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Published in: 2014 International Conference and Exposition on Electrical and Power

Engineering (EPE)

Date of Conference: 16-18 Oct. 2014 **INSPEC Accession Number: 14791726**

Date Added to IEEE Xplore: 04 December DOI: 10.1109/ICEPE.2014.6969982

Publisher: IEEE

Electronic ISBN:978-1-4799-5849-8

Conference Location: Iasi, Romania

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I. Introduction

The majority of researchers agree that Serious Games refers to the use of computer games without the main purpose of providing pure entertainment [1]. It is widely accepted that they are games "with a purpose" moving beyond entertainment in order to deliver engaging interactive media to support learning in its broadest sense [2]. The growth of serious games as an industry and research field evidences that games, and their related technologies, increasingly transcend the traditional boundaries of their medium [3]. Gamification, which is essentially about learning from games, is another recent term in this trajectory. It is an umbrellaiderin for Chetirseed Readingme chanics, game design techniques, aesthetics, and game-thinking to improve user experience and user engagement in non-game services and applications [3]. Moreover, serious games based therapy (theragames) is currently gaining a lot of interest by the healthcare community. The efficiency of this approach is demonstrated by several studies and many projects in diverse domains [1]. Among the theragames, we have the exergames [4] as a form of physical activity that seamlessly blends sensor technologies and video gaming technologies that requires the user to move to fully interact and best experience the game.

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