



GAMES FOR HEALTH EUROPE 30 & 31 MARCH 2026



SCAN FOR
OUR PROGRAM:

MONDAY 30 MARCH

Scan the **QR code** for our full program and workshops

10.00 **KEYNOTE SESSION** 11.00

	Main Stage	Cinema 1	Cinema 2
11.15 – 12.45	PLAY BEHAVIOR & DESIGN RESEARCH	PUBLIC HEALTH & PREVENTION	MENTAL HEALTH

	Main Stage	Cinema 1	Cinema 2	Second Moon
14.00 – 15.30	WORKSHOP: SCHRIJVEN HELPT	TRAINING TOOLS & EDUCATION	ARTIFICIAL INTELLIGENCE & ETHICS	WORKSHOP: GAME OVER VOOR UITSLUITING

15.45 **KEYNOTE SESSION** 16.45

	Foyer (First Floor)	Foyer (Main Stage)	Full program
All day	EXPO	POSTER SESSIONS	

TUESDAY 31 MARCH

Scan the **QR code** for our full program and workshops

10.00 **KEYNOTE SESSION** 11.00

	Main Stage	Cinema 1	Cinema 2	Cinema 3
11.15 – 12.45	WORKSHOP: XR IN HEALTH	PLAY BEHAVIOR & DESIGN RESEARCH	MENTAL HEALTH	EVENT: VAN DOOLHOF NAAR RICHTING

	Main Stage	Cinema 2	Second Moon
14.00 – 15.30	WORKSHOP: AI — VAN HYPE NAAR PRAKTIJK	TOOLS & GAMES IN PRACTICE	EVENT: VAN DOOLHOF NAAR RICHTING

15.45 **KEYNOTE SESSION** 16.45

	Foyer (First Floor)	Foyer (Main Stage)	Workshops
All day	EXPO	POSTER SESSIONS	

