



## Research & Innovation Projects I

### RAGE

Realising an Applied Gaming Eco-system

RAGE will help to seize these opportunities by making available an interoperable set of advanced technology assets tuned to applied gaming. Nurogames will deliver a Serious Game based on reusable assets, targeting user data and pedagogically-informed strategic and social interventions.

Advanced digital gaming/gamification technologies



rageproject.eu

Horion 2020 ICT-21-2014

### SeaClouds

Seamless adaptive multi-cloud management of service-based applications

The main goal of the SeaClouds approach is to perform a seamless adaptive multi-cloud management of service-based applications, by developing Cloud Service Orchestrators and a set of tools to manage complex applications, and avoiding, as consequence, the problem of Cloud lock-in.



seaclouds-project.eu

Programm - FP7-ICT-2013-10

### Smart Gaming

Cross-platform Gaming Technology for Smart TV and mobile Devices

The aim of the Smart Gaming project is the creation of an economically attractive technology and knowledge base for the multiplayer and multi-device environment of Smart TV in order to provide an established and efficient development of innovative games to be played in the comfort of the living room.



### SPIELBAR

Solution Platform for Integrated Entertainment: location based Augmented Reality

Together with the "Gameslab Cologne" of the University of Applied Sciences Cologne a scalable platform / middleware for games and applications in the field of location-based (LB) & Augmented Reality (AR) for Smart phones (iPhone and Android) will be developed, including one or more games.



## Research & Innovation Projects II

### PATHway

Technology enabled behavioral change as a pathway towards better self-management of CVD

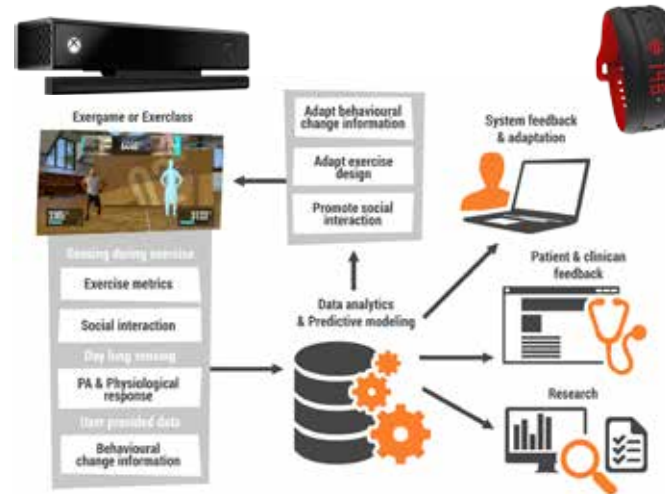
Technology enabled behavioral change as a pathway towards better self management of CVD. Nurogames creates an exergaming platform as well as an autonomous graphical avatar.

Self management of health and disease: citizen engagement and mHealth



pathway2health.eu

Horizon 2020 PHC 26-2014



### SpITKom

Game based knowledge transfer of IT-competence

SpITKom is a research project of the Federal Ministry of Education and Research of Germany and the European Union. Within a MMO game, teenagers and young adults acquire professional IT skills and knowledge about the construction industry.



spitkom.de

### Runsafer

Development of a Sensor-enhanced Running Shoe with Real-Time Biomechanical Feedback

The research project RunSafer focuses on developing a new running shoe with integrated electronics, which should reduce the risk of injury of the athlete by providing biomechanical feedback in real time. In parallel, a mobile application and a web portal as a tool for training program management will be developed. The project is implemented by a European consortium of research institutes, research companies and development companies including Nuromedia.



runsafer.eu

## Research & Innovation Projects III

### RehalInterAct

3D motion therapy for the home environment

In the project "RehalInterAct - 3D motion therapy for the home environment" a sensor-based interaction and communication platform for the therapeutic monitoring of rehabilitation exercises in the home environment was developed. The goal is to support individual exercise scenarios related directly to the particular handicap of the patient by using pressure, motion and optical sensors (both local and integrated into therapeutical objects).



### Smart Senior

Intelligent solutions for senior citizens' home environments

SmartSenior is one of the flagship projects of BMBF within the high-tech strategy for Germany. Intelligent assistance systems (AAL – Ambient Assisted Living) are developed to contribute to the prevention of accidents and diseases and to facilitate everyday household work. Thanks to them, it will be possible for older people to live a long, happy and independent life in the comfort of their



smart-senior.de

### Bank4Elder

Innovative ways of banking designed for and by the elderly

The goal of the research project Bank4Elder is the development of new banking applications adapted to fit the needs of older people living in rural areas in order to enable them to independently take part in social life. Modern banking business should be conducted in a way that takes into consideration the issues of aesthetics, accessibility, user-friendliness and individual needs that typically arise from having the elderly as a target group.



bank4elder.eu