

Exploitable Results by Third Parties

15002 Panacea Gaming Platform

Project details

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Name: Evaluation, Scoring and Certification System for Apps/Games in Health (TERCA Model)		
Input(s):	Main feature(s)	Output(s):
<ul style="list-style-type: none"> Apps and serious games in health; that are primarily intended to be used by kids. 	<ul style="list-style-type: none"> An assessment methodology that can score quality of an app/game based on technology, engagement, research, clinical value and accessibility Basic assessment of the app/game is done automatically thanks to widgets that can crawl and collect online data about the app/game; and score it based on TERCA model Full assessment is non-automated and is offered as a service to the app/game owner 	<ul style="list-style-type: none"> OWL Score showing the effectiveness of the app/game
Unique Selling Proposition(s):	<ul style="list-style-type: none"> Easy to auto-evaluate a mobile app/game in healthcare QA model and scoring system that will help parents to choose the best options for their kids App owners/developers are offered a certificate that endorses the effectiveness and quality of the product 	
Integration constraint(s):	<ul style="list-style-type: none"> None 	
Intended user(s):	<ul style="list-style-type: none"> App/game developers, Health institutions, Parents and Families 	
Provider:	<ul style="list-style-type: none"> Kids DigiHealth Network (Spin-off organization of the project) 	
Contact point:	<ul style="list-style-type: none"> Robyn Woods – eureka@kidsuncomplicated.com 	
Condition(s) for reuse:	<ul style="list-style-type: none"> Commercial license needs to be negotiated 	

Latest update: 08.October.2019

Name: Guidelines for Serious Games in Health		
Input(s):	Main feature(s)	Output(s):
<ul style="list-style-type: none"> ▪ Ideas for app and serious game development ▪ Apps and serious games 	<ul style="list-style-type: none"> ▪ Guidelines that present methodologies to enhance the impact of the apps and serious games in health 	<ul style="list-style-type: none"> ▪ Apps and serious games with improved clinical efficacy
Unique Selling Proposition(s):	<ul style="list-style-type: none"> ▪ Serious game/app developers can use the guidelines to enhance clinical effectiveness of their games/apps. ▪ Health institutions can use the guidelines to understand how they can design their app/game ideas in a more effective way as well as compliant with the state-of-the-art. 	
Integration constraint(s):	<ul style="list-style-type: none"> ▪ None 	
Intended user(s):	<ul style="list-style-type: none"> ▪ Health institutions, software developers 	
Provider:	<ul style="list-style-type: none"> ▪ The Uncomplicated Family, University of Victoria, KU Leuven, HealthTech Connex 	
Contact point:	<ul style="list-style-type: none"> ▪ Robyn Woods – eureka@kidsuncomplicated.com 	
Condition(s) for reuse:	<ul style="list-style-type: none"> ▪ Commercial license needs to be negotiated 	
<i>Latest update: 08.October.2019</i>		

Name: Difficulty Control Mechanism for Games Used in Cognitive Treatment Programs		
Input(s):	Main feature(s)	Output(s):
<ul style="list-style-type: none"> Difficulty control mechanism model applied to a game 	<ul style="list-style-type: none"> A new scoring model based on the cognitive treatment program commonly used in training children with cognitive disabilities An innovative difficulty control mechanism which is customized for games that are targeting children with developmental disabilities. 	<ul style="list-style-type: none"> Ability to offer a better difficulty setting for kids (players) with developmental disabilities
Unique Selling Proposition(s):	<ul style="list-style-type: none"> Newly applied difficulty control mechanism helps to collect more accurate data from the patients It also helps to improve online training effectiveness 	
Integration constraint(s):	<ul style="list-style-type: none"> None 	
Intended user(s):	<ul style="list-style-type: none"> Games that are intended to be used by children with developmental disabilities 	
Provider:	<ul style="list-style-type: none"> Woorisoft 	
Contact point:	<ul style="list-style-type: none"> Keunpil Roh - keunpil.roh@woorisoft.net 	
Condition(s) for reuse:	<ul style="list-style-type: none"> Commercial license needs to be negotiated 	
<i>Latest update: 08.October.2019</i>		

Name: Stakeholder Matchmaking System		
Input(s):	Main feature(s)	Output(s):
<ul style="list-style-type: none"> Partner search criteria to develop/improve an app or serious game for health 	<ul style="list-style-type: none"> The system serves as a tool for health institutions to find a business partner for software development, to realize their app/game idea. The system serves as a tool for software companies to find a business partner for clinical validation, testing and field guidance of their app/game idea. 	<ul style="list-style-type: none"> Matching of two companies based on a set of criteria including area of expertise, location, working languages, etc.
Unique Selling Proposition(s):	<ul style="list-style-type: none"> The Matchmaking system is a platform that supports the realization of ideas among stakeholders involved health games/apps. This facilitates development process from the idea stage to the implementation, verification and business. 	
Integration constraint(s):	<ul style="list-style-type: none"> None 	
Intended user(s):	<ul style="list-style-type: none"> SW Companies, Health Institutions, Idea Owners 	
Provider:	<ul style="list-style-type: none"> Woorisoft 	
Contact point:	<ul style="list-style-type: none"> Keunpil Roh - keunpil.roh@woorisoft.net 	
Condition(s) for reuse:	<ul style="list-style-type: none"> Commercial license needs to be negotiated 	
<i>Latest update: 08.October.2019</i>		