GETTING SERIOUS ABOUT SERIOUS GAMES
Winners of Inaugural Health Innovation Technology Challenge crowned

24 September 2016 - Empowering patients to be active participants in their own care can make all the difference in achieving wellness across all ages of Singaporeans. Today, healthcare institutions are getting serious about serious games, through the inaugural Health Innovation Technology (HIT) Challenge and Game On-4-Health Conference. Both were held in conjunction with the Singapore Health & Biomedical Congress (SHBC) 2016.

The HIT Challenge is jointly organised by the Infocomm Media Development Authority of Singapore (IMDA), National Healthcare Group (NHG), and Serious Games Association Singapore (SGA).

Some 100 teams competed in three categories – Primary Prevention & Care, Hospital Clinical Management and Post-discharge Continual Care. The top 3 winners received prizes of $3,000, $2,000 and $1,000 respectively, plus a chance to develop their applications further for testing. (For a list of finalists, see Annex)

Guest-of-honour for the event, **Mr Gabriel Lim, Second Permanent Secretary, Ministry of Communications and Information and Chief Executive (designate) of the Info-communications Media Development Authority (IMDA)** said, "Using games to improve healthcare outcomes is an example of how we can integrate tech and media to address our national priorities. The new IMDA will champion such initiatives in a converged infocomm media future, to improve our lives, create more opportunities for Singapore, and achieve our vision of a Smart Nation."

GAMING WITH PURPOSE

Serious games are designed for a primary purpose other than pure entertainment. It is a growing field of gaming technology which translates real world scenarios into games to encourage and promote creative problem-solving, learning and engagement. Such games are described as 'serious' especially when applied to industries such as healthcare, science, defence or transport.

Mr Ivan Boo, Chairperson, SGA, said, "The HIT Challenge creates a platform for healthcare professionals to harness the potential of technology in this ever-evolving digital age for patients, caregivers and stakeholders."

Advances in gaming technology have allowed greater integration of various platforms such as location-based mapping, motion detection or animation - giving rise to augmented or virtual reality, made more accessible through mobile devices. These immersive environments create interactive experiences for users, allowing them to learn in fun ways while achieving positive outcomes. Applying these technologies to enhance care delivery or

training of healthcare professionals can help raise the quality of expertise, productivity and care   services.

Professor Lim Tock Han, Deputy Group CEO (Education & Research), NHG, said, "Healthcare sustainability hinges on reducing disease burden and helping individuals to be healthier. We are well-placed to tap on serious gaming because of the presence of some of the world's biggest technology giants in Singapore as well as local start-ups, who possess the know-how to translate creative ideas into user-friendly solutions for real-life healthcare challenges."

GAME-ON-4-HEALTH CONFERENCE

The Game-On-4-Health Conference, or GO-4-Health Conference, provides a platform for healthcare and technology experts to discuss problems and solutions with the aim of providing better care for the community. The conference will cover broad themes of Innovation; Research & Education; and Regional Health. Both local and foreign experts will share their knowledge of tapping on serious games to improve processes, products and services, with the aim of harvesting potential novel applications for the public healthcare sector.

For more information, please contact:

Tania Tan
Assistant Director
Group Corporate Communications
National Healthcare Group
Tel: 6496 6267 / 96922887
Email: tania_ll_tan@nhg.com.sg

Ivan Boo
Serious Games Association (Singapore)
Tel: 8102 3826
Email: ivan@seriousgamesasia.com

Zohria Nunis
Manager
Corporate & Marketing Communication
Infocomm Media Development Authority of Singapore
Tel: 6211 3874 / 9815 1967
Email: zohria_nunis@ida.gov.sg

About the National Healthcare Group
The National Healthcare Group (NHG) is a leader in public healthcare in Singapore, recognised at home and abroad for the quality of its medical expertise and facilities. Care is provided through an integrated network of nine primary healthcare polyclinics, acute care and tertiary hospitals, national specialty centres and business divisions. Together they bring a rich legacy of medical expertise to our philosophy of integrated patient-centred care.

NHG's vision is "Adding Years of Healthy Life". This vision goes beyond merely healing the sick to the more difficult and infinitely more rewarding task of preventing illness and preserving health and quality of life. With some 13,000 staff, NHG aims to provide care that is patient-centric, accessible, seamless, comprehensive, appropriate and cost-effective.

As the Regional Health System (RHS) for Central Singapore, it is vital for NHG to partner and collaborate with stakeholders, community advisors, and voluntary welfare organisations. Together with our patients, their families and caregivers, we aim to deliver integrated healthcare services and programmes that help in Adding Years of Healthy Life to all concerned.

More information is available at www.nhg.com.sg.

About the Serious Games Association
The Serious Games Association (SGA) in an international trade organisation serving the entire serious games community. Our community includes healthcare practitioners (clinicians and nurses), educators (primary, secondary & tertiary), corporate human resource managers, marketers, developers, publishers, technology infrastructure providers, analysts, consultants, academics and other professionals.

More information is available at: http://seriousgamesasia.com

About the Infocomm Media Development Authority of Singapore
The Info-communications Media Development Authority (IMDA) will develop a vibrant, world-class infocomm media sector that drives the economy, connects people, bonds communities and powers Singapore's Smart Nation vision. IMDA does this by developing talent, strengthening business capabilities, and enhancing Singapore's ICT and media infrastructure. IMDA regulates the telecommunications and media sectors to safeguard consumer interests while fostering a pro-business environment. IMDA also enhances Singapore's data protection regime through the Personal Data Protection Commission.

For more news and information, visit www.imda.gov.sg or follow IMDA on Facebook IMDAsg and Twitter @IMDAsg.

ANNEX

HIT CHALLENGE 2016 FINALISTS

1. *A Software Framework Designed to Enable Diabetic People to Actively Manage their Own Medical Conditions During Hospitalisation*
   Ms Nancy Ang, Tan Tock Seng Hospital

2. *Telemetric Acoustic Analytic Apps for Perioperative Screening of Day Surgery Patients*
   Dr Hee Hwan Ing, Singapore General Hospital

3. *A Novel Smartphone Application and Motion Sensor Technology*
   Ms Li Kun Man, Tan Tock Seng Hospital

4. *Using a Virtual Simulation Platform for Teaching of Inter-professional Communication*
   Dr Loong Tse Han, Tan Tock Seng Hospital

5. *ADHD Village – It takes a Village to Raise a Child*
   Ms Kala Mehrotra, Institute of Mental Health

6. *Development of a Device for Checking Pre-Post Procedure Set*
   Ms Ng Hui Chin, Changi General Hospital

7. *Kinect Sensor Based Games Kiosk to Engage Elderly in the Community*
   Dr Eugene Shum, Changi General Hospital

8. *Using Accelerometers and Gamification to Encourage Post-Operative Patient Mobilisation*
   Dr Tay Guan Sze, Tan Tock Seng Hospital

9. *NoVISS: A Novel Virtual-reality Integrated Surgical Simulator*
   Dr Matthew Yeo, Tan Tock Seng Hospital

10. *Smartphone Testing for Eye Visual Field Defects from Glaucoma: Preventing Vision Loss*
    Dr Leonard Yip, Tan Tock Seng Hospital