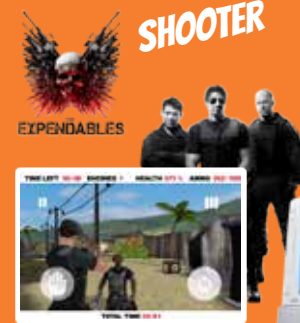
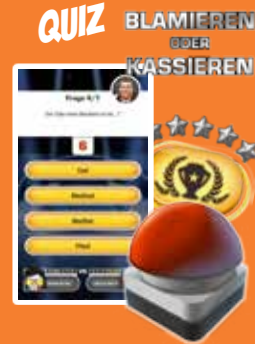


Selected References

APPS & GAMES

Research & Innovation Projects



FEATURES, MODULES & COMPONENTS



RAGE
 Realising an Applied Gaming Eco-system
 Horizon 2020 ICT-21-2014 / rageproject.eu
 Advanced digital gaming/gamification technologies

MaTHiSiS
 Managing Affective-learning THrough Intelligent atoms and Smart Interactions
 Horizon 2020 ICT-20-2015
 Technologies for a better human learning and teaching

PATHway
 Technology enabled behavioral change as a pathway towards better self-management of CVD
 Horizon 2020 PHC 26-2014 / pathway2health.eu
 Self management of health and disease: citizen engagement and mHealth

SeaClouds
 Seamless adaptive multi-cloud management of service-based applications
 Programm - FP7-ICT-2013-10 / seaclouds-project.eu

Smart Gaming
 Cross-platform Gaming Technology for Smart TV and mobile Devices

SPIELBAR
 Solution Platform for Integrated Entertainment: location based Augmented Reality

SpITKom
 Game based knowledge transfer of IT-competence
 spitkom.de

Runsafer
 Development of a Sensor-enhanced Running Shoe with Real-Time Biomechanical Feedback
 runsafer.eu

RehalInterAct
 3D motion therapy for the home environment

Smart Senior
 Intelligent solutions for senior citizens' home environments
 smart-senior.de

Bank4Elder
 Innovative ways of banking designed for and by the elderly
 bank4elder.eu

