

Health Games Research References & Resources

References

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Resources

Health Games Research: <http://www.healthgamesresearch.org>

Games for Health: <http://www.gamesforhealth.org/>

Serious Games Initiative: <http://www.seriousgames.org/>

Water Cooler Games: <http://www.watercoolergames.org/>

Social Impact Games: <http://www.socialimpactgames.com/>

Listing of health and wellness games in Social Impact Games site:

<http://www.socialimpactgames.com/modules.php?op=modload&name=News&file=index&catid=4&topic=&allstories=1>

(Scroll down the page to see game descriptions. There are 4 links, numbered 1-4, leading to all the health and wellness games, listed by health topic alphabetically)

Digital Games Research Association (DiGRA) <http://www.digra.org/>

Summaries of research <http://www.comm.ucsb.edu/faculty/lieberman/> on the design and effects of Super Nintendo health video games developed and evaluated in the early 1990's (games about diabetes, asthma, smoking prevention). Note that children and adolescents with Type 1 diabetes who were randomly assigned to take home the Packy & Marlon diabetes video game reduced their diabetes-related urgent care and emergency visits by 77 percent, while those who were randomly assigned to take home a non-health entertainment game did not experience any change in diabetes-related urgent care and emergency visits.