

Serious Games to Empower Emotional Change for Paediatric Cancer Patients

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Methodology

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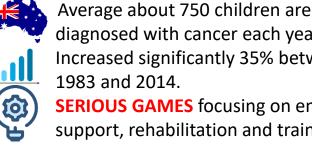




Introduction

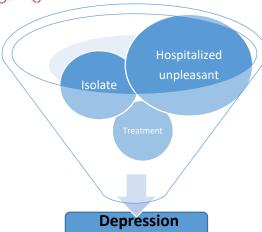
diagnosed with cancer each year in Australia. Increased significantly 35% between (Cancer.org.au)

SERIOUS GAMES focusing on emotional support, rehabilitation and training.





Problem Statement



Methodology



Knowledge

Objective

- To design a serious games prototype for paediatric cancer patients whilst undergoing treatment in the hospital.
- To develop a serious game prototype for cancer patients whilst undergoing treatment in the hospital.
- To evaluate and test the prototype with cancer patients whilst undergoing their treatment in the hospital.

Conclusion

The results from this research can be used for digital games designers and developers as their guideline to develop digital games for paediatric cancer patients.











Bruggers et al. 2018



Caldwell et al. 2013



Game Development User Evaluation of Add to knowledg the Game

Add to knowledge Research Analysis (LR) Element: Do digital games provide positive Game Design emotional Apply knowledge engagement for paediatric cancer patients' whilst receiving the treatments in hospital?

Lange et al. 2012