

[09/10/2009 22:01:57] *** Interactive Fitness and Exergame Network added Alasdair Thin ***

[09/10/2009 22:01:59] *** Interactive Fitness and Exergame Network added Ed Kasanders ***

[09/10/2009 22:02:02] *** Interactive Fitness and Exergame Network added Emily Rosenberry ***

[09/10/2009 22:02:06] *** Interactive Fitness and Exergame Network added Mark Martens ***

[09/10/2009 22:02:11] *** Conference call, duration 53:10 ***

[09/10/2009 22:03:14] Interactive Fitness and Exergame Network: Good morning/evening/night all

[09/10/2009 22:03:26] *** Interactive Fitness and Exergame Network added Tommy Seilheimer ***

[09/10/2009 22:04:01] *** Interactive Fitness and Exergame Network added Helena Baert ***

[09/10/2009 22:06:18] Interactive Fitness and Exergame Network: Wii Fit Plus - who's had a go?

[09/10/2009 22:06:45] *** Interactive Fitness and Exergame Network added Brett W M Young Exergaming Australia ***

[09/10/2009 22:11:41] Interactive Fitness and Exergame Network: <http://www.slideshare.net/gamercize/the-effect-of-6weeks-active-video-games-on-body-mass-index-and-physical-activity-during-school-recess>

[09/10/2009 22:13:37] Interactive Fitness and Exergame Network: Slide 11 - Results

[09/10/2009 22:16:01] Interactive Fitness and Exergame Network: Intervention drops off quicker than control group

[09/10/2009 22:17:54] Interactive Fitness and Exergame Network: Is a pedometer ok for measuring upper body exergames whos movement does not depend on steps?

[09/10/2009 22:19:00] Interactive Fitness and Exergame Network: Slide 12 - HR results

[09/10/2009 22:20:32] Interactive Fitness and Exergame Network: Changes over time not significant from data on slide

[09/10/2009 22:23:37] Interactive Fitness and Exergame Network: Q: Is it worth repeating research but with different exergames?

[09/10/2009 22:40:12] Alasdair Thin: <http://www.takelifeon.co.uk/>

[09/10/2009 22:43:34] Interactive Fitness and Exergame Network: Scottish Health Promotion website, more positive messages thna Change4Life

[09/10/2009 22:45:14] Interactive Fitness and Exergame Network: Talking about initial outlay with exergame - does this limit the business?

[09/10/2009 22:46:40] Interactive Fitness and Exergame Network: <http://www.facebook.com/album.php?aid=2036212&id=1139493598&ref=mf>

[09/10/2009 22:46:52] Interactive Fitness and Exergame Network: Winchest Project in London (pictures)

[09/10/2009 22:51:18] Interactive Fitness and Exergame Network: winchester project = youth club / community centre

[09/10/2009 22:54:26] Interactive Fitness and Exergame Network: percived "added value" - dance system at £6k vs bring a wii at £180 for mobile exergaming

[09/10/2009 22:55:27] *** Call ended ***

[09/10/2009 22:56:54] Interactive Fitness and Exergame Network: Call dropped!!
oops

[09/10/2009 23:03:32] Interactive Fitness and Exergame Network: Technology in exergaming , similar with the micro computer boom of the early 80s?

[09/10/2009 23:05:50] Interactive Fitness and Exergame Network: mid 80s - over supply caused consumer confusion and drop in demand

[09/10/2009 23:06:39] Interactive Fitness and Exergame Network: video game crash - over supply of low quality

[09/10/2009 23:07:56] Interactive Fitness and Exergame Network: exergaming now = lots and lots of new fitness games for the wii

[09/10/2009 23:10:36] Interactive Fitness and Exergame Network: Games for Health exergaming retreat '08 = "will wii fit be used by great number of unfit people of used as an another fitness activity?"

[09/10/2009 23:11:22] Interactive Fitness and Exergame Network: (August 2008!)

[09/10/2009 23:18:16] Interactive Fitness and Exergame Network: Is a static facility sustainable without new equipment?

[09/10/2009 23:19:15] Interactive Fitness and Exergame Network: Some exergames (dance systems eg) are immune from boredom?

[09/10/2009 23:22:05] Interactive Fitness and Exergame Network: Kevin William's presentation from LIW showing many dance systems

[09/10/2009 23:24:17] Interactive Fitness and Exergame Network:
<http://www.slideshare.net/gamercize/exergaming-in-the-field>

[09/10/2009 23:29:07] Interactive Fitness and Exergame Network: Boredom related to social aspects?

[09/10/2009 23:34:22] *** Helena Baert has left ***

[09/10/2009 23:37:13] Interactive Fitness and Exergame Network: EIC - peak in GTA IV when new, reduced in use - however Rockband usage increased from release

[09/10/2009 23:39:45] Interactive Fitness and Exergame Network: GTA IV a mass market release vs Rockband as a viral release?

[09/10/2009 23:40:32] Interactive Fitness and Exergame Network: Social network improves experience

[09/10/2009 23:40:35] Alasdair Thin: Still there?

[09/10/2009 23:40:37] Interactive Fitness and Exergame Network: Music?

[09/10/2009 23:40:49] *** Conference call, duration 26:37 ***

[09/10/2009 23:41:24] Tommy Seilheimer: Hi guys, Im here just listening while working if thats ok

[09/10/2009 23:41:38] Interactive Fitness and Exergame Network: cool tommy!

[09/10/2009 23:47:56] Interactive Fitness and Exergame Network: Sound/music adds to the experience, more compelling when linked/in time with gameplay

[09/10/2009 23:53:52] Interactive Fitness and Exergame Network: Room full of exergames in one facility - how should volume be set?

[09/10/2009 23:57:58] Tommy Seilheimer: <http://www.soundtube.com/cgi-bin/main.cgi?Speakers=start&series=6>

[09/10/2009 23:58:15] Tommy Seilheimer: This is what we use for volume sensitive facilities

[09/10/2009 23:59:35] Interactive Fitness and Exergame Network: focused sound for individual stations

[00:00:47] Tommy Seilheimer: SoundTube in a facility

[00:00:48] Tommy Seilheimer:
<http://www.exergamefitness.com/images4/dogfig21.jpg>

[00:00:58] Tommy Seilheimer:
<http://www.exergamefitness.com/images4/dogfig17.jpg>

[00:02:47] Tommy Seilheimer: lol

[00:06:07] Interactive Fitness and Exergame Network: Next skype session - 2 weeks time - Exergaming Korea / CIW catch up / PETE report!

[00:07:34] *** Call ended ***