



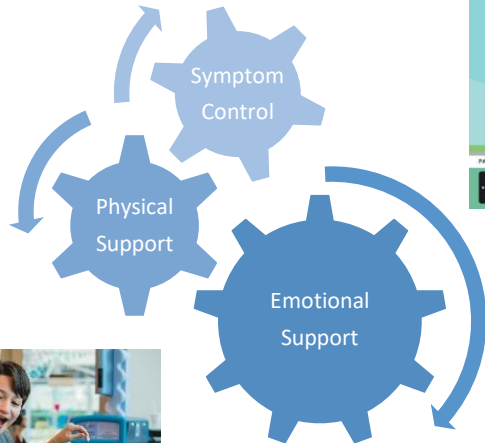
Introduction

Average about 750 children are diagnosed with cancer each year in Australia. Increased significantly 35% between 1983 and 2014. (Cancer.org.au)

SERIOUS GAMES focusing on emotional support, rehabilitation and training.



Related Work



Bruggers et al. 2018



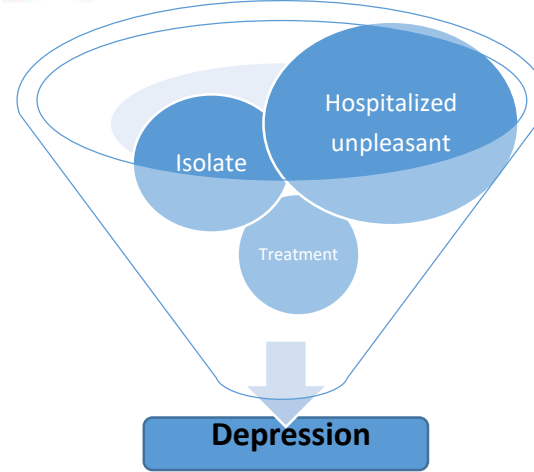
Caldwell et al. 2013



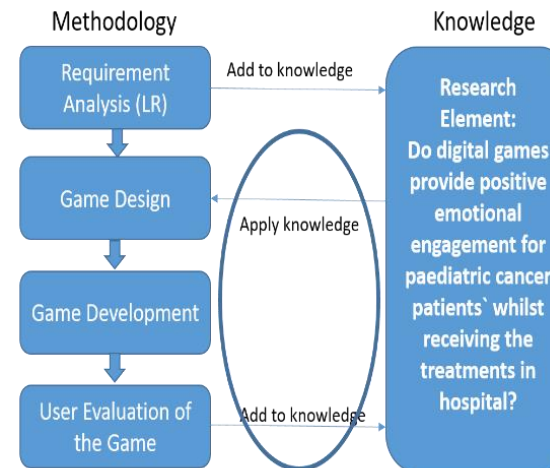
Lange et al. 2012



Problem Statement



Methodology



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.

