ACTIVE PLAY. Development of an interactive game based on the combination of exercise with advanced visualisation and communication technologies to promote healthy lifestyles

Type of Project

Finished research project

Summary

The aim of this project was to develop an interactive game system based on the combination of physical exercise with advanced visual and communication technologies in order to promote healthy lifestyles. A play proposal was developed and the Active Play prototype was validated in terms of ergonomics, usability and fun value. The validation of the prototype developed was carried out with a sample of more than 50 people, which included young people with intellectual disabilities. Active Play promotes fun through integrated play (flight simulation), and also encourages physical exercise.

Low-tech, high-tech products, services and contexts for play

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The context of use

School and Rehabilitation center

Type of play in this play system

Cognitive

Practice

Social

Solitary

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8800 solitary play

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

d4 Mobility

Number of participants

5-10

Chronological Age

12-18 years

Development Age

6-12 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
Physical impairments:
Mild
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

Verbal instruction, language and communication is adapted

Involvement

Adult: therapist/educator/researcher

Role

Non-participatory observer

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
(validated and reliable) outcome measures like tests, self-reports of client/system, questionnaires

Summary of achieved effects

Demo prototype encourage physical excersice

References to the intervention or research project

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http://www.aiju.info/en/projects/421e9869-dd2a-4154-9f65-b5e599546e48/3374379a-1b3a-41c2-b6b0-8965ebfad351/2fd97d24-dd3a-49a0-b760-f75b6dc2f51e

Publication

No

Keywords

Interactive play, ergonomic and usability, integrated play, physical exercise.