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Título

Serious Games Applied to Attention Deficit Hyperactivity Disorder: Development of Two Games for Therapeutic Purpose

Resumo

Attention Deficit-Hyperactivity Disorder is a disease that affects 3 to 5 percent of children globally. Many of those live in areas with very few or no medical professionals qualified to help them. To help pass this problem, a system was developed that allows physicians to accompany their patient's progress and prescribe treatments. These treatments can be drugs or behavioral exercises. The behavioral exercises were designed in the form of games in order to motivate the patients, children, for the treatment. The system allows the patients to play the prescribed games, under the supervision of the tutors. Each game is designed to improve the patient's handling of their disease through training in a specific mental component. The objective of this approach is to complement the traditional form of treatment by allowing a physician to prescribe therapeutic games and maintaining the patient's supervision between their regular consultations. The main goal of this project is to provide the patients with a better control of their symptoms that with just traditional therapy. Experimental field tests with children and clinical staff offer promising results.

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