University			
8.30- 9:30 am	Exhibition open and Registration		
9.30- 9:40 am	Introduction (Yvonne Barnett tbc)		
9.40- 10.00 am	TBC - Keynote Speech		
ENGAGING LEARNERS USING GAMES AND GAMES TECHNOLOGY			
10.00 am	M Bates	Design for Learning: Exploring Serious Games-Design with Children	B
10:20 am	S Bunce	Collaboration and enquiry using Nintendo DS consoles	B
10.40 am	V Butkute	Didactic Approach to Mobile Games as Interactive Learning Tool	B
11.00 am	D Bill	Investigation into the way that computer games can be used to raise the standards in literacy	B
11:20-11:40am	BREAK and EXHIBITION VIEWING		
SERIOUS GAMES AND DISABILITY			
11:40 am	A Jones	Sheffield Youth Offending Mission Maker Programme	B
12.00 am	G Long	The enhancement of simulation based learning exercises through formalised reflection, focus groups and group presentation	B
12:20 pm	K Moss	Using Personal Response Systems for Effective Learning	B
12:40 pm	E Etchemendy	An e-health platform for elderly population: Butler System	B
1.00- 2.00 pm	LUNCH and EXHIBITION VIEWING		
SERIOUS GAMES FOR HEALTH AND REHABILITATION			
2.00 pm	D Brown	Designing a Rehabilitation Interaction Device using Nintendo's Wii Mote Controller for Upper Limb Stroke Rehabilitation	B
2:20 pm	J Broeren	Neuro-rehabilitation using multi-modal interaction	B
2:40 pm	Z Butcher	Do Interactive Computer Games Provide Sufficient Intensity to Increase Energy Expenditure and Contribute Towards Good Health and Children and Adults	B
3.00 pm	BREAK		
3:20 pm	M Griffiths	Videogames as therapy: A Review of the Medical and Psychological Literature	B
3:40 pm	D Hilton	A virtual reality ward simulation for nurse education	B
4.00 pm	M McNeill	Desktop Augmented Reality for Upper Limb Stroke Rehabilitation	B
4.20 pm	K van Isacker	Practical applications of virtual environments and serious games for the education of people with disabilities and elderly people	B

B = Ballroom

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EVALUATION AND APPLICATIONS OF Wii TECHNOLOGY			
10.00 am	S Battersby	Investigating the Nintendo Wii as an Adaptive Platform for Assistive Human Interface Device Development	D
10:20 am	C Camm	An evaluation of the Wii Nunchuk as an alternative Assistive Device for people with intellectual and physical disabilities using switch controlled software	D
10.40 am	K Gerlin	Serious Game Design using Nintendo WiiMote: Motivating School Children to Improve Dental Hygiene	D
11.00 am	C Langensiepen	Use of Gesture Recognition to Control Household Devices for the Elderly	D
11:20-11:40am	BREAK and EXHIBITION VIEWING		
SERIOUS GAMES AND DISABILITY			
11:40 am	D Brown	Personalisation, Modding and location based services in serious games for people with disabilities	D
12.00 am	C Lanyi	Development of an Assistant Platform for Children with Intellectual Disabilities on Mobile Devices	D
12:20 pm	James Lewis	Development of a 3D visual impairment simulator using the Unreal Tournament 3 Engine (UT3)	D
12:40 pm	Jacqui Lewis	Including People with Disabilities in the design of serious games and virtual environments	D
1.00- 2.00 pm	LUNCH and EXHIBITION VIEWING		
2.00 pm	M Wright	The Use of Real Time BSL signing avatars to teach BSL/English Bilingualism	D
2:20 pm	J Sanchez	Blind Children School Integration and Science Learning Through Video Gaming	D
2:40 pm	M Saridaki	Digital Games in the Experience of Adult Users with Cognitive Disabilities in Greece: preliminary results and observations	D
3.00 pm	BREAK		
3:20 pm	S Schofield	Using Binaural Sound Games to Help Teach Maths to Blind KS1 and KS2 Children	D
3:40 pm	T Glover	Collaborative technologies for interaction and learning in children on the autistic spectrum: the CoSPATIAL project	D
4.00 pm	N Van Labeke	Intrinsic Integration and the Design of Games for Auditory Perceptual Learning	D
4.20 pm	L Evett	A Mobile Accessible Touchscreen Interface	D

D = Dining Room

CONFERENCE REGISTRATION FORM

**Interactive Technologies: Education, Health and Disability
Tuesday 27th October 2009**

Please complete one form per person and return by **Friday 10th October 2009**

By email to: Karen.krelle@ntu.ac.uk

OR

By post to: Karen Krelle, College of Science, Nottingham Trent University
CELS, Clifton Lane, Nottingham, NG11 8NS

Enquiries: Tel: 0115 848 8075

Title (Prof, Dr, Mr, Mrs, Ms etc) _____ First Name _____

Surname _____

Position _____

Organisation _____

Address _____

Tel. No _____

E-mail _____

Special dietary requirements YES/NO (please delete as applicable)

(if yes, please give details) _____

Nottingham Trent University is committed to improving facilities and services for people with disabilities. Please use the space provided or contact the College of Science office if you have any needs arising from a disability, which might necessitate additional support or facilities.

Methods of Payment

Cheques: Please make payable to 'Nottingham Trent University'

Invoice: Please enclose a purchase order with your registration form in order for us to raise an invoice for your organisation.

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Signed _____ **Date** _____