



Serious Gaming: *The Next Frontier in Healthcare*



IBM®

Phaedra Boinodiris- IBM Global Lead Serious Games

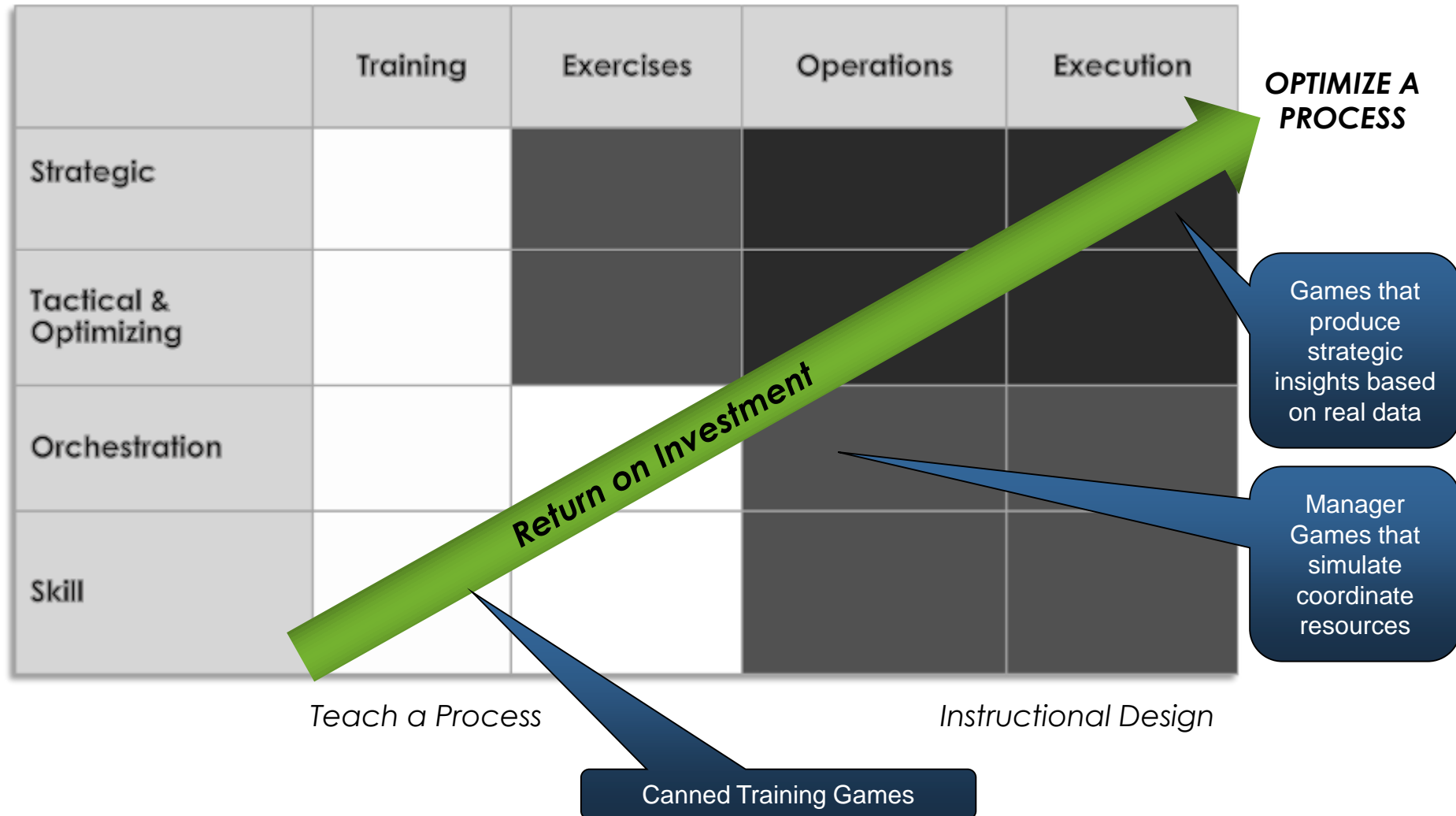
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WE'VE SEEN WHERE GAMES ARE...



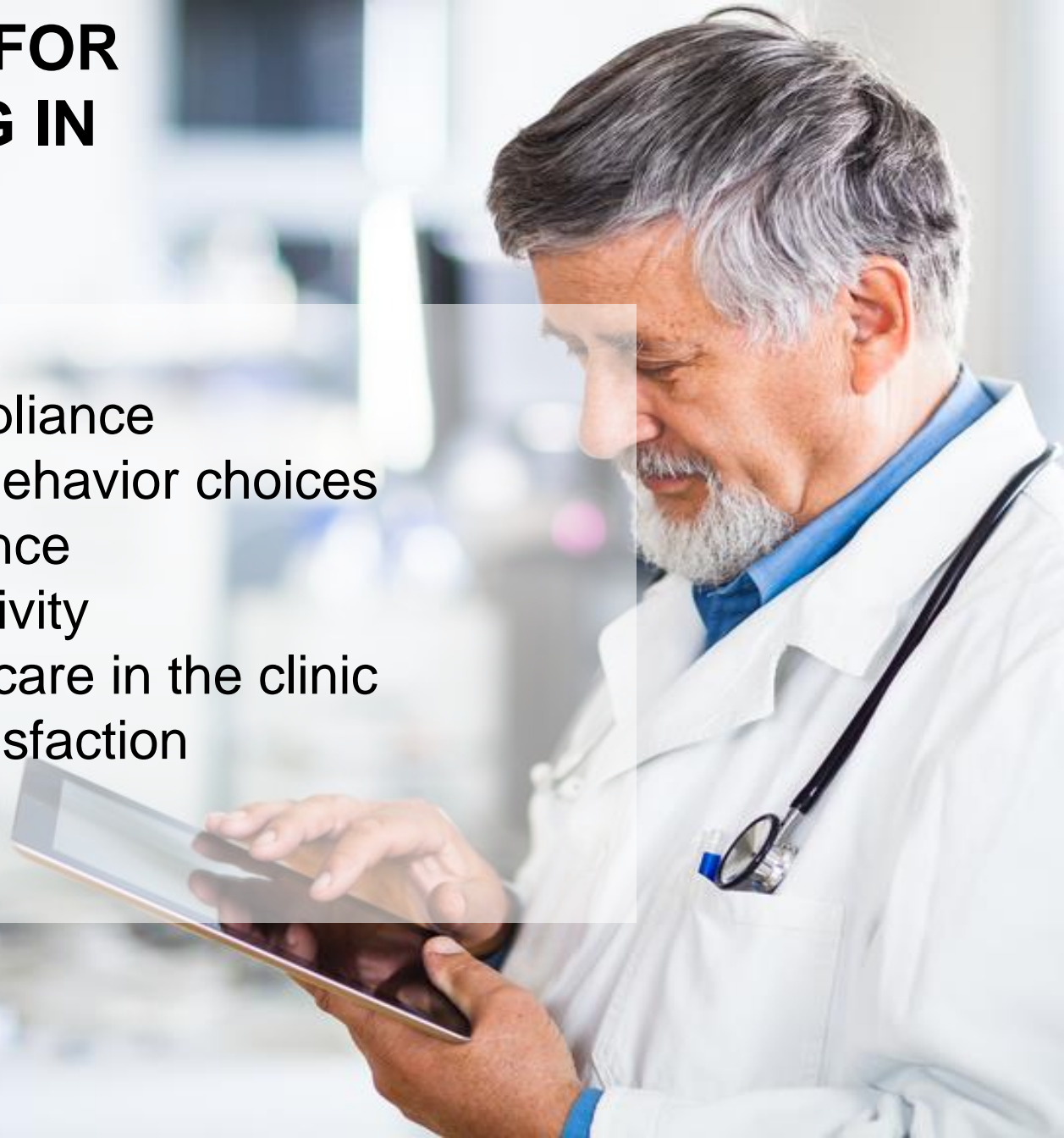
HERE IS WHERE THEY ARE GOING:

ITS ALL ABOUT MAXIMIZING YOUR ROI



OPPORTUNITIES FOR SERIOUS GAMING IN HEALTHCARE

Greater patient compliance
Improved (healthy) behavior choices
Customized experience
Higher clinic productivity
Increased quality of care in the clinic
Higher customer satisfaction
Drug Innovation





...study showed that patients who played the game actually became more engaged in their care and, in effect, turned into better patients

Cognitive Behavioral Therapy for Depression in Teens



SPARX players achieved a significantly higher state of remission
– 44% with the game's help versus 26% with therapy.

ame:

Patient Notes:

agnostic T

Therapies



menu

points

Air Medic ©

SCL

HRV

Ca



NEVERMIND



OXFORD DOCS: WE CAN PREVENT PTSD ... WITH TETRIS



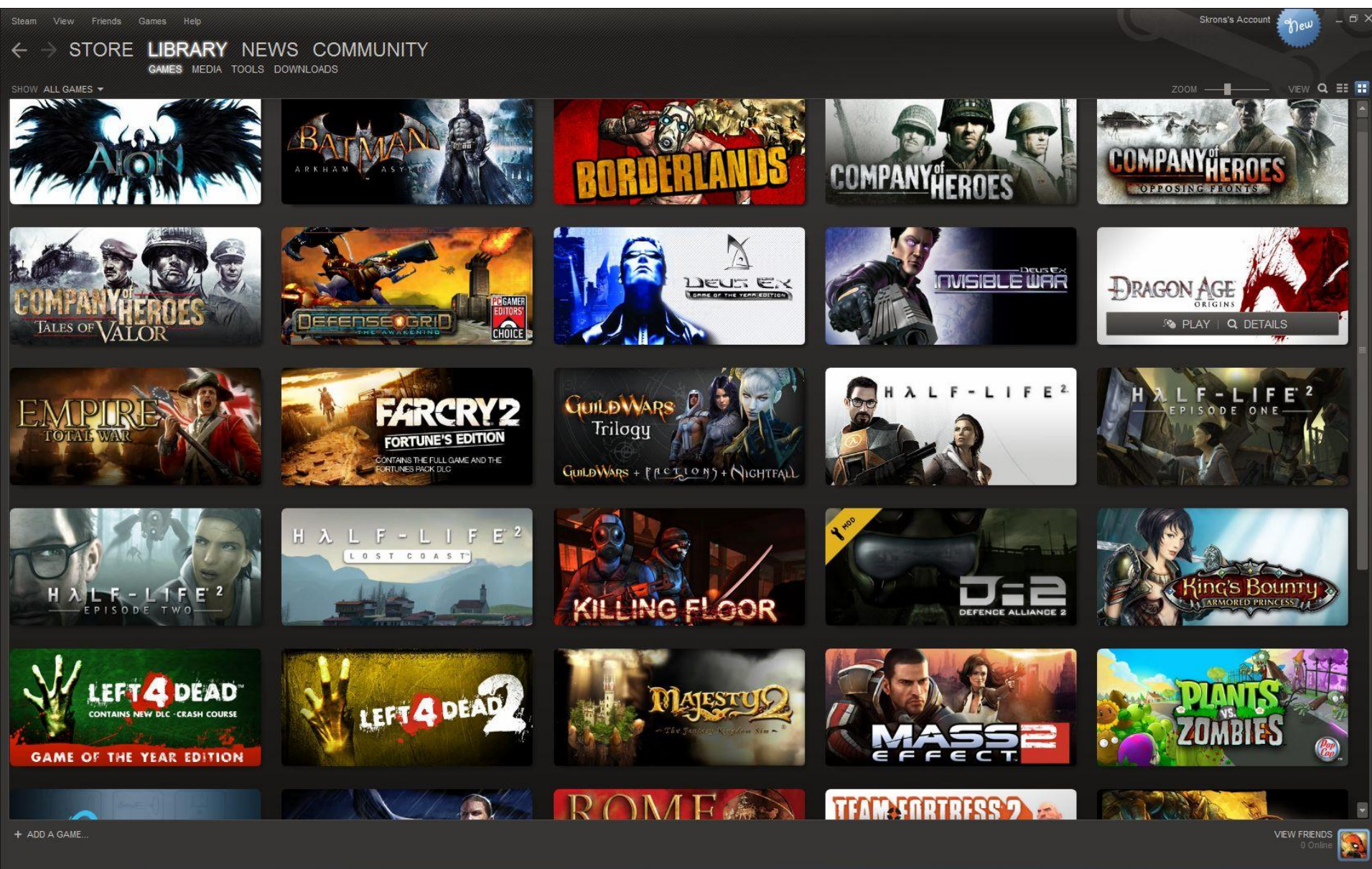
“....concluded that when played soon after exposure to trauma, Tetris served as “a cognitive vaccine” that seemed to “inoculate against the build-up of flashbacks.”

PRESCRIBE APPS INSTEAD OF MEDS: CUSTOMIZED



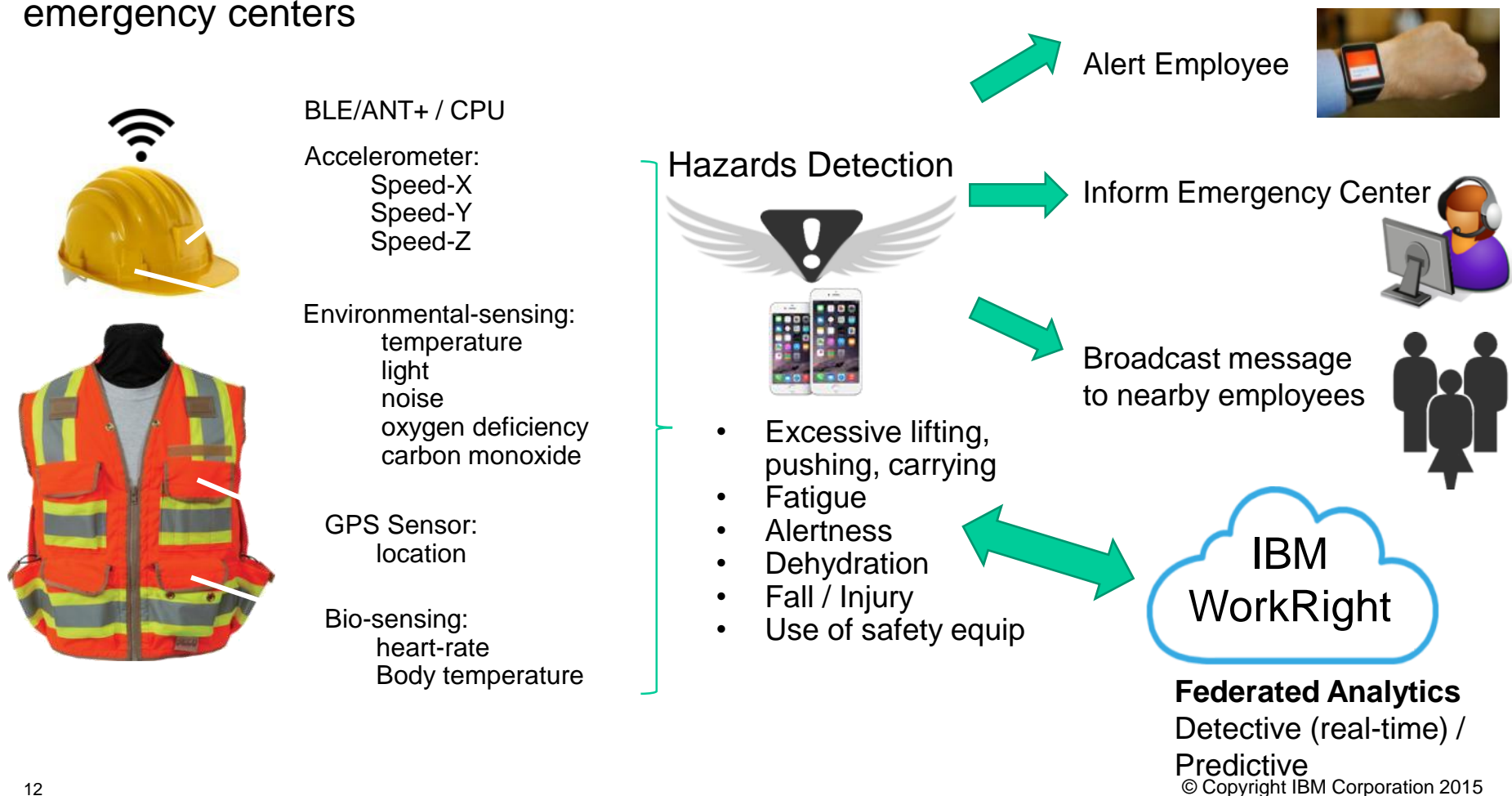
- Drives at behaviors change
- Patients see progress
- Drs see progress
- Insurance company reduces long-term health risk

CONSIDER THE CURATED LIBRARY BUSINESS MODEL



WORK RIGHT

The Guardian Angel mobile application works as your personal protective application. It allows intuitive specification of “shields” that govern the personal wellness and safety of their owner, detect hazard and notify employees and emergency centers



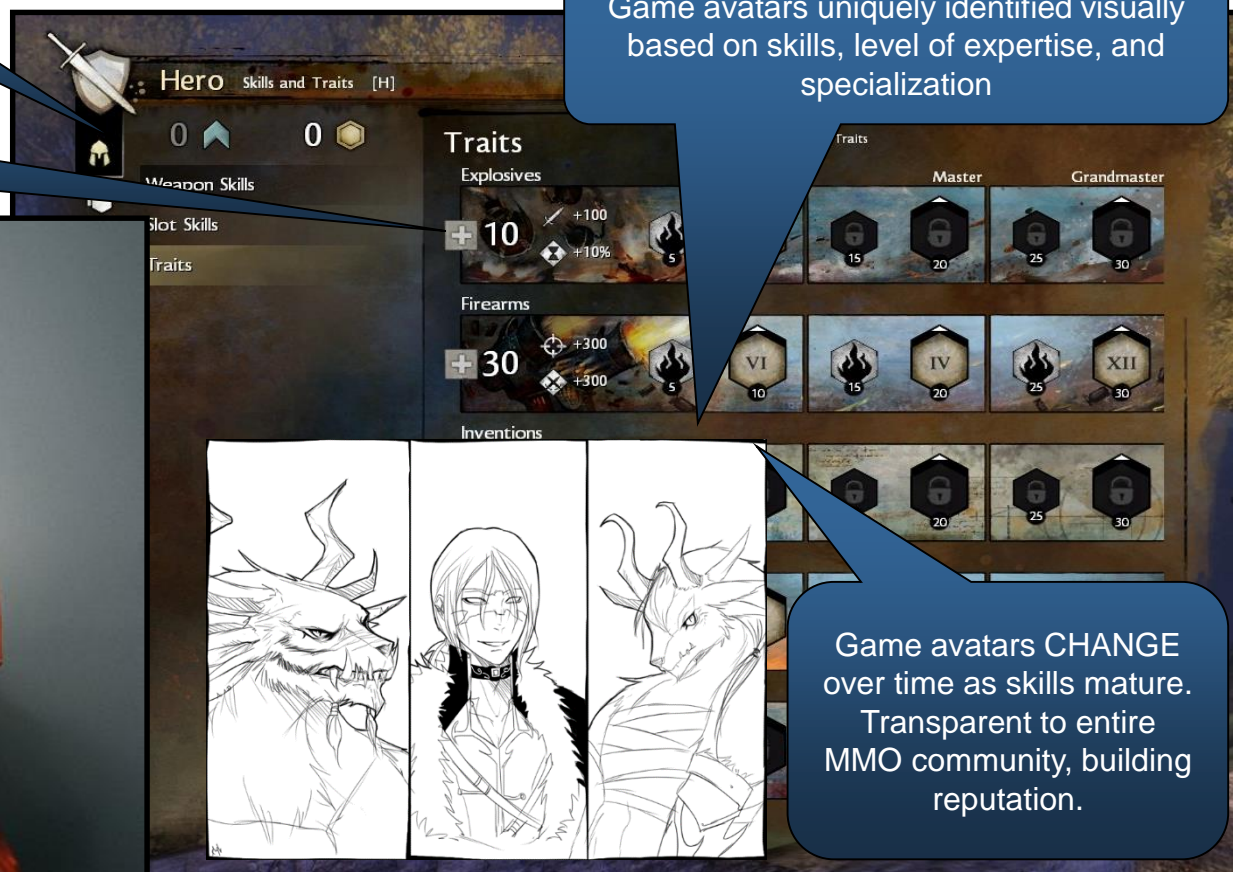
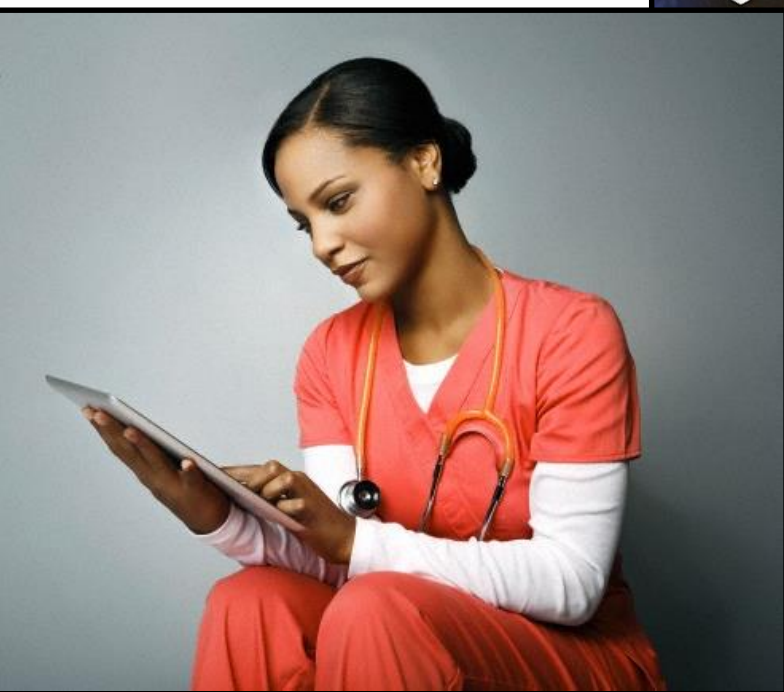
TURNING CAREER DEVELOPMENT INTO A JOURNEY

Empowering staff to dictate their career direction and showing them the skills and experiences needed to get where they want to go...

Specialization

Evolutionary Tree:
Skills required to evolve or level-up

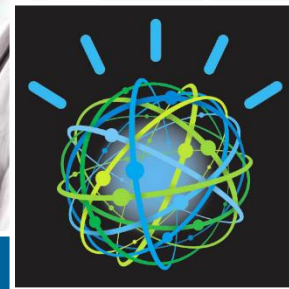
Game avatars uniquely identified visually based on skills, level of expertise, and specialization



Game avatars **CHANGE** over time as skills mature. Transparent to entire MMO community, building reputation.

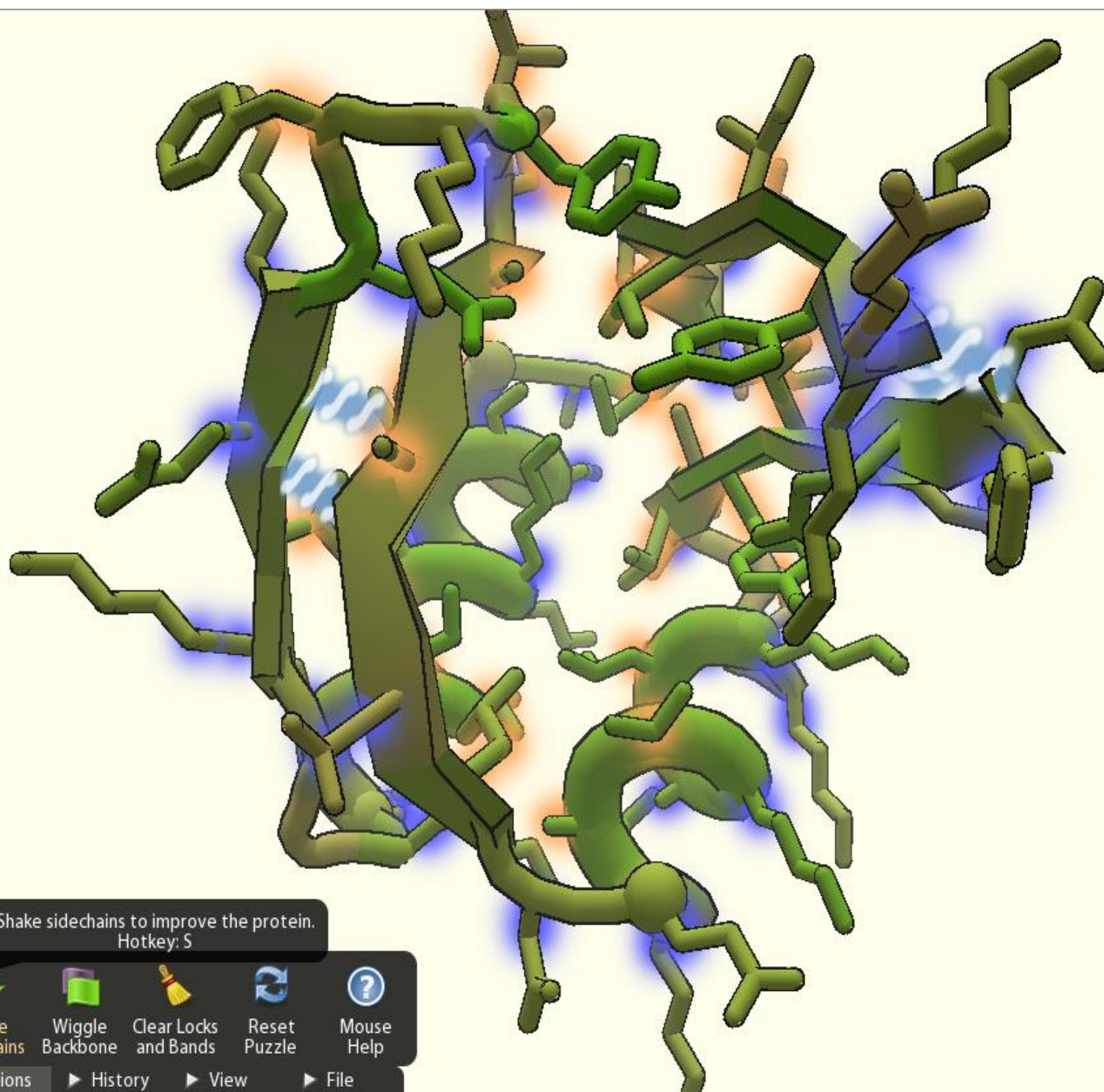
VIRTUAL LABS WITH REAL PATIENT INFORMATION

The game mimics the real thing



- Powered by patient's EMR
- Simulates the ACTUAL surgery
- Uses predictive analytics to challenge the surgeon on patient-specific risks





Rank: 17 Score: 9092

48: Pro Peptide

▼ Group Competition

#	Group Name	Score
1	The Lone Folder	9388
2	Street Smarts	9367
3	Illinois	9303
4	Berkeley	9255

▼ Player Competition

16	psen	-	9098
17	kathleen	9092	9092
18	versat82	-	9091
19	darktorres	-	9081
20	ccarrico	9032	9066
21	mbjorkegren	-	9048
22	sslickerson	-	9038

► Chat

Shake sidechains to improve the protein.
Hotkey: S



Shake Sidechains



Wiggle Backbone



Clear Locks and Bands



Reset Puzzle



Mouse Help

► Actions

► History

► View

► File

► Pull Tool



Games are Getting SMARTER

The intersection between Cognitive Computing and Gaming

TURNING CANNED GAMES INTO REAL EXPERIENCES

Games for Health will be Driven by Big Data & Real Processes

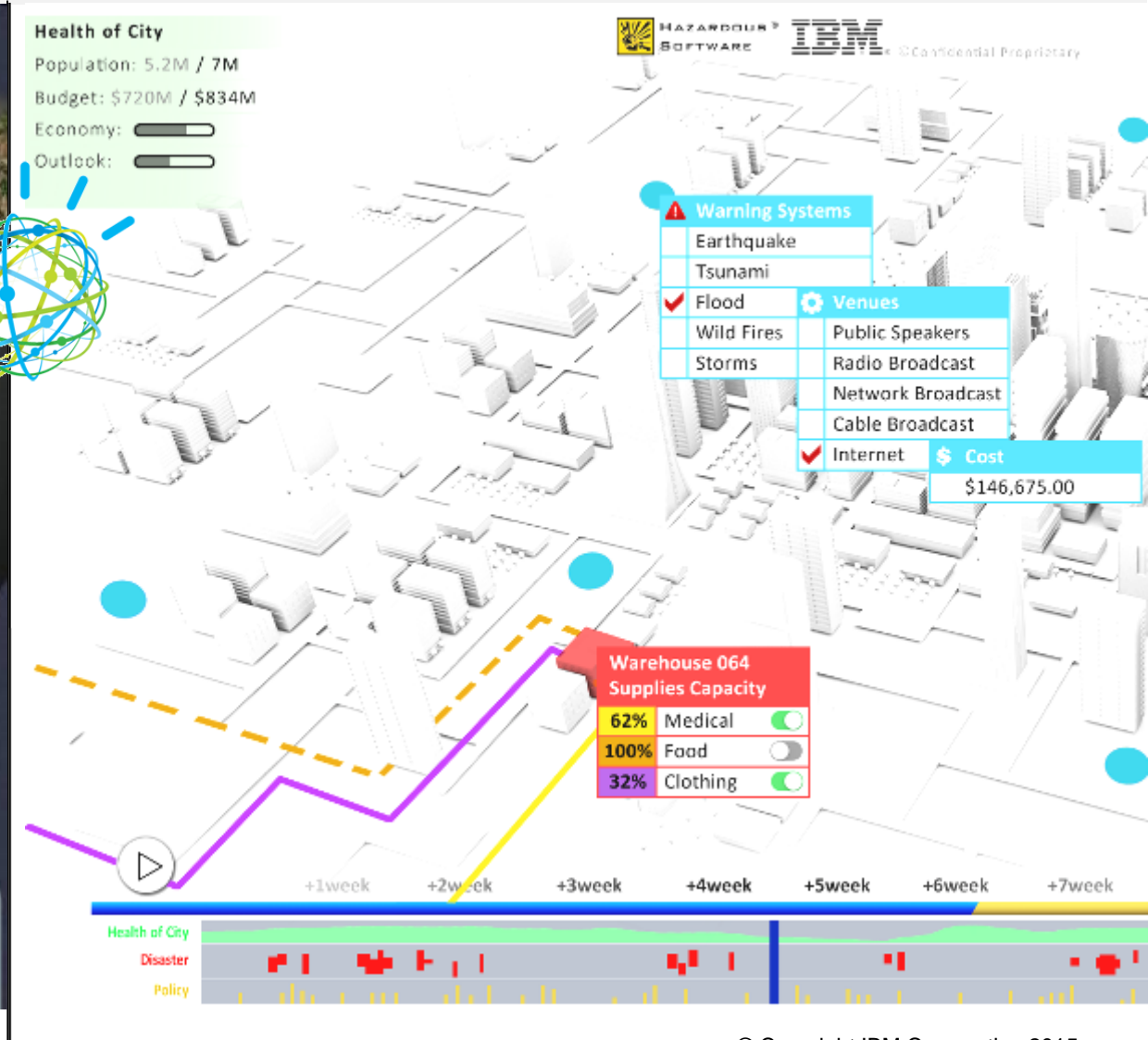


DIGITAL STRATEGY GAMES POWERED BY WATSON

BEFORE



AFTER



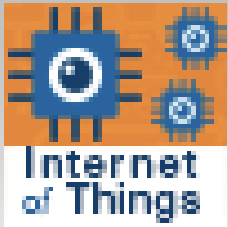
The Future of Serious Game design is ***MODULAR***





ADVANCED GAMES FOR HEALTH

Games that can capture a patient's personal metrics and integrates them into their EMR to provide health practitioners with ongoing streams of real time patient data



Internet of Things

Connected Devices:
This lets your apps communicate with and consume data collected by your connected devices, sensors, and gateways. Apps can then use our real-time & REST APIs to communicate with your devices.



Cloudant

Game State:
Cloudant NoSQL DB provides access to a fully managed NoSQL JSON data layer that's always on. This service is compatible with CouchDB, and accessible through a simple to use HTTP interface for mobile and web applications



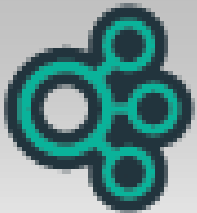
Big Insights for Hadoop

Personalization:
Mine data for completed quests/learning to optimize gameplay & to understand player behaviors in order to create custom evolutionary journeys. Examines what a player's gameplay choices and preferences to understand their personality and behaviors.



Dash DB

Player Progressions:
Mines near-time data to make determinations on when to introduce events (quests, promotions, item counts). Also can be used to monitor player behaviors and target "griefer" or , disenfranchised employees.



Cloud Integration

Firewalls:
Bluemix Cloud Integration enables users to integrate cloud services with enterprise systems of record. Bluemix Cloud Integration exposes the backend systems of record as ReST APIs to be used by applications




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Games are the new normal.—Al Gore

Serious Games for Business



Using Gamification to *Fully Engage*
Customers, Employees and Partners

Phaedra Boinodiris
With Peter Fingar

Foreword by Tom Grant, Forrester Research

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