

Carnegie Mellon University

Entertainment Technology Center

Health Communication Innovation Webinar: Gaming

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ETC, Gaming, and Health

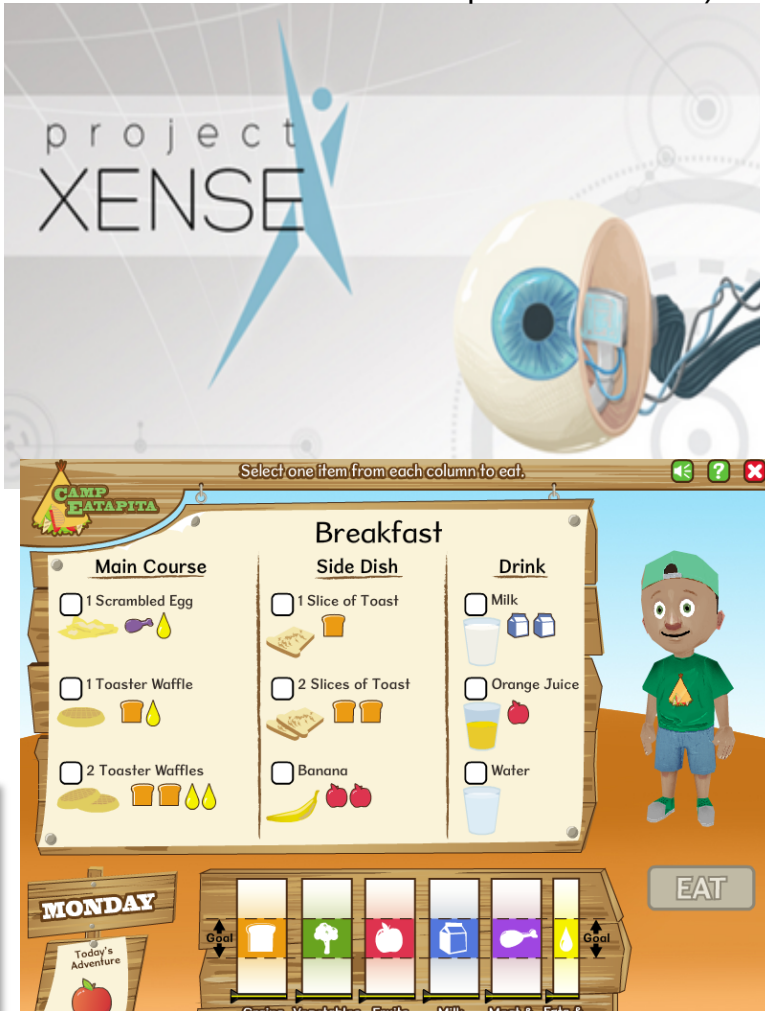
- ETC core courses: *Building Virtual Worlds* (BVW) and *Visual Story* (stories help games!), multidisciplinary grad student teams on semester projects
- Transformation games, good design (Schell 2008 book *The Art of Game Design*)
- ETC projects include health games: www.etc.cmu.edu



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)

