

Entertainment and Training.

Jaap van den Herik (day chair).

The workshop day started with a lecture by Leo Vollebregt (Innosana), "Vita Valley - Gaming in Healthcare?". He discussed a paradigm shift in the world of healthcare. From special attention for youth it has been shifted to elderly people. To keep them mentally fit, gaming is an important tool. He provided many insights into future developments.

Thereafter, Henk de Vries (Philips) introduced as to "A Creative Innovation Centre for Technology-Market Transfer". The main issue he discussed was scaling. He placed the CIC as a new development for innovation in technology and gaming. Health was among the applications, but certainly not the only one. His lecture perfectly tied in to the lecture by Leo Vollebregt.

After the break, Kees Nieuwenhuis (DECIS) addressed the topic "Gaming for Innovation?". This was a completely new idea. Since we are now familiar with gaming for games, sport, entertainment, and health. Even simulation is among these topics, but so far nobody had thought on using gaming for innovation. Innovation is the essential concept for research and development. Nieuwenhuizen opened our eyes that gaming could be used as a tool for innovation.

After this lecture, Alma Schaafstal (TNO) informed us about "Games voor Training: doorbraaktechnologie?!". She informed us on the new developments in Utrecht and gave nice examples of activities soon to be performed in education and in research.

After another break, Marc Ponsen (UM) spoke about "The Future Role of Computer Games... from a game society, military and academic perspective". Marc is Ph.D. researcher at the UM. He currently works in a US Navy project together with dr. David Aha. His lecture was full of generals who had to make decisions, but he also told about the impact on society. The main issue was: how could we transfer knowledge from one domain into another domain. The different domains were characterized as different games with different roles and different persons or agents.

Finally, Anne Helsdingen (TNO) addressed the audience with the lecture "Games: leuk en/of leerzaam?". She had many examples from practice. Some were of real life, others were from simulation environments. Her conclusion was that games were both 'leuk en leerzaam'.

In the afternoon we had fruitful discussions on the contents of the draft version of a proposal, which was formulated on Wednesday afternoon. The participants were very enthusiastic and promised all to contribute and to participate in the final version of the proposal and in the project which we hope will result from this workshop.