P.E. GAME

Sometimes even superheroes need vacations. Every time Vance tries to relax, his vacation is on the verge of ruin, all at the hands of an incompetent crustacean. Build up his strength and defeat the evil robot crab in this mini game adventure that emphasizes patient empowerment combined with physical exercise.

PATIENT EMPOWERMENT

A game specifically created to embrace patient empowerment that taps into the “fighting spirit”. As Vance becomes stronger the evil crab (disease) becomes weaker. This allows the patient to internalize what is seen on the screen and feel empowered.

PHYSICAL EXERCISE

Utilizing the Playstation Move© technology each mini game uses key movements. These movements equal physical exercise in the patient. As the virtual superhero in the game becomes stronger the patient literally becomes stronger as well. This concept goes hand in hand with the psychological benefits of the game.

UNIQUE FEATURES

- They can’t lose!
- Easy to pick up and play - low learning curve
- Easy to put down if needed (played in short bursts)
- Can be suited to different needs, bed, standing, etc.
- Makes repetition (adherence) fun and rewarding

This game is a collaborative effort between the Departments of Pediatrics, Medicinal Chemistry, School of Computing and Department of Film at the University of Utah, culminating into specific research of games positively affecting health.