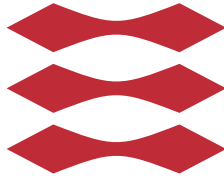


DTU



TECHNICAL UNIVERSITY OF DENMARK

02515 HEALTH CARE TECHNOLOGY

Training Memory Game

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Chapter 1

Introduction

1.1 Formalities

This report is a result of a project done in the course *Health Care Technology* taken at DTU. The project has been a collaboration between us both, Andreas and Morten, where we each have been equally responsible for all parts of the project. By Andreas' mother we were able to test the game on kids from elementary school.

1.2 Objectives

The objective and product of the course Health Care Technology is to create a health-promoting interactive game by using Unity and Kinect technology. The game should solve a health care problem in Denmark. The course puts a lot of focus on health care challenges in today's Denmark and how the challenges can be solved by modern technology. In the future we will rely more and more on modern technology for health care problem as one of the problems in health care is the increasing need for treatment of the aging population. Another problem is the [1].

Chapter 2

Game details

2.1 Requirements specification

2.2 Game description

2.3 Technology

2.4 Game specification

Chapter 3

Implementation

3.1 Implementation order

Chapter 4

Test

4.1 Test specification

4.2 Test results

Chapter 5

Conclusion & Discussion

Chapter 6

Further development

Bibliography

- [1] Sundhedsstyrelsen: *Overvægt* <http://sundhedsstyrelsen.dk/da/sundhed/overvaegt>

Chapter 7

Appendixes