

[7:01:41 AM] *** Interactive Fitness and Exergame Network added Brett (www.exergamingfinland.com, http://exergamingaustralia.com) ***

[7:01:46 AM] Sandra: can you hear me?

[7:01:50 AM] *** Interactive Fitness and Exergame Network added xrgamer1 ***

[7:01:55 AM] *** Interactive Fitness and Exergame Network added Emily Rosenberry ***

[7:03:06 AM] *** Interactive Fitness and Exergame Network added Mark Martens ***

[7:03:09 AM] Sheryl: Hi Sandra..no we cannot hear you

[7:04:03 AM] *** Interactive Fitness and Exergame Network added Tommy Seilheimer ***

[7:04:25 AM] *** Conference call, duration 2:07:32 ***

[7:05:27 AM] *** Interactive Fitness and Exergame Network added floydmueller ***

[7:05:39 AM] Tommy Seilheimer: can u call me again..I swithced to wired broadband for better quality

[7:05:47 AM] Interactive Fitness and Exergame Network: ok tommy

[7:08:06 AM] Interactive Fitness and Exergame Network: You back in tommy? skype 4.. geeese

[7:08:11 AM] Tommy Seilheimer: yes

[7:08:15 AM] Interactive Fitness and Exergame Network: sweet

[7:10:00 AM] Interactive Fitness and Exergame Network: Welcome to games for rehab everyone

[7:10:45 AM] *** Interactive Fitness and Exergame Network added Helena Baert ***

[7:10:51 AM] *** Helena Baert has left ***

[7:12:34 AM] Interactive Fitness and Exergame Network: Games for rehab wider than exergaming alone

[7:12:58 AM] Interactive Fitness and Exergame Network: Different objective from exergaming

[7:13:00 AM] Alasdair Thin: I've lost call....

[7:15:00 AM] Sandra: what is missing with the wii board?

[7:16:08 AM] Sandra: too difficult to play or difficult to understand ?

[7:16:21 AM] Interactive Fitness and Exergame Network: - Rehab needs wider range of abilities than wii fit

[7:16:37 AM] Sandra: so you need a game that can be adjusted to the needs ?

[7:17:30 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): A 'smarter' board than the wii fit

[7:18:23 AM] Sandra: what features should a good rehab game have?

[7:19:46 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Sheryl this is Stuart Smith at University of NSW?

[7:20:27 AM] Tommy Seilheimer: Games for Rehab:
Here are some Exergaming products we sell that are usually used at hospitals or Governmental facilities for rehab purposes

Typical products used in Rehab:

TWALL - Touch Wall
<http://www.exergamefitness.com/twall.htm>

GameCycle

http://www.exergamefitness.com/game_cycle.htm

TRAQ 3D

http://www.exergamefitness.com/traq_3d.htm

Makoto SPorts Arena

<http://www.exergamefitness.com/makoto.htm>

Climbing

Freedom Climber: (Special Needs)

<http://www.exergamefitness.com/freedomclimber.htm>

[7:20:48 AM] *** Interactive Fitness and Exergame Network added Biray Alsac ***

[7:20:56 AM] *** Interactive Fitness and Exergame Network added stephenpyang ***

[7:21:04 AM] Tommy Seilheimer: Welcome Biray and Stephen

[7:23:01 AM] Tommy Seilheimer: Research Evidence of GameCycle Benefits

http://www.3rivers.com/gamecycle_research.php

[7:23:31 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):

Tommy has presented some sites with equipment that is 'Rehab' friendly?!

[7:24:14 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):

The gamerbike, is it too hard to use? (operationally and physically)

[7:25:52 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):

http://www.fitnesszone.com/Merchant2/graphics/00000001/workoutideas_1998_10489253.jpg

[7:26:16 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):

typical 'conventional' grinder used for rehab and general fitness

[7:29:07 AM] Sandra: * Who is the target audience?

* What kind of advantage/effect do these game have?

* Who are the end consumer?

* What kind of advantage/effect do these game have for the end consumer?

[7:31:17 AM] Sandra: _____

[7:31:18 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): exactly!

[7:31:18 AM] Sandra: * what is the difference between Rehabilitation Games and Exergames?

* what kind of special features need Rehabilitation Games?

* Is Wii a good Rehabilitation Game? Or do they use it, because it is there.

(Adapt it to the needs)

* how can we show that these Games that are seen as "toys" are very good for rehabilitation and that they are economical?

[7:35:01 AM] Interactive Fitness and Exergame Network: Richard has muted his mic, quite on purpose

[7:36:20 AM] Interactive Fitness and Exergame Network: mute is working great

[7:37:06 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): lol

[7:38:47 AM] Interactive Fitness and Exergame Network: ease of implementation : multiple set-ups (i.e. Wii) or customised with macros (GameCycle)

[7:38:57 AM] Sandra: was it on one of kevins slides?

[7:40:42 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): 'Smart card' technology - swipe and play gained from initiatives within the arcade industry

[7:42:33 AM] Interactive Fitness and Exergame Network: "Reach the next level" is a trademark of Gamercize (no-one's used it yetm but just saying :P)

[7:42:42 AM] Tommy Seilheimer: lol

[7:43:53 AM] Interactive Fitness and Exergame Network: Wii is cheap

[7:44:19 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): lol...too many retorts there

[7:44:21 AM] Interactive Fitness and Exergame Network: 1:1 supervision required for insurance co's

[7:48:54 AM] Sandra: do you work together with eHealth ?

[7:50:52 AM] Tommy Seilheimer: <http://www.instylefitness.co.uk/>

[7:56:31 AM] Sandra: can we combine games with traditional software, that collects the data?

[7:56:39 AM] Sandra: or should the game collect these data?

[8:01:26 AM] Sandra: some mainstream have such function, for normal gameplay

[8:03:11 AM] Sandra: I would like to get that, is it possible (top list)

[8:04:33 AM] Tommy Seilheimer: I can help him with that

[8:04:54 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): lol....help me Tommy...heelp :)

[8:05:05 AM] Sandra: Richard send him a Gamercize

[8:05:22 AM] Tommy Seilheimer: lol

[8:05:45 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): thanks for the hint Sandra :)

[8:10:27 AM] Sandra: I would like to have these wiki page :)

[8:10:31 AM] Sandra: looking forward it

[8:11:45 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): The taxonomy of game mechanics to suit a user's needs

[8:12:49 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): Create a Taxonomy for the Exergaming Wiki that suits rehab requirements (game mechanics to user needs)

[8:14:20 AM] Sandra: just good gameplay :) I saw today, old PS2 was great

[8:14:29 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): yep

[8:16:10 AM] Sandra: I would like to see it, please

[8:16:40 AM] Sandra: oh, you just put paper with a whole on the TV ?

[8:16:48 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): yes

[8:17:40 AM] Sandra: silverfit is great, amasing, easy screen but not boring at all

[8:17:43 AM] Sandra: I love it!

[8:18:10 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): Sandra, when did you see the Silverfit? Has anyone else seen or used it?

[8:18:28 AM] Sandra: I made a tripp to Rotterdam to connectandplay and silverfit

[8:18:36 AM] Sandra: same time as the machine dance worldcup

[8:18:41 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>): ok, do you have the link for it?

[8:19:03 AM] Sandra: <http://silverfit.nl/>

[8:19:08 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
ty

[8:19:16 AM] Sandra: there should be also videos on youtube

[8:20:20 AM] Sandra: but the interest is missing by the people who have the money?

[8:20:37 AM] Tommy Seilheimer: <http://www.youtube.com/watch?v=K10dBiK2IBI>

[8:20:55 AM] Tommy Seilheimer: I will try this over the weeken on my brihters PC
and see if it works...

[8:21:26 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
you get such great 'homework' Tommy :)

[8:21:32 AM] Tommy Seilheimer: LOL

[8:23:30 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Getting the OpenSource community onside to create games4rehab

[8:24:46 AM] Sandra: some kind of "leveleditor" ?

[8:30:33 AM] Sandra: they missed the "fun" factor again ;)

[8:31:42 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Is the current crop of commercial games an irritation for therapists or a useful path to
investigate further...comments:

[8:36:13 AM] Sandra: I am wondering that therapist are allowed to use games,
normally everything have to be proved and tested, before you can use it in health

[8:36:54 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
<http://www.hisa.org.au/>

[8:41:40 AM] Tommy Seilheimer: (y)

[8:43:41 AM] Alasdair Thin: Use of scenarios/stories to make point

[8:44:01 AM] Alasdair Thin: <http://www.slideshare.net/MikeYork/imde-fact-liverpool>

[8:44:31 AM] Alasdair Thin: Slide 4 - Story of John (40) has diabetes

[8:44:41 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Where is the focus for games4rehab...entire process of rehab?

[8:44:52 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Thanks Alasdair...

[8:47:15 AM] Sheryl: www.mr-cube.com

[8:48:02 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
ty Sheryl

[8:52:08 AM] Sandra: yep

[8:52:12 AM] Sandra: i know one

[8:57:54 AM] *** Interactive Fitness and Exergame Network added Ed Kasanders

[8:58:14 AM] Interactive Fitness and Exergame Network: Hi Ed

[8:58:53 AM] Ed Kasanders: hi. sorry joining late. had a few things to do. I'll keep
my mute on for now.

[8:59:05 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Hi Ed

[8:59:22 AM] Interactive Fitness and Exergame Network:
<http://exergaming.pbworks.com>

[8:59:38 AM] Interactive Fitness and Exergame Network:
<http://exergaming.pbworks.com>

[9:01:46 AM] Sandra: do we have "categories" at the wiki (like wikipedia) ?

[9:03:02 AM] Tommy Seilheimer: very informative today...thanks "girls"

[9:03:32 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Thank you so much for your time girls/shielas/chicks

[9:03:37 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
:P

[9:03:55 AM] Sheryl: (chuckle)

[9:04:26 AM] Alasdair Thin: Thanks a million - keep up the good work.

[9:05:22 AM] Alasdair Thin: Good night one and all.

[9:05:51 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
Thank you Alasdair

[9:06:09 AM] Brett (www.exergamingfinland.com, <http://exergamingaustralia.com>):
exactly

[9:07:19 AM] Sandra: (wave) thanks a lot Sheryl

[9:07:33 AM] *** Call ended ***