

**GAMES FOR HEALTH EUROPE**

**2026**



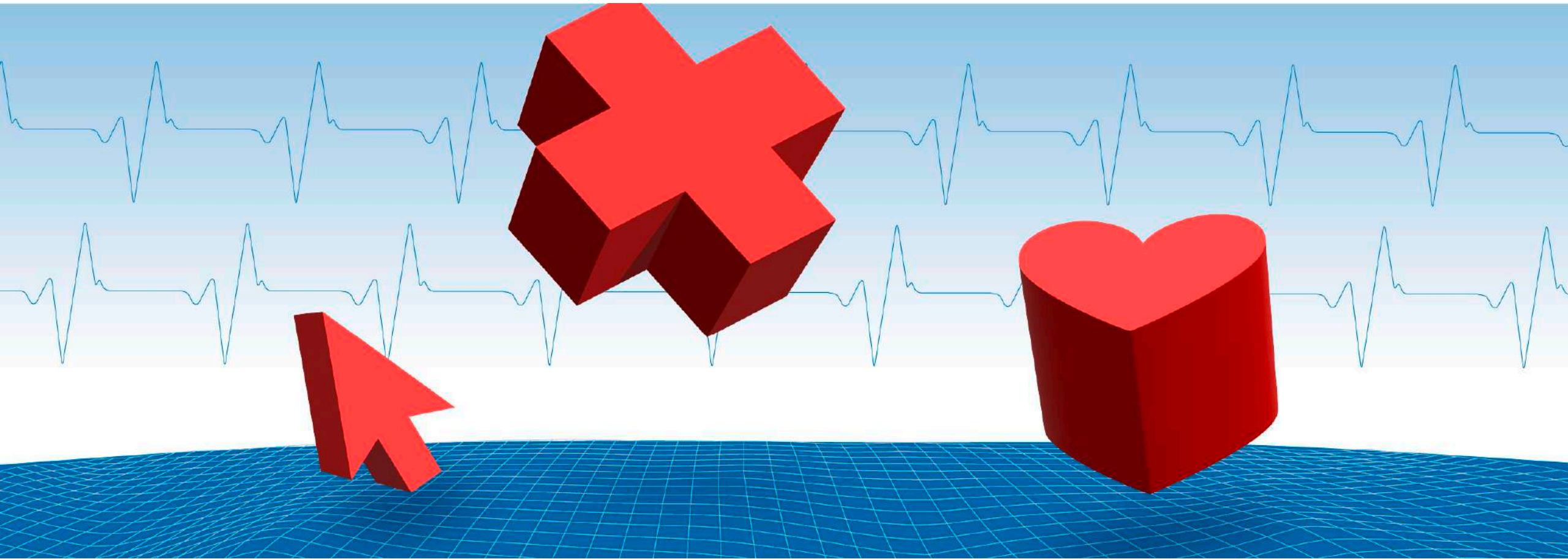
**GAMES FOR HEALTH**  
EUROPE

**DISCLOSURE SLIDE**  
for presentations at the

**GAMES FOR HEALTH EUROPE 2026** CONFERENCE

I herewith confirm that there is not any conflict of interest with the conference organization or any of its sponsors.

# Designing Collaboration: Facilitating Games and Gamification in Healthcare through the GiG Formats



**GiG** Games im  
Gesundheitswesen

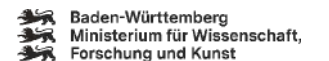
An initiative by:



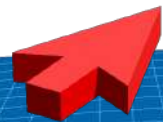
In partnership with:



Funded by:



# Problem - Therapy Adherence



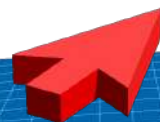
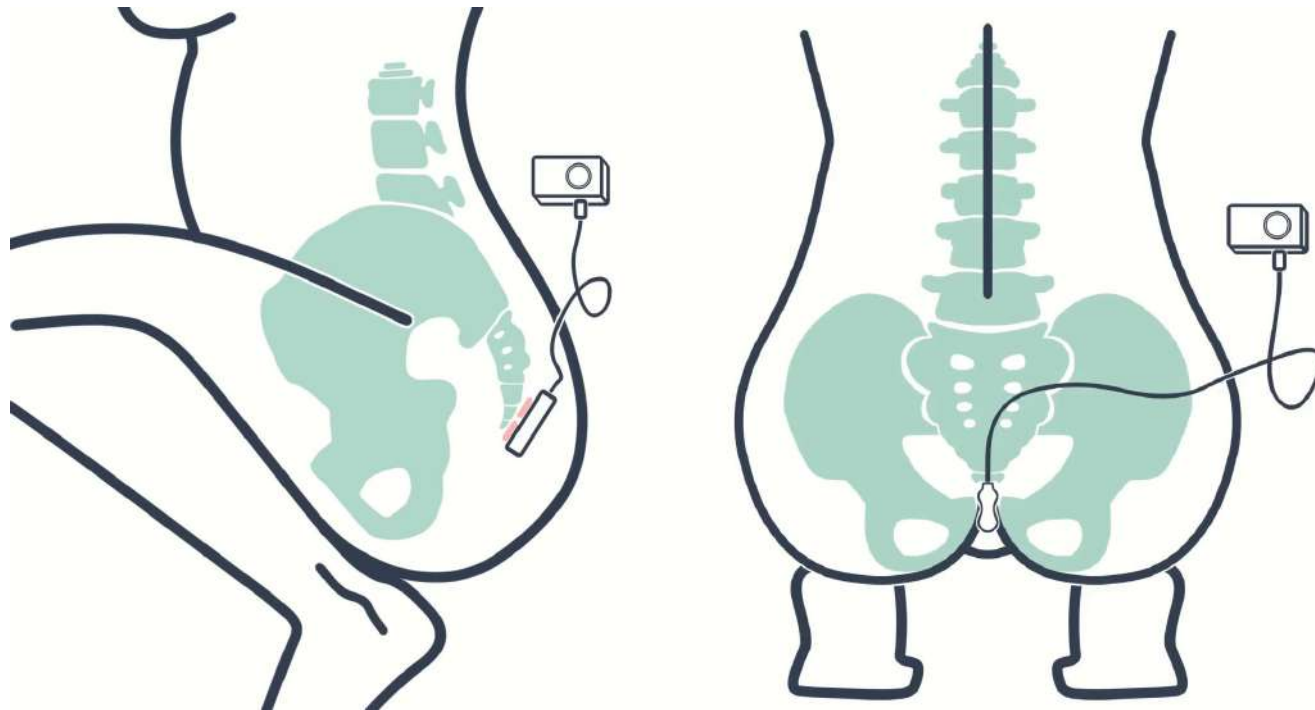
# Solution: Biofeedback + Gamification

**Apelvo** by

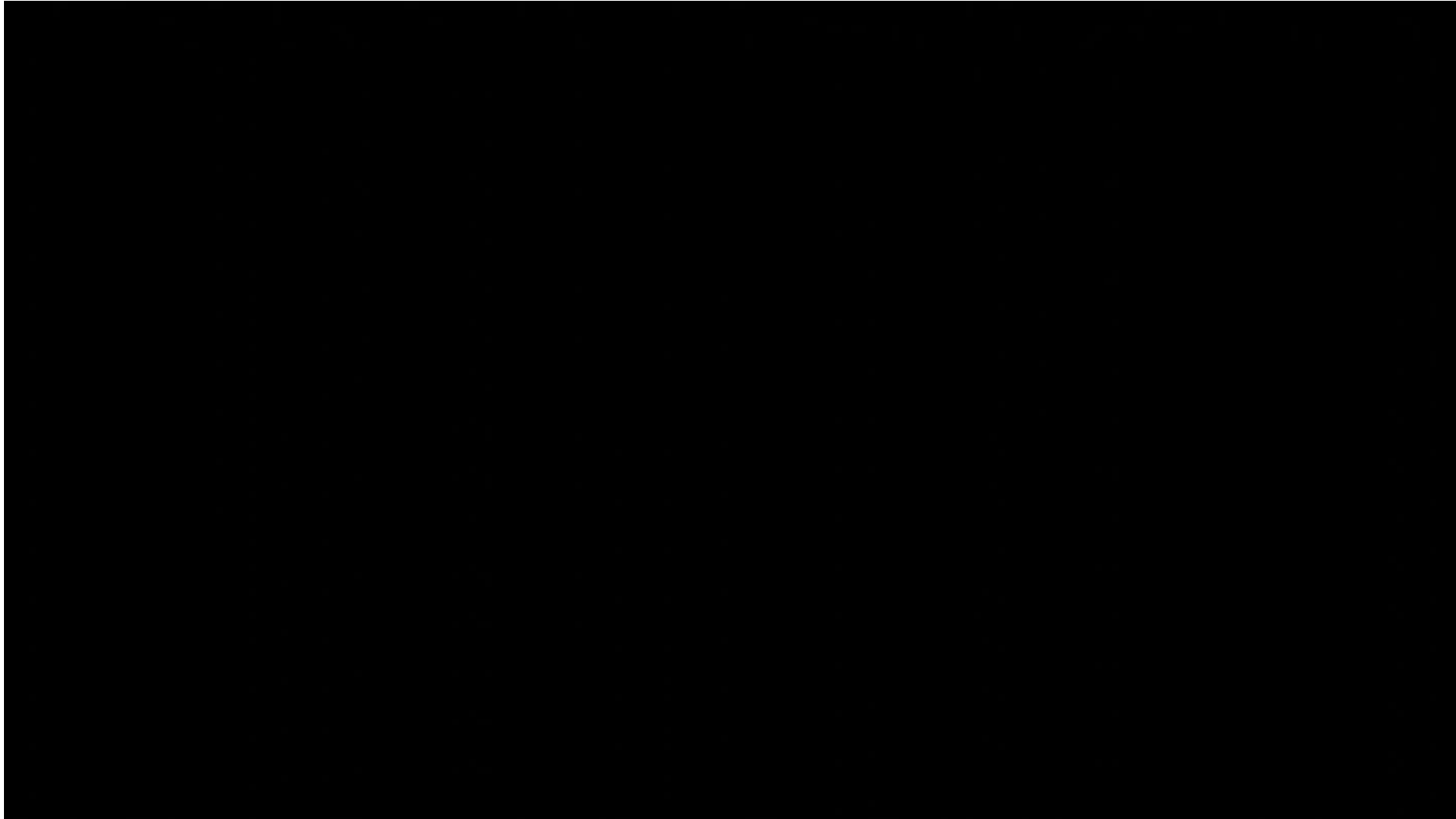
Fysor GmbH, Baden-Württemberg, Germany

[www.apelvo.de](http://www.apelvo.de)

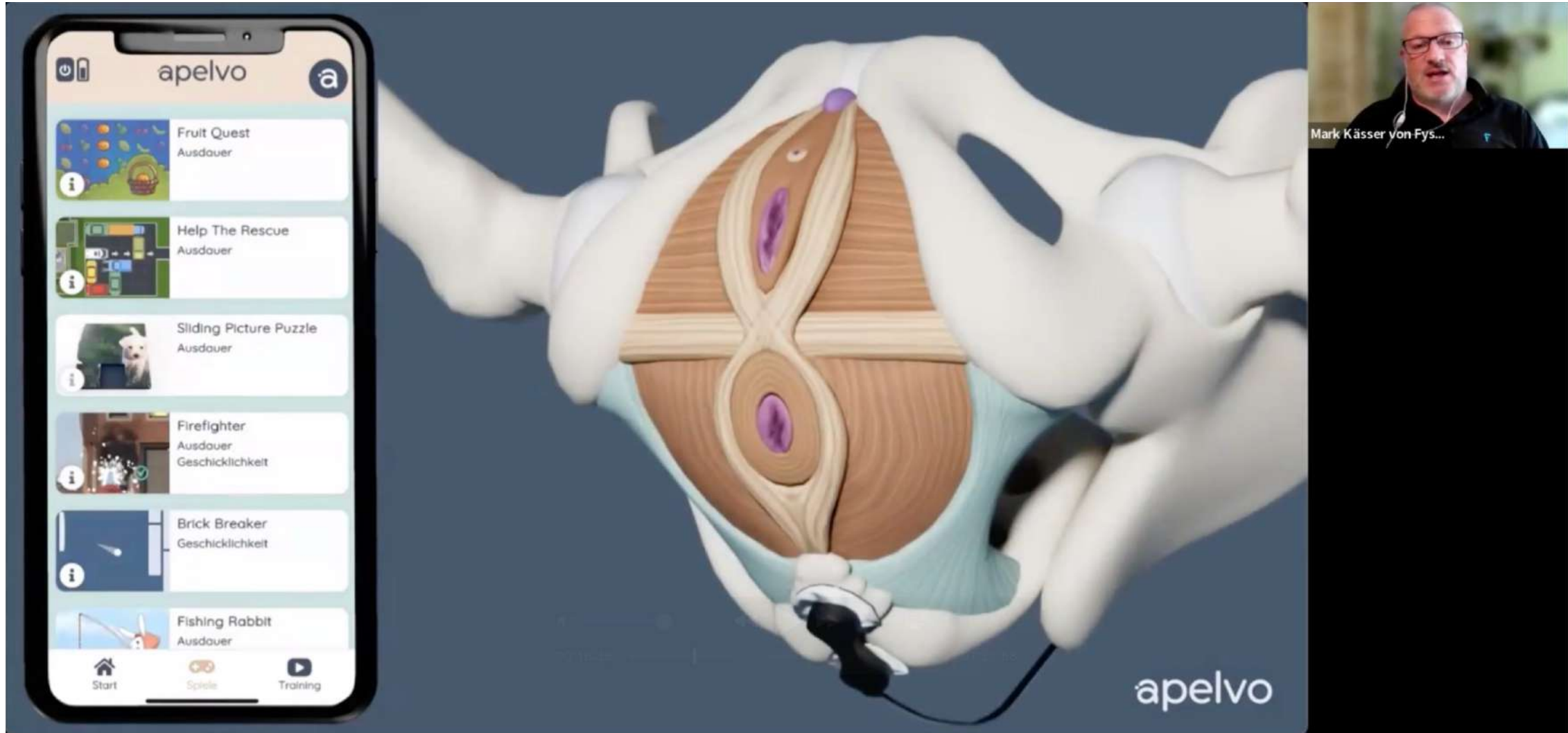
**GiG** Games im  
Gesundheitswesen



# Gamified Pelvic Floor Training



# 1. GiG xTalk: Mark Kässer, Physiotherapist



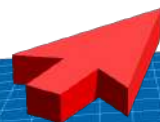
# 1. GiG xTalk: Laura Körting, Game Developer



Level 5 00m 18s

....und die Bricks somit nach und nach aufgelöst werden können.

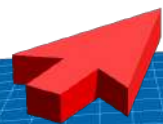
Laura Körting | LABL...



## 2. GiG xTalk: Bet You I Can Do This?



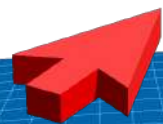
Annual event Forum Gesundheitsstandort BW 2025, Stuttgart



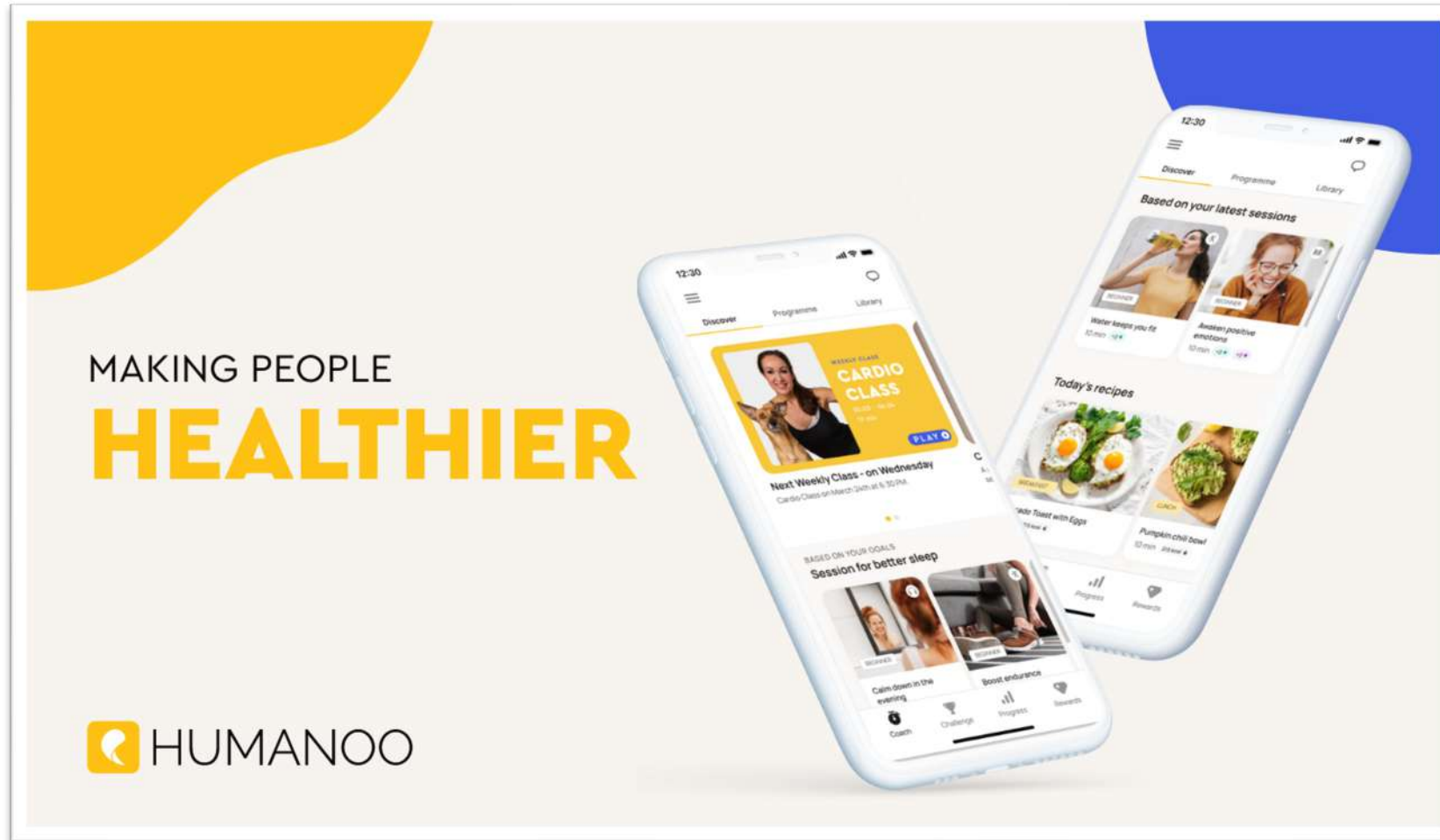
## 2. GiG xTalk: Bet You I Can Do This?



German swimming badges



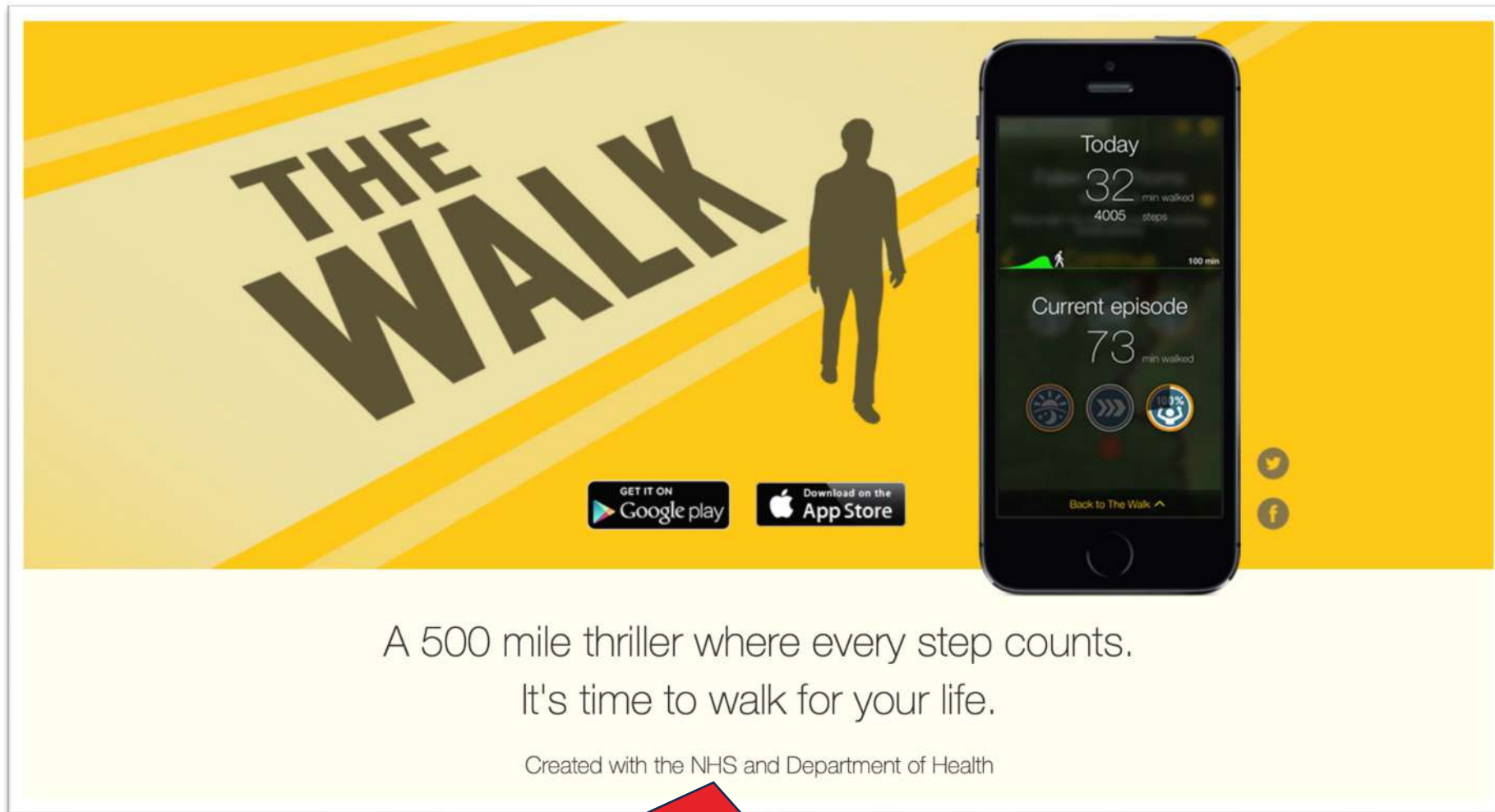
## 2. GiG xTalk: Bet You I Can Do This?



humanoo.com



## 2. GiG xTalk: Bet You I Can Do This?



The advertisement features a yellow background with the title "THE WALK" in large, bold, black letters. A silhouette of a person is walking on a path. To the right, a smartphone displays the app's interface with the following data:

Category	Value
Today	32 min walked 4005 steps
Current episode	73 min walked

Below the phone are buttons for "GET IT ON Google play" and "Download on the App Store". Social media icons for Twitter and Facebook are also present. The text "Back to The Walk" is visible at the bottom of the phone screen.

A 500 mile thriller where every step counts.  
It's time to walk for your life.

Created with the NHS and Department of Health

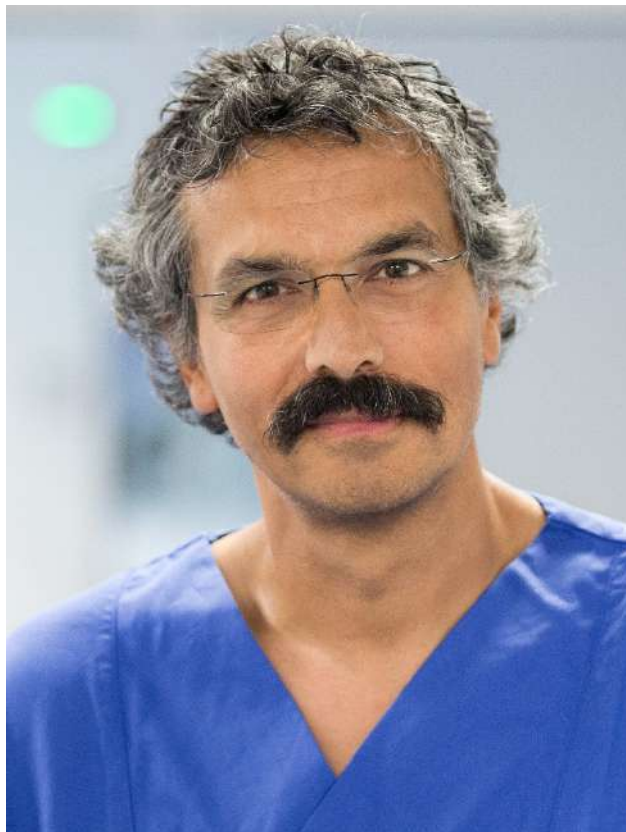
[thewalkgame.com](http://thewalkgame.com)



### 3. GiG xTalk: Tell me more!



**Britta Karn**  
Centigrade GmbH



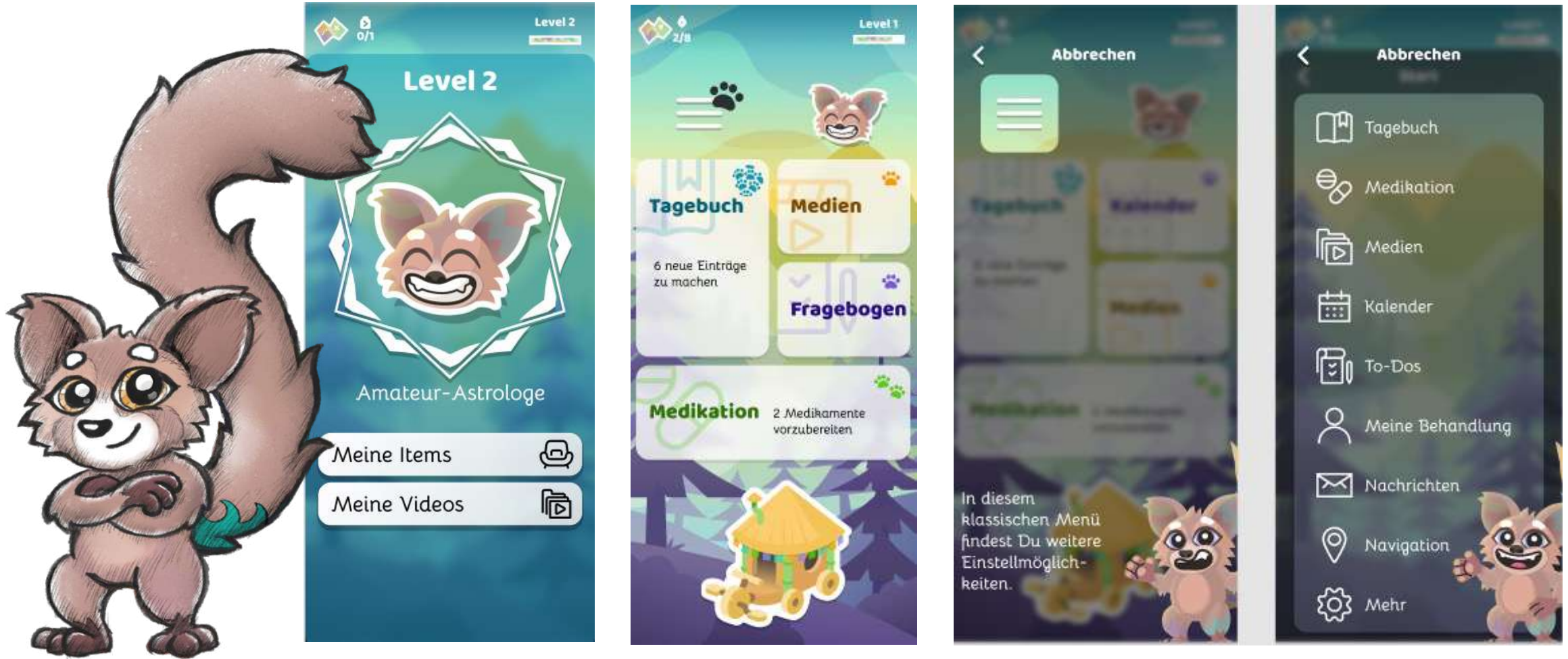
**Dr. Oliver Basu**  
Universitätsklinikum Essen



**Henrik Ohlms**  
m.Doc GmbH / CompuGroup Medical (CGM)



### 3. GiG xTalk: Tell me more!



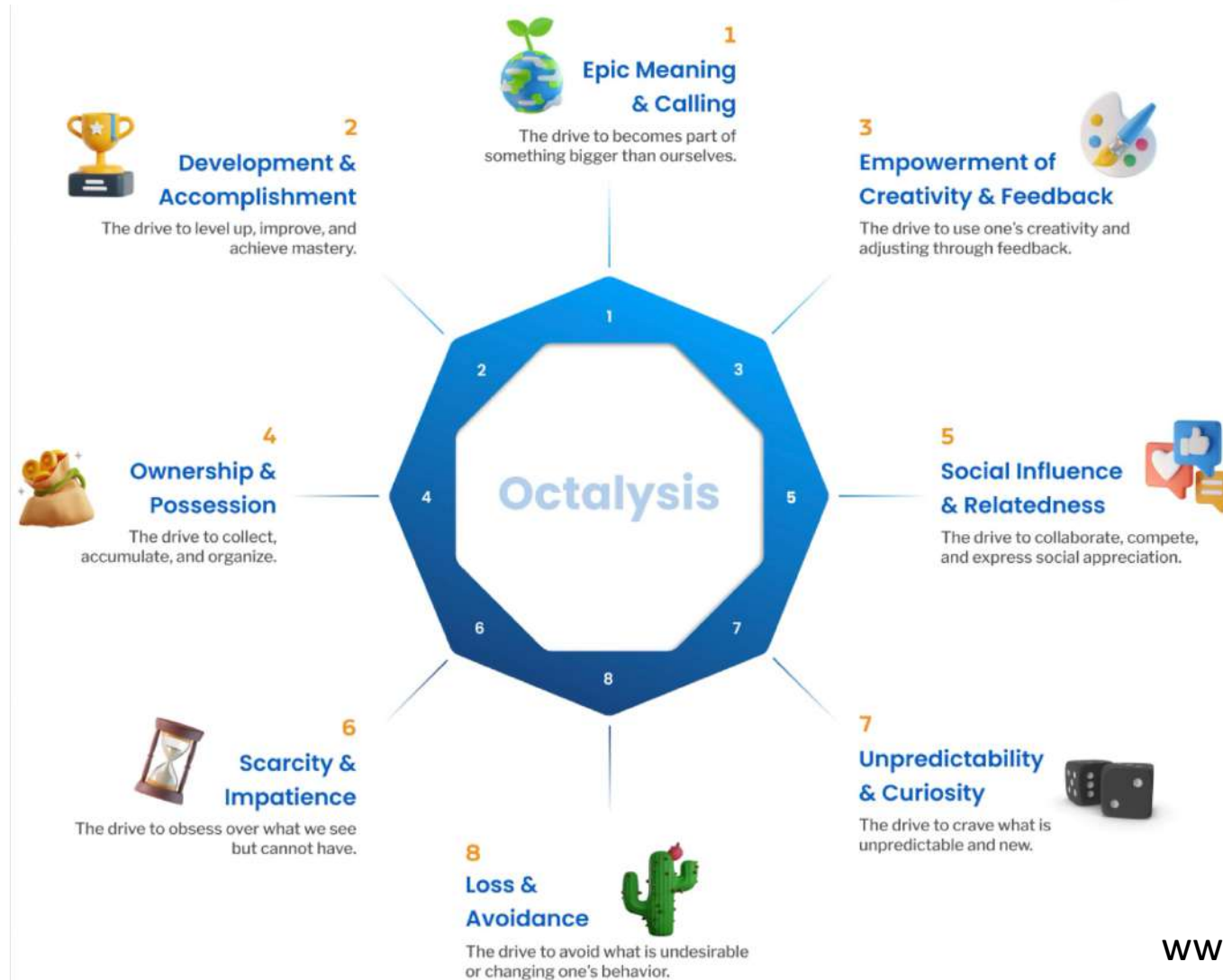
<https://www.centigrade.de/en/references/medical-patient-portal-app-children-teenagers>



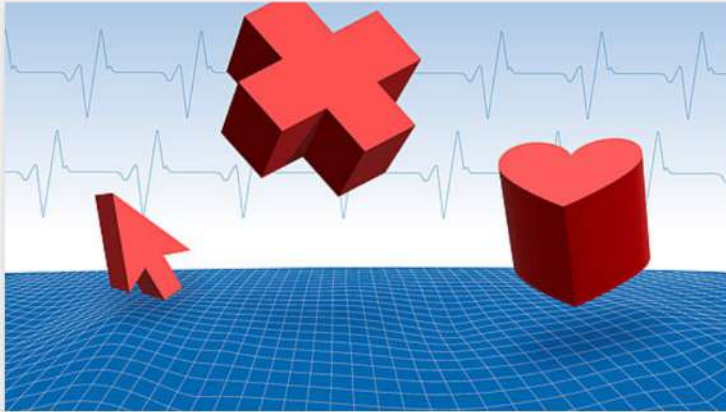
### 3. GiG xTalk: Tell me more!



# GiG xTalk foundation: Octalysis



# GiG xTalks 2025 – Online Archive



## Gib mir Feedback - jetzt!

Erster xTalk zeigt, wie unmittelbares und passgenaues Feedback motivieren

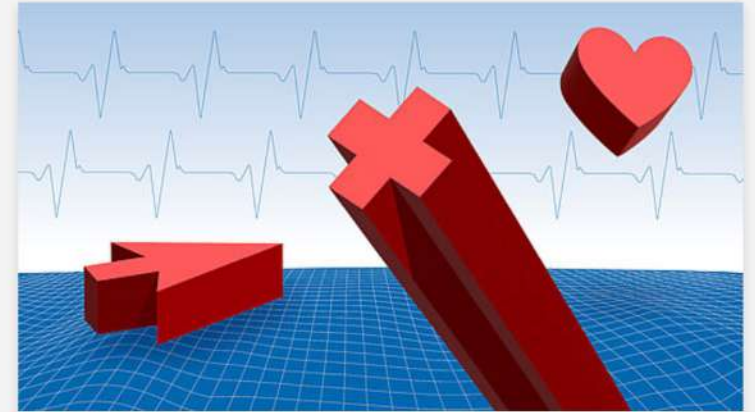
WEITERLESEN >



## Wetten, dass ich das schaffe?

Zweiter xTalk zeigt, wie Fortschritte und persönliche Ziele zu erreichen helfen, dranzubleiben

WEITERLESEN >

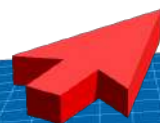


## Sag mir, wie es weitergeht!

Dritter GiG xTalk zeigt, wie Storytelling und Gamification Ängste im Klinikalltag abbaut

WEITERLESEN >

<https://games-bw.mfg.de/gig-games-gamification-im-gesundheitswesen/gig-xtalk/>



# GiG xTalks 2026 – Schedule



Stuttgart, 26.6.2026



Köln, 26.-28.8.2026



Freiburg, 24.11.2026



# GiG xLab 2025, 2-day Innovation Lab



CUBEX ONE, Mannheim



# GiG xLab 2025, Real World Cases



**#VR-Therapy**



**#Screentime**



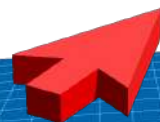
**#Dementia**



**#Compliance**



**#CareAllowance**



# GiG xLab 2025, Real World Cases



#VR-Therapy



#Screentime



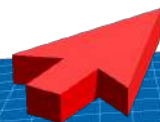
#Dementia



#Compliance



#CareAllowance



# GiG xLab 2025, Briefing - Pitch Video - Prototype

## GiG – xLab 2025 Challenge Briefing Metaphor Machine

Stand 11.09.2025



**Challenger:** Virtual Reality Lab des Zentralinstitut für Seelische Gesundheit, Mannheim  
<https://www.zi-mannheim.de/forschung/zipp/virtual-reality.html>  
Dr. Kornelius Kammler-Sücker, Leiter des VR-Labs  
Aynur Buga, Masterstudentin

**Titel:** **Metaphor Machine**

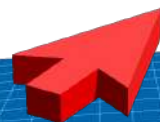
**Call to Action:** Hilf mir mich selbst zu verstehen

**Thema:** Imaginationsübungen in der Verhaltenstherapie

**Zielgruppe:** Menschen in einer **Akzeptanz- und Commitmenttherapie (ACT)**, die zum Beispiel an ihrer depressiven Symptomatik (u.a. Grübelneigung und Zwangsgedanken) arbeiten möchten und über eine unausgeprägte Vorstellungskraft verfügen.

Metaphor Machine

1



# GiG xLabs 2026

- 90-minute workshop using the **Case Method** without preparation time.
- Collaborative work **on real cases** from healthcare.
- **Learning fields:** Gamification, Prototyping, Regulatory Affairs



Mainz, 18.-19.6.2026



Stuttgart, 26.6.2026



## Stay in touch:

**Christoph Brosius**  
Program Curator GiG

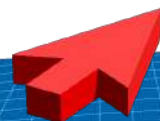
Games & Gamification in Healthcare  
(Games & Gamification im Gesundheitswesen)

GiG is an initiative of MFG – Medien- und  
Filmgesellschaft Baden-Württemberg

[gig@mfg.de](mailto:gig@mfg.de)



German GiG Website





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