[7:02:11 AM] *** Interactive Fitness and Exergame Network added Ed Kasanders ***

[7:02:18 AM] *** Interactive Fitness and Exergame Network added Sandra ***

[7:02:20 AM] *** Interactive Fitness and Exergame Network added Tommy Seilheimer ***

[7:02:24 AM] *** Interactive Fitness and Exergame Network added Biray Alsac ***

[7:02:30 AM] *** Biray Alsac has left ***

[7:02:35 AM] *** Interactive Fitness and Exergame Network added Helena Baert ***

[7:03:21 AM] Interactive Fitness and Exergame Network: Good Morning/Evening everyone

[7:05:00 AM] *** Call ended ***

[7:06:04 AM] *** Interactive Fitness and Exergame Network added stephenpyang ***

[7:06:15 AM] *** Interactive Fitness and Exergame Network added Alasdair Thin ***

[7:09:51 AM] *** Interactive Fitness and Exergame Network added Mark Martens ***

[7:12:56 AM] Sandra: # EXERGAMING 'EXPERIENCE' RATING SYSTEM

[7:13:44 AM] Interactive Fitness and Exergame Network: http://exergaming.pbworks.com/Exergame-Rating-System

[7:13:55 AM] Sandra: * avaluating

[7:15:34 AM] Sandra: * ??

[7:15:47 AM] Alasdair Thin: http://www.slideshare.net/lizlyons/games-for-health-09-criticisms-of-exergaming-talk

[7:17:01 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Overview: What is the EERS and Why....

[7:18:31 AM] Alasdair Thin: http://www.gamersizescience.org/2009/02/a-functional-approach-to-defining-exergaming/

[7:19:36 AM] Sandra: * talking about the categories

[7:20:17 AM] Sandra: ** motivation and engagement

[7:23:50 AM] Sandra: **comment: new category: fitness level

[7:27:15 AM] Sandra: *** separate skill levels? beginner, mediate, advanced

[7:27:21 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): How do we rate the skill level ...

[7:28:47 AM] *** Helena Baert has left ***

[7:30:51 AM] Sandra: What kind of benefits does it have?

[7:31:16 AM] Sandra: (health benefits, special important for hospitals)

[7:36:20 AM] Sandra: energy expenditure is relative: play stile, experience, what ingame do you play, ...

[7:37:02 AM] Sandra: mandatory fields: exercise + gaming = categories

[7:39:08 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): more effective 'naming' of the catagories

[7:39:24 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): being discussed, particularly with Energy Expenditure

[7:40:59 AM] Interactive Fitness and Exergame Network: Discussing METs via O2 consumption

[7:42:42 AM] Interactive Fitness and Exergame Network: Excitement of the game raises HR, not genuine energy expenditure

[7:43:36 AM] Interactive Fitness and Exergame Network: EE in rating system is percived - is 0-10 a good scale, more descriptive ones required?

[7:45:26 AM] Interactive Fitness and Exergame Network: EE may be higher than percieved with exergames

[7:46:06 AM] Interactive Fitness and Exergame Network: exergames with arm movement may give diisproportionate answers from ones with leg movement

[7:49:13 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): MET vs Perceived Exertion comparisons

[7:53:28 AM] Sandra: * question: who will rate the games?

[7:53:36 AM] Sandra: * answer: we all :)

[7:53:43 AM] Interactive Fitness and Exergame Network: :)

[7:55:54 AM] Sandra: Aim: help people to find out what they maybe would like to buy

[7:56:03 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): right Sandra

[7:57:21 AM] Interactive Fitness and Exergame Network: Looking at video games rating systems to use

[7:58:02 AM] Sandra: idea: new structure: gameplay and wellness as main categories?

[8:03:07 AM] Interactive Fitness and Exergame Network: Jillian Michaels Fitness "game" scores poorly against EA SPORTS Active, but how does it compare to Jillian Michaeals fitness DVD?

[8:06:01 AM] Interactive Fitness and Exergame Network: what do comsumers need to know?

[8:06:53 AM] Interactive Fitness and Exergame Network: Richard: Is this good for me and will it keep me interested enough to reach my goals

[8:07:03 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Who is the audience for the rating system

[8:12:00 AM] Sandra: rating is different: point of view: fitness people, gamer, consumer, ...

[8:12:31 AM] Sandra: developer, game people

[8:15:09 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): hmm..good analysis Biray....cogs are turning :)

[8:16:34 AM] Interactive Fitness and Exergame Network: what do comsumers need to know?Alasdair : good experience and health benefits (and coming back next week)

[8:19:03 AM] Sandra: *question: motivation, engagement, fun = fun?

[8:20:38 AM] *** Call ended ***

[8:20:48 AM] *** Missed conference call. ***

[8:21:31 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): problems mate?

[8:24:56 AM] *** Call from Tommy Seilheimer, duration 38:56. ***

[8:25:00 AM] *** Interactive Fitness and Exergame Network added Alasdair Thin ***

[8:25:10 AM] *** Interactive Fitness and Exergame Network added Biray Alsac ***

[8:25:17 AM] *** Interactive Fitness and Exergame Network added Sandra ***

[8:25:23 AM] *** Interactive Fitness and Exergame Network added Tommy Seilheimer ***

[8:25:36 AM] Biray Alsac: http://www.esrb.org/ratings/ratings_guide.jsp

[8:26:18 AM] Sandra: Biray what country? USA ?

[8:26:24 AM] Interactive Fitness and Exergame Network: Ooops - that'a all I have to say :)

[8:26:34 AM] Interactive Fitness and Exergame Network: Biray = AZ -> FL :)

[8:27:05 AM] Sandra: Nice compare: age rating = fitness rating :)
[8:27:48 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Latch onto existing rating systems for video games
[8:28:12 AM] Sandra: that some more groups are wishing to have ;)
[8:28:22 AM] Sandra: the cover will be all over with ratings :)
[8:29:32 AM] Interactive Fitness and Exergame Network: Review = opinion, Rating = Claim
[8:30:14 AM] Interactive Fitness and Exergame Network: Welcome Tommy!
[8:32:52 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): http://exergaming.pbworks.com/EERS-Test-Table
[8:33:26 AM] Interactive Fitness and Exergame Network: rate from personal impressions
[8:33:56 AM] Interactive Fitness and Exergame Network: Eyetoy Play
[8:34:14 AM] Interactive Fitness and Exergame Network: "Game Bike"
[8:35:08 AM] Sandra: idea: rate by genre: bikes, board, dance games, ...
[8:38:53 AM] Interactive Fitness and Exergame Network: "Light Wall"
[8:41:34 AM] Sandra: missing: pedometer mobil games, dance pad games, boards (virtual board, xboard,...), dance game without dance pads: e.g. just with wii mote
[8:42:36 AM] Sandra: board game = balance board games
[8:42:40 AM] Interactive Fitness and Exergame Network: "balance board games" -wii fit
[8:43:33 AM] Interactive Fitness and Exergame Network: skate board games?
[8:45:05 AM] Sandra: http://www.sensamove.com/
[8:45:20 AM] Sandra: http://www.sensamove.com/joomla/images/stories/knop-home-software.gif
[8:47:06 AM] Sandra: * Pilot Test?
[9:00:24 AM] Sandra: next steps:
[9:00:44 AM] Sandra: * brett tweaks the wiki
[9:00:59 AM] Sandra: * round robin of 10 people rate some games
[9:02:35 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Please if anyone wants to contact me directly please do so...email, skype etc
[9:02:45 AM] Brett (www.exergamingfinland.com, http://exergamingaustralia.com): Much appreciated everyone, thank you so much
[9:03:56 AM] *** Call ended ***