

Out & About II

Mobile Serious Games Day

Tuesday, May 17

8:00 Breakfast and Networking

9:00 *Conference Starts*

If There is a Mobile Serious Games Advantage: What is it?

Ben Sawyer, Digitalmill, Inc.

9:45 BREAK

10:00 **Project Injini**

A suite of cognitive training games for young children with special needs

Soojin Lee, NCSoft

10:30 BREAK

10:40 **Possible Worlds: Play. Reply. Rethink**

Learning Games for Science and Reading on Mobile Systems

John Parris, EDC

11:10 BREAK

11:20 **FEATURED TALK:
Personal Connected Health Ecosystems Gets Ready to Play**

Chuck Parker

Managing Director, Continua Health Alliance

12:00 **Lunch**

1:00 **Step Up! How Small Actions Can Improve Well-Being**

Bill Sabram, MeYou Health

1:25 STRETCH BREAK!

1:30	Our Journey to Our First Mobile Health Game
	Julie Price, Ernie Medina, Aaron Dence
1:50	STREATCH BREAK!
1:55	Pathways & Pokerwalk : Fitness & Rehabilitation Through Mobile Play
	Ann Beaver & Scotty Hoag, Melissa Yu, UC Berkeley Center for New Media
2:20	BREAK
2:40	MamboWalk - Gamification meets Walkathons
	Timothy L. Schmidt, Mambo Health Gaming
3:00	BREAK
3:10	Leave the Lab, Take the Tablet: Mobile Cognitive Assessments
	Joan Severson, University of Iowa
3:30	BREAK
3:40	The 1st Annual Mobile Serious Games Roundup
	Alan Au, University of Washington
4:20	BREAK
4:30	Vanished, the Smithsonian/MIT Alternate Reality Game (ARG) for Middle School Science
	Scot Osterweil, MIT Education Arcade
5:00	BREAK
5:10	Closing Comments : Group Discussion
	Now, Near, Next : Where Should Mobile Serious Games Head?
6:00	END