

WHO's WHO in EXERGAMING?



Stephen Yang, PhD-ABD, Assistant Professor @ SUNY Cortland

Topic: MC & State of the Exergaming Union

Description: A review of the latest exergame studies, technology and innovations that are changing the way we play and interact with others and impacting the health and health care of Americans.

Contact Information: exergamelab@gmail.com www.exergamelab.org



Helena Baert, PhD (c), University of Arkansas

Topic: The integration of technology in Physical Education Teacher Education & K-12

Description: Are you interested in preparing future teachers on how to teach quality PE lessons with the use of new technologies? The TEN Network can help you!

Contact information: helenabaert@gmail.com



Dan Bornstein, Project Coordinator, U.S. National Physical Activity Plan. PhD (c), University of South Carolina

Topic: Exergaming and Physical Activity Policy

Description: Identifying opportunities for advancement of exergaming research and practice within the context of the U.S. National Physical Activity Plan.

Contact Information: danielbornstein@gmail.com



Lisa Hansen, PhD, Assistant Professor @ University of South Florida

Topic: Active Gaming: Developmentally Appropriate Practices

Description: This session will discuss how to appropriately implement active gaming in the physical education classroom. Common questions, concerns, and criticisms will be discussed in terms of active gaming as a physical education tool

Contact Information: witersp@usf.edu



John Foley, PhD, Associate Professor - SUNY Cortland

Topic: Accessible Exergaming for Everyone

Description: Exergaming can be a beneficial tool for adapted physical education teachers; improvements in technology are making exergames more accessible to all students. This session will cover modifications to exergames and discuss the potential benefits of playing exergames for youngsters with disabilities

Contact Information: john.foley@cortland.edu



Alasdair Thin, PhD, Heriot-Watt University, UK

Topic: The Skinny on Active Video Game Energy Expenditures and More Besides

Description: This presentation will discuss the factors that affect energy expenditure during active video game play and also a range of other physiological and psychological effects.

Contact Information: a.g.thin@hw.ac.uk



Emily Rosenberry

Topic: Exergaming Tournaments

Description: Our session explains how to use exergames in competition, as a team sport, to develop co-operative environment where the games are the focus and fitness is the outcome. No child is left behind and the winners from exergaming may surprise you!

Contact Information: emrosenberry@gmail.com



Yoonsin Oh, PhD (c), University of Wisconsin-Madison

Topic: Exergaming on the Go

Description: Review of three exergames that use walking and pedometer: My Weight Loss Coach, Personal Trainer: Walking, and Pokémon HeartGold and SoulSilver. The game designs and pedometers analyzed with consideration to promoting physical activity by walking.

Contact information: yoonsinoh@gmail.com



Dwayne Sheehan, PhD (c) - Mount Royal University **Larry Katz**, PhD - University of Calgary

Topic: Exergaming and the Acquisition of Fundamental Movement Skills in Pursuit of Physical Literacy

Description: The Canadian Exergaming Research Center is a fully operational active gaming environment located in an elementary public school. Layers of quantitative research with 7-10 yr old children on the impact of exergaming on postural stability, energy expenditure, attitude, and perceived exertion.

Contact Information: dpsheehan@mtroyal.ca and katz@ucalgary.ca



Judy Shasek, MS

Topic: Connecting community support and funding for exergame initiatives in the K-12 environment.

Description: Creating a culture of advocacy, family, sponsor and community engagement every school needs.

Contact Information: shasek@footgaming.com



Dan Lawler

Topic: Exergaming as an intervention for students with ADHD or behavioral issues.

Description: The presentation covers how exercise positively impacts students with ADHD or behavioral issues and why it works.

Contact Information: dlawler22@gmail.com



Richard Coshott, CEO Gamercize & Founder of The Exergame Network

Topic: Exergaming Tournaments

Description: Our session explains how to use exergames in competition, as a team sport, to develop co-operative environment where the games are the focus and fitness is the outcome. No child is left behind and the winners from exergaming may surprise you!

Contact Information: gamercize@gmail.com / <http://www.gamercize.net>



Ed Kasanders: Motion Fitness and Exergame Fitness

Topic: How to find, fund, and advocate for Exergames & technology

Description: We provide you with information, tools, advice that help you decide what to buy and how to get the most out of your Exergame experience.

Contact Information: ed@motionfitness.com



Mike Pelletter, C.E.O. Exergame Station and Technology Integrator at Niagara Wheatfield

Topic: Exergame Station

Description: Come and test out the Exergame Station before it hits the market! This is a punching bag used to play video games. Use your entire body for a workout that leaves you breathless.

Contact Information: exergamestation@gmail.com or 716-785-1646



Parker Johnson-Motion Fitness and Exergame Fitness

Topic: "Exergaming on the Go"

Description: Pedometers, Accelerometers, and Heart Rate Monitors are taking Exergaming to a new level. Find out how to motivate physical activity outside the confines of a PE Classroom with these tools.

Contact Information: parker@motionfitness.com



Aaron Hart, The SPARK Programs

Topic: ExerGaming and the FITT Principle

Description: This session will focus on measuring Frequency, Intensity, and Time for Active Gaming as the Type of physical activity chosen by children and teens.

Contact Information: aaron.hart@schoolspecialty.com



Andrea Oh, iTECH Fitness Inc.

Topic: Active Gaming Across All Ages (AG in Community Recreation Centers)

Description: This session will discuss key learnings from the implementation of active gaming solutions and programs in over 80 community-based recreation facilities and wellness centers across North America

Contact Information: andrea@itechfitness.com

