

MAC5786 - Princípios de Interação Humano Computador - 2014/S1

Fernando Omar Aluani {*aluani@ime.usp.br*}

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1. Understanding Exergames Users' Physical Activity, Motivation and Behavior Over Time ([link](#))
2. Designing Action-Based Exergames for Children with Cerebral Palsy ([link](#))
3. 4 Design Themes for Skateboarding ([link](#))
4. Bodily Interaction in the Dark ([link](#))
5. Exploring audio storytelling in mobile exergames to affect the perception of physical exercise ([link](#))
6. Smarter Phones for Healthier Lifestyles: An Adaptive Fitness Game ([link](#))
7. Design requirements for technologies that encourage physical activity ([link](#))
8. Designing universally accessible games ([link](#))
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10. "healthifying" exergames: improving health outcomes through intentional priming ([link](#))
11. Considerations for the design of exergames ([link](#))
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13. Physical Activity Motivating Games: Be Active and Get Your Own Reward ([link](#))
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15. An exploratory study on non-visual mobile phone interfaces for games ([link](#))