eHealth and Serious Games

Our group uses well-being technology and gaming applications, systems and processes to provide human-centric services that support and maintain people’s quality of life, well-being, health and functional capacity.

In addition to personal well-being, we also develop patient monitoring and IT systems and develop games.

Our research and development projects are grouped under the following themes:

- product development for well-being and game technology;
- information management;
- development of services associated with health and well-being.

Leaflet about eHealth and Serious Games

Members

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eHealth and Serious Games

Research group leader

Elina Kontio PhD, RN

Ongoing projects

Gamified Solutions in Healthcare
eMedic - Developing New Practices for Teleconsultation and Diabetes
ICT-portti
Turku Game Lab
Start-up and Spin-off Factory

Most recent publications and products


- Sotetite
- ENoLL
- Varsinais-Suomen sairaanhoitopiiri
- Turku Science Park
- Everon
- Miratel
- Fujitsu
- CGI
- Medbit
- Evondos
- Entter
- BCB Medical
- Ocuspecto