2011 EXERGAMING SESSION PROGRAM

NOTE: Please check whether your "presentation" is still accurate. Also, if you are not mentioned for some reason, please add to it right now. During next call we will discuss the program. DO not worry about the time right now, just check whether topic is up-to date.
Thanks,
Helena

On Table: with flyer/ agenda/ distributor list/ poster print outs - we need a person there! Volunteers?
Ideas to get people involved:

- Dry erase papers/posters next to games to show highest score.
- 

Score cards or step count cards like 2010 GFH and Active Play Summit
- IDance in Foyer (still waiting on confirmation)
- EERS rating system notes so people can go around and rate the games - When you rate a game you are automatically put in for a draw?
- Do a door prize at every presentation and a bigger one at the end?
- Ask participants/groups to complete ***TRS* (TEN Evaluation System)** evaluation on as many of the exergames during the workshop (see http://exergaming.pbworks.com/Exergame-Rating-System)

Exergame Element	Description	Scale 1 = min - 7 = max
Game Play	The overall quality and "fun"factor of the game. Are the challenges in the game balanced, well designed and engaging	1 2 3 4 5 6 7
Game Interface	Does the game's interface/s, allow an immersive, seamless and accurate response between the user and the game - Wiimotes, balance	1 2 3 4 5 6 7

	board, camera, interactive screen, exercise equipment etc.	
Exercise	How much physical energy is required to complete the challenges or mini-games (approximate average result)	1 2 3 4 5 6 7

- (add more ideas!)

Alasdair comment: - I would suggest each named speaker has a specified amount of time beside their name. I think we need to trim speaking time here and there to squeeze some more ACTION in. Remember we can post stuff on the AAPHERD site and also the TEN wiki (but don't forget copyright etc!).

Time	**Duration (mins)**	**Topic**	**Lead person**	**Comments**
	15	Introduction Overview	Stephen	Create one page slide on program which can be up while the first active session is on. A detailed program can be available for people to grab at entrance. Introduce the students (Cortland, and explain the HR monitor big screen display)
	15	Demo Lessons - LP samples (handouts) • iDANCE (big demo) • GZ • BrainBike • LightSpace • Exergame Station • Makato • XaviX • HyperDash/jump - Objectives to NASPE Standards (Stephen)	Stephen + SUNY Cortland students	**What objectives?** Skill Development, health awareness. Start with generic lessons on all equipment, then can move on to specific lessons for specific equipment. Initial LP focus - MVPA, steps, HR - Match children with a teacher for prizes?

		- Monitoring (Eck, polar) or other Zephyr,		
	20	Debrief from "teachers" and "students" and health care/AHA/APHA / National PA Plan perspectives -White House - Let's Move -Fit Kids Act (passed senate) -"Exercise as Medicine" -NASPE 2010 PE report card	Dan Bornstein	Implications for AHA endorsement of Wii... hmm, NAPSE better? Using the National Physical Activity Plan as a springboard for advancing research in exergaming. (This concept can be introduced here briefly then expanded upon in the "how to fund, advocate" section later on.
	10	*Exergame Focus* *Exergame Station*	Mike Pelletter	Make this a task.. so more an "investigate and feedback" session so people don't wander off? Assign the room into groups, hand out coloured stickers or something? LP focus on cognitive, affective domains (teaching through the physical)
9:30	30	Research Evidence Supporting Exergaming - Research Evidence - Hints on working with researcher - Posters mounted on walls - Handouts of posters	Stephen John Lisa Dwayne Alasdair SUNY, USF, CERC, HWU	- Add research "evidence" to hand out pack. - Exergame Bibliography (helena) I will try to have my research poster from dissertation ready to hang up - general technology in PETE - includes Exergaming -My poster will be there but I won't be until 10 ish
	20	Advocating for Exergaming	Dan Lawler	Awesome!!!!

		National Physical Activity Plan	Dan B ornstei	- Examples of opportunities within the National PA Plan can be expanded here.
	15	Finding Funding for Exergaming	Ed	This could take three avenues (Private industry, non-profit, and government).
	?	Utilizing Exergaming to Support Students with Special Educational Needs	Dan Lawler	How to utilize exergaming in schools to support students with ADHD or behavioral issues
	10	*Exergame Focus* - ~~*Makoto unlikely to have available.*~~ - *station*		Make this a task.. so more an "investigate and feedback" session so people don't wander off? Assign the room into groups, hand out coloured stickers or something? LP focus on cognitive, affective domains (teaching through the physical) LP focus on cognitive, affective domains (teaching through the physical)
		Lisa Hansen		
11:15	10	Introduction to The Exergaming Network (TEN) where to followup Resources (wiki, blog, LinkedIn, etc.) Why being connected it more important at times then having tools" (Helena)	Helena	Maybe last session, - yes agree

10:00	15	Active Lifestyles in 21st Century - Assessing Activity Intensity with HRMs and Pedometers Featuring - iDANCE - Ekho HRMs, Pulse Monitors and Pedometers.	Andrea Aaron	How active gaming is providing new options for promoting active lifestyles for individuals and families. Understanding the physical, mental, social and emotional benefits of active gaming. Discussion on industries looking at active gaming as a solution to their focus areas. (Andrea) Note: As of Jan 1 Suunto is no longer available as an HRM solution. So, we'll be utilizing Ekho HRMs, Pulse Monitors and Pedometers to measure Activity Intensity. Portfolio worksheets will be provided from SPARKfamily.org and The SPARK Programs. Reference Presidential Active Lifestyle Awards (PALA) and Exergaming as a way to encourage more successful participation in that national program.
	10	*Exergame Focus on (BrainBike)* *-Ratey Institute - SPARK*	Dan Lawler?	Make this a task.. so more an "investigate and feedback" session so people don't wander off? Assign the room into groups, hand out coloured stickers or something? LP focus on cognitive, affective domains (teaching through the physical)
10:15	15	Exergaming Tournaments	Richard Emily	

		comparing the various tournament modes and traditional competitions in PE and gaming, with a focus on multi-player, team sport. - Applications of exergaming concluding with... - GZ + iDance Exergaming Tourneys - (GZ 2 stations hooked via ethernet)		Some great info from Ernie, plus a bit of adaptation..., coloured wristbands for teams+participation Add some reward prize, plus look at sponsorship for "exergame school giveaway" - Gamercize School Handbook prizes!
10:30	20	Lisa Part 2		
10:50	25	Implementation		
	20	Exergaming on the Go Portable Exergames (Yoonsin, Parker - Active GamePlay Challenge)	Yoonsin Parker	Have a handful of samples (Pokémon HeartGold & SoulSilver, Personal Trainer: Walking, My Weight Loss Coach) + ExergameFitness-Humana AGC + iPhone apps + Droid apps
11:30	30	Wrap-Up & Announcement of Prize Winners Take SMS Polls like this from GFH	Stephen	Collect cards for prizes, list of all presenters e-maills and websites. Prizes include: ● TEN - t-shirts ● Exergame Fitness - t-shirts, bags ● Any sponsors?

Potential Products / Partners for San Diego

Contact Ed Kasanders (ed@motionfitness.com) or Stephen Yang (yangscortland@gmail.com) to contribute and offer suggestions.

iDance (Motion Fitness): CONFIRMED
Heart Rate (School Specialty) : Ekho. CONFIRMED
Accelerometer (SchoSpecialty): EKHO. CONFIRMED
Pulse Monitors: (School Specialty). EKHO. CONFIRMED
Alpha Mat (4) Motion Fitness): CONFIRMED
Exergame Station (4) (Mike P): CONFIRMED
Gamercize: (2) CONFIRMED
XaviX: CONFIRMED

Trazer2:

? ReRave
? Kinect
? Railyard Fitness (non electronic
? Polar: Heart rate and/or Accelerometer
? HopSports
? Action Based Learning (non electronic)

Set-Up: Monday March 28: 3pm to ???
Tuesday March 29: 7am to 7:30am