

2. Silvergaming Conference

Programm

Villa Eberhardt, Heidenheimer Str. 80, Ulm

8.- 9. Juli 2013

Monday, 8. Juli	
14:00 - 15:30	<p>Session 1: Playing Silver Games to improve cognitive function in older age</p> <p>Panagiotis Bamidis: Do computer based physical games make the silver brains work better?</p> <p>Franka Thurm: Effects of physical exercise and physical activity games on cognition in older age and aging-related neurodegenerative diseases</p> <p>Winfried Schlee: On the importance of neural dynamics for cognitive function - can we enhance them by playing games?</p>

15:30 - 16:00	Coffee Break (30 min)
16:00 - 18:00	<p>Session 2: Using Silver Games for an improvement and for the diagnosis of cognitive function</p> <p>Ulrich Götz and Julia Binder: Hotel Plastisse - A serious game for iPad to compare the effectiveness of multi-domain and single-domain training in old age</p> <p>Patrick Fissler: Memory gains of combined cognitive and physical exercise in older adults with and without cognitive impairment</p> <p>Ioannis Tarnanas: Serious Gaming Daily Living Activities and their cognitive, psychomotor, and neurophysiological correlates as a defining feature of amnestic MCI</p> <p>Florian Schmitz: Assessment of executive functions: From experimental paradigms to computerized games</p>
18:00 - 20:00	Welcome Reception

	Tuesday, 9. Juli
10:00 -	

12:00	<p>Session 3: Designing Silver Games - what are the important game mechanisms and elements to create immersion, flow and challenge</p> <p>Johannes Keller: The flow experience revisited: The influence of skills-demands-compatibility on experiential and physiological indicators</p> <p>Arno Görgen: Intellectually Challenging Game Play Mechanisms</p> <p>Patrick Fissler: Biological mechanisms of physical, social and challenging mental activities in the prevention of cognitive decline and dementia</p>
12:00 - 13:00	Lunch (60 min)
13:00 - 14:00	Roundtable Discussion
14:00 - 18:00	Hands-on demo and test playing