



Existing Expertise Report

Date

University of Oulu

Department of Information Processing Science

Authors

The table of contents

1. INTRODUCTION

This is a report of the existing expertise related to serious game project. Below you can list the recent research articles as well as of important links related to the current status of this project area. Review literature from some scientific research articles related to e.g. gamification, technologies, services, user group. You can first make quick review on each article by skimming the article and identifying its structure (features of abstracts, features of introduction, features of methods, and features of results and discussion).

Then present summaries and relevant contents to your project for selected area like Senior citizens, Smart services and Game engine. Introduce the topic shortly and the main points of the project work according the selected articles. Find min. 10 articles from the research topic of your serious game project.

1.1. First topic

Report the most important findings of the articles. The articles are organized by journals and white papers.

1.1.1 List here the articles that are used in this section and describe shortly the main idea of the article.

- ***First article info: E.g. Pulli, P., Hyry, J., Pouke, M. & Yamamoto, G. "User interaction in smart ambient environment targeted for senior citizen," Applied Sciences in Biomedical and Communication Technologies (ISABEL), 2010 3rd International Symposium on , vol., no., pp.1-5, 7-10 Nov. 2010***

Description of the main point of the selected article.

Relevance for the current project: Describe how the article is relevant to your serious game project topic.

- ***Second article:***

Description of the main point of the selected article.

Relevance for the current project:

1.1.2. Second topic area e.g. Safety Navigation

- ***Article info: e.g. Pulli, P., Asghar, Z., Siitonen, M., Niskala, R., Leinonen, E., Pitkänen, A., Lehtonen, J., Hyry, J., Kramar, V. & Korhonen, M. (2012) Mobile Augmented Teleguidance-based Safety Navigation Concept for Senior Citizens. - UAS Journal - (2), 1-9.***

Description

Relevance for the current project:

1.1.3 Third topic: Game Engine

These information are gathered from webpages.

- **2014, Unity Technologies, “Create the games you love with Unity”,**
<http://unity3d.com/unity>

Description of the main points of the selected article.

Relevance for the current project: