Health Communication Innovation Webinar: Gaming

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ETC, Gaming, and Health

- ETC core courses: *Building Virtual Worlds* (BVW) and *Visual Story* (stories help games!), multidisciplinary grad student teams on semester projects

- Transformation games, good design (*Schell 2008 book The Art of Game Design*)

- ETC projects include health games: www.etc.cmu.edu
ETC Health Game Samples

ETC Project Xense (interactive museum exhibits about prostheses)

ETC CardioActive exergame project

ETC Games for Healthy Kids (have kids be conscious of nutrition and fitness)