About the Contributors

Daniel Novák graduated from the Czech Technical University (CTU) in Prague in 2000 and obtained a Ph.D. degree from CTU in 2004. He is a senior researcher at the Department of Cybernetics, CTU, Faculty of Electrical Engineering. He publishes contributions in the field of ICT healthcare and ambient assisted living systems, neuroscience and pattern recognition. He reads lectures on Artificial Intelligence, Biometrics and Neuroinformatics. He was awarded a postdoc Marie Curie’s funding by Philips, Germany, a NATO Science fellowship by Polytechnic University of Valencia, Spain and a postdoc research grant at Groupe ESIEE, Paris, France. He participated in numerous European, as well as local research projects. He organizes international conferences such as MobileMed – Conference on Mobile and Information Technologies in Medicine.

Bengisu Tulu is an Associate Professor in the Robert A. Foisie School of Business at Worcester Polytechnic Institute (WPI), Worcester, MA, USA. She is one of the founding members of the Healthcare Delivery Institute at WPI. She received her Ph.D. in Management of Information Systems and Technology from Claremont Graduate University. Dr. Tulu’s research interests include development and implementation of Health Information Technologies (HIT). She studies the implications of HIT implementations on healthcare organizations and consumers. Dr. Tulu’s research has been supported by the National Science Foundation, National Institutes of Health, Agency for Healthcare Research & Quality and the Veterans Affairs. Her publications have appeared in leading journals such as Journal of the American Medical Informatics Association, Journal of the AIS, Telemedicine and e-health Journal, IEEE Transactions on Biomedical Engineering, Communications of the ACM, IEEE Journal on Selected Areas in Communications, and, IEEE Network.

Håvar Brendryen received his MS from the Norwegian university of science and technology in 2001. His main fields of study were cognitive psychology and human computer interaction. He received his PhD in health psychology from the University of Oslo in 2009. The topic of his dissertation was eHealth interventions for smoking cessation. In 2010, he was awarded a post-doc grant to investigate online alcohol interventions from The Norwegian center for addiction research, and has been employed as a senior researcher there since 2013. His previous research projects has centered on the evaluation of eHealth interventions that target addiction and/or mental health. The overall goal of Dr Brendryen’s current research is to improve the understanding of the working mechanisms of automated web- and phone-based interventions and how to improve the design of such interventions.

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**Emmanuel Agu** is an associate professor in the computer science department at Worcester Polytechnic Institute. In 2001, he received a PhD in Electrical and Computer Engineering from the University of Massachusetts Amherst. Dr Agu has been involved in research in mobile and ubiquitous computing for over sixteen years. He is currently working on mobile health projects to assist patients with diabetes, obesity and depression.

**Eva Alblas** is a PhD student at the Behavioural Science Institute of Radboud University in the Netherlands. The aim of her research project is to investigate how videogames can be used and applied to treat/prevent obesity among adolescents. Alongside increasing knowledge about food and dietary guidelines, specific automatic processes will be targeted to investigate whether modification will result in reduced consumption of energy-dense food. She is working under the supervision of Dr. Jonathan van ’t Riet, Prof. Isabela Granic, Paul Ketelaar and Prof. Moniek Buijzen.

**Eirik Årsand** does research within Medical Informatics, on how to use technology to help people with diabetes. He finished his PhD on mobile self-help tools for patients with Type 2 diabetes in 2009, which is also part of his current research focus at the Norwegian Centre for Integrated Care and Telemedicine.

**Antonio Ascolese:** PhD in “Subjective well-being, health and cross cultural communication” at Milano-Bicocca University. He graduated in Developmental and Communication Psychology (Master’s degree) in 2006 at the Catholic University of Milan. He has been working as Senior Researcher at CESCOM (Centre for Research in Communication Science) at Milano-Bicocca University. His research interests include positive psychology, psychology of nonverbal communication, psychology of emotions and learning processes in simulated environments. He is Chartered Psychologists since 2007. He is presently working at imaginary srl, as project manager on serious games projects: he successfully concluded the iSpectrum project for the introduction of autistic people at work and the ImREAL project on multicultural simulations and is currently managing the games in the Rehab®Home project and the DOREMI project.

**Jan Balata** is a PhD student at the Department of Computer Graphics and Interactions at the Czech Technical University in Prague, Czech Republic, where he is a member of Human-Computer Interaction Group and a teaching assistant. He focuses on accessibility, mainly on navigation of visually impaired persons and non-visual information presentation. With his colleagues and students he published more than 10 papers at international conferences and journals. He got his Master’s degree in Open Informatics from the Czech Technical University in Prague in 2011.

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Clint A. Bowers is a Professor of Psychology at the University of Central Florida.

Heather Browning is a serious-game designer with an academic focus on motivation, cognitive science and pedagogy. She is passionate about games and how games can be used to improve our lives. She believes games can be widely utilized to make people smarter and life more enjoyable and rewarding.

Brian E. Bunnell received his BA in Psychology from Arizona State University in 2010, his MS in Clinical Psychology from UCF in 2013, and is currently working toward a doctoral degree in clinical psychology. His interest is in developmental psychopathology, with an emphasis on anxiety disorders, selective mutism and stress. Brian is interested in the development of advanced assessment and treatment protocols that are efficacious, easily distributable to community clinicians and, economically feasible for low-income communities. His recent research has examined the use of technology (e.g., computer and tablet computer applications) to improve treatment for patients with social phobia and selective mutism.

Patrina H.Y. Caldwell is a Staff Specialist at the Children's Hospital at Westmead and an associate professor in the Discipline of Paediatrics and Child Health at the University of Sydney. She heads the multidisciplinary urinary continence service at the hospital and leads a research team in the area of paediatric continence. Patrina’s other research interests include paediatric randomised controlled trials and medical education research.

Lucas de Moura Carvalho is currently a Master’s student in Computer Science at the University of Fortaleza. Previously he obtained a bachelor’s Computer Science from the University of Fortaleza (2011).

Rik Crutzen, Ph.D., is a psychologist and e-communication specialist by background and obtained his Ph.D. within the field of health promotion. The overarching theme of his work is how technological innovations can be used to greatest effect in the field of health promotion to increase the public health impact of these innovations.

Kevin Curran is a Reader in Computer Science and group leader for the Ambient Intelligence Research Group. Curran has made significant contributions to advancing the knowledge of computer networking evidenced by over 800 published works. He is a regular contributor to BBC radio & TV news in the UK and quoted in trade and consumer IT magazines on a regular basis. He is an IEEE Technical Expert for Security and a member of the EPSRC Peer Review College.

Simona Dočkalová has a Master of Science in Clinical Psychology and is a postgraduate student, graduating in September 2015 from Bangor University, United Kingdom. Assistant psychologist, psychotherapist and research assistant at the Psychiatry clinic of the First Faculty of Medicine General Hospital in Prague, September 2013 - September 2014. Master of Arts in Psychology graduate of 2013, University of Aberdeen, United Kingdom. Currently of the Department of Psychiatry, First Faculty of Medicine, Charles University in Prague.
About the Contributors

**Alison Ede** is currently a doctoral candidate in Kinesiology at Michigan State University, with a concentration in Psychosocial Aspects of Sport and Physical activity. Her research interests include social influences on exercise behaviors, and has been involved in multiple research projects investigating the use of principles of group dynamics in active video games to improve motivation.

**Badia Faddoul, DNP, RN** is a doctoral-prepared consummate professional and subject matter expert with strong experience in planning, coordinating, directing and overseeing quality and performance improvement initiatives; proactively address and demonstrate expertise in responding to and resolving sensitive patient safety issues. She received her Doctor of Nursing Practice degree from the University of Maryland School of Nursing. Badia currently works at Johns Hopkins Hospital as a Quality Improvement Team Lead in the Quality Improvement Department. Dr. Faddoul is very passionate about patient safety especially anticoagulation safety. Her doctorate dissertation entailed the development of health game related to patient on blood thinner. She collaborated with an interdisciplinary team including a game designer, a computer scientist, a pharmacist and a researcher to develop and test the game. Dr. Faddoul has completed a fellowship in patient safety at the Patient Safety Improvement Corps. She is a Lean Leader and a TeamSTEPPS Facilitator. She has publications in the area of patient safety and patient education.

**Deborah L. Feltz** is a distinguished professor of kinesiology at Michigan State University. She received her B.S. degree from the State University of New York at Buffalo. She earned her M.S. and PhD in kinesiology from The Pennsylvania State University under the direction of Daniel M. Landers. She has devoted more than 34 years to researching the relationship between efficacy beliefs and physical activity, has written over 240 publications, and the book, Self-Efficacy and Sport. Her most recent scholarship has focused on group motivation gains in partnered exercise video games, which has been funded by the Robert Wood Johnson Foundation, the National Space Biomedical Research Institute, and National Institutes of Health. She has received numerous awards for her research. She is a Fellow in the American Psychological Association and National Academy of Kinesiology.

**Mikael Fernström** is the director of the Interaction Design Centre in the Department of Computer Science and Information Systems at the University of Limerick, Ireland. His main research interests are interaction design, sound, music, and electronics. Fernström studied electronic engineering and telecommunications at the Kattegatt technical college in Halmstad, Sweden, and has an MSc and a PhD in human–computer interaction from the University of Limerick.

**Jose Eurico de Vasconcelos Filho** obtained his PhD in Computer Science (IHC) from Pontifical Catholic University of Rio de Janeiro - PUC-Rio (2010). Master in Applied Computer Science (Artificial Intelligence) from University of Fortaleza (2006). Currently his is the Innovation Lab Coordinator and Professor at University of Fortaleza and Director of Citinova Foundation of Fortaleza City Hall.
**Samuel Thomas Forlenza** is an Assistant Professor of Exercise Science at Shippensburg University. He teaches sport and exercise psychology courses, while his research primarily focuses on the application of group dynamics to exercise and exergames in order to improve duration, intensity, and/or adherence.

**Matthieu J. Guitton**, PhD, FRAI is Associate Professor in the Faculty of Medicine of Laval University (Quebec City, QC, Canada), Director of Research of the ORL/HNS Division of Laval University, and Senior Researcher/Group Leader at the “Institut Universitaire en Santé Mentale de Québec”. His work is centered on cyberbehavior (human behavior in virtual spaces), ranging from fundamental cyberpsychology to telemedicine and other health applications. He is Associate Editor of Computers in Human Behavior and part of several editorial boards, including Current Opinion in Behavioral Sciences and Advances in Medicine.

**Amanda K. Hall** is a National Library of Medicine Postdoctoral Fellow in the department of Biomedical Informatics and Medical Education at the University of Washington School of Medicine. Her ongoing and published research relates health information technology, chronic disease self-management support, telehealth, mHealth, healthcare robotics, and games for health for improved health outcomes and medical decision-making. Her research domain within biomedical informatics is consumer health informatics. She has over seven years of experience working in home healthcare, patient care, and with health information systems. Amanda is dedicated to teaching and conducting research that aims to improve health and quality of life of individuals.

**Josef Hallberg**, currently with Luleå University of Technology, received his PhD in 2008. His research focuses around e-health, specifically on supporting elderly people, people with dementia, and self management of disease at home. He has over ten years of experience of applying technical research to support elderly people and addressing healthcare problems. His interests include context awareness, models for data sharing, mediated communication, smart environments, machine learning, intelligent systems, pervasive computing, and ubiquitous computing.

**Jana Hanusová** has been working since 2010 as a psychologist in the Centre for Social Services in Prague (department Prague center for Primary Prevention) and currently is a project manager for the NGO E-clinic, where she cooperates on development and implementation of services for mental health support - mainly internet prevention and early intervention programs concerning eating disorders and pilot supportive program for adult patients with ADHD. 2012 - 2014 she was involved in The European initiative for the promotion of mental health and the prevention of eating disorders (ProYouth) - program dissemination in Czech Republic, development of additional methodical materials and websites. Since 2012 she has been a postgraduate student of Medical Psychology and Psychopathology at the First Faculty of Medicine Charles University in Prague.

**Gunnar Hartvigsen** is professor at the University of Tromsø – The Arctic University of Norway (UiT), Faculty of Science and Technology, Department of Computer Science, and head of the Medical Informatics & Telemedicine group (MI&T). Dr. Hartvigsen is since 2000 professor at the Norwegian Centre for Integrated Care and Telemedicine (NST), University Hospital of North Norway (UNN) (part time). In 2007, he became research manager and director of Tromsø Telemedicine Laboratory (TTL), one of Norway’s centres for research-based innovation. He holds an MSc and a PhD degree in Computer
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Science (Artificial Intelligence) from the UiT. In 2005-2009 he was vice dean of the Faculty of Science, UiT. He has held several honorary posts at the Department of Computer Science, including head of department, vice head of department, and head of education. He has been member of several boards and committees at the university, including deputy member of the board at UiT. From 2004-2006, he was chairman of the Norwegian Council for Computer Science. In 2010 he became member of The National Committee for Research Ethics in Science and Technology (NENT). His research interests include various aspects of telemedicine and medical informatics, including electronic disease surveillance, self-help systems for people with chronic diseases, medical sensor systems, HCI for mobile systems, electronic health records (EHRs), social media and mixed reality social computer games for people with chronic diseases, serious games, context-sensitive communication in hospitals, and telemedicine systems in private homes. Dr. Hartvigsen has written two books and published more than 300 papers and reports.

Conor Higgins is a Ph.D. candidate at the University of Limerick’s Department of Computer Science and Information Systems. Conor’s research is primarily concerned with leveraging evolutionary computation in order to rehabilitate individuals with aphasia. His work has led to the development of a series of novel and engaging mobile applications targeted at aphasic individuals, each of which is inspired by traditional forms of speech and language therapy, but which present users with an accessible digital platform, which may foster self-guided unsupervised speech and language therapy.

Mikio Kamada was born in Sapporo, Japan in 1951. He received a Bachelor’s of physics from Tohoku University, Japan, in 1975, a Master of physics from Hokkaido University, Japan, in 1977, and the Ph.D. from University of of Tsukuba, Japan, in 1991. He was a John Bardeen Chair visiting scholar in University of Illinois at Urbana-Champaign, USA, from 1991 to 1992. He worked for Sony Corporation from 1977 until 2005 in a wide range of positions. His research interests cover: semiconductor materials and devices; physiological evaluation of human beings looking visual images; development of new communication media with accompanying affection channels; evaluation of international cooperation project and cost-effective analysis of distance education system, and so on. In 2006, he formed a new company, ACORDO Corporation. He started, R&D consulting for automobiles, office devices, and livingwares; a music business including a music school and music note publication, and development of new communication tools such as haptic devices for blind individuals or games for learning, and so on.

Áine Kearns is a speech and language therapist in the Department of Clinical Therapies at the University of Limerick. In her practice education role she sources, supports and quality assures student placements, she also supervises student speech and language therapists during their clinical education. Áine is currently undertaking her Ph.D. research at University College Cork where she is investigating efficacy and usability of computer technology in rehabilitation for people with aphasia post stroke. Her research interests lie in the area of acquired communication disorders, including awareness of and attitudes to aphasia, and more recently the use of technology to facilitate rehabilitation. She has collaborated actively with researchers in computer science in the development and evaluation of Apps for use in post stroke rehabilitation. Her teaching areas include clinical education, impact of communication disorders, supported communication skills and dysphagia in ageing and dementia.
**Georges E. Khalil, MPH, PhD** began his career as a public health scientist, transitioning to the study of entertainment-education for public health. As a health behavior researcher, Dr. Khalil earned his Doctoral degree in health communication from the University at Buffalo. Currently, Dr. Khalil is a postdoctoral fellow in cancer prevention at the MD Anderson Cancer Center. His research interests include the study of digital games for health promotion and disease prevention. In particular, his work involves the design and evaluation of games for health and the identification of gaming features responsible for health games’ success. Currently, Dr. Khalil studies the role of emotions in digital games for cancer risk perception among young adult, as well as web-based gaming programs for smoking prevention among adolescents.

**Stathis Konstantinidis** holds a PhD in Medical Sciences focusing on Medical Education Informatics from Aristotle University of Thessaloniki in Greece. He received his bachelor Degree in Computer Science from University of Crete, Greece, in 2004 and his MSc in Medical Informatics from Aristotle University of Thessaloniki, Greece, in 2007. He has over 8 years’ experience on 15 EU, national and interregional funded projects. From 2006 until 2011 he was teaching at the Technological Educational Institute of West Macedonia, Kozani, Greece and from 2006 to 2012 he was a research associate at Aristotle University of Thessaloniki. Currently, he is a Research Scientist at NORUT-Northern Research Institute, Norway. He writes and presents widely on serious games for elderly, persuasive techniques, collaborative e-learning, social media, content sharing, retrieval and repurposing, educational standards, virtual patients, serious games, linked open data and semantic web.

**Carminda Goersch Lamboglia**, has a Bachelor’s in Physical Education, with a Specialization in Exercise Physiology, Physical Activity, Nutrition and Health. Lamboglia also has a Master’s in Public Health. Lamboglia is currently affiliated with the Universidade de Fortaleza.

**Amy Shirong Lu**, PhD., is an Assistant Professor in the Department of Communication Studies and the Game Design program of the College of Arts, Media and Design and the Department of Health Sciences of the Bouvé College of Health Sciences at Northeastern University. Amy studies the persuasive mechanism of media and communication technologies and their health behavioral and psychological applications. She is also interested in narratives and virtual media characters (in animation and video games) and their potential application in communicating health messages among youth of different cultures. Amy received her BA in English from Peking University, and her master’s in communication studies and doctorate in mass communication from University of North Carolina at Chapel Hill. She completed a postdoctoral fellowship with the Children’s Nutrition Research Center at the Department of Pediatrics at Baylor College of Medicine.

**Miroslav Macík** is a PhD candidate and researcher at the Czech Technical University in Prague, Department of Computer Graphics and Interaction. He graduated the same university in 2009 receiving his master’s degree. His Master’s thesis “User Interface Generator” is followed by his research where he focuses on development of user interfaces for people with special needs and corresponding user interface development automatisation. He is further interested in usability engineering, accessibility and web technologies. He was involved in two EU founded projects i2home and VITAL (6th Framework program).
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**Alexandra Makhlysheva** is a software developer for Norwegian Centre for Integrated Care and Telemedicine, University Hospital of North Norway, Tromsø, working in the diabetes research group lead by Eirik Årsand. She got 5-years higher IT education as mathematician, system programmer in the Northern (Arctic) Federal University in Arkhangelsk (Russia). This was followed by MSc degree in Telemedicine and E-Health (technology track) at the University of Tromsø - The Arctic University of Norway, by developing a serious game for 8-12-years old children with type 1 diabetes.

**Hannah R. Marston** is a post-doctoral fellow at the Institute of Movement and Sport Gerontology, at the German Sport University Cologne. Currently, Hannah is working on the iStoppFalls EU-funded project. Hannah has interest in several areas: gender, rural ageing, gerontology, age cohorts (baby boomers, oldest old (85+), centenarians etc.), HCI, digital games/ technology/ theory/ design/ engagement, social networking, rehabilitation and tele-health technologies. At present, Hannah is one of three guest editors of a special edition for the Games and Culture journal. This edition focuses on digital gaming and ageing (http://www.cfpaginganddigitalgaming.com/). Previously, Hannah was elected by the members of the Gerontological Society of America (GSA) to represent the emerging scholar and professional organization (ESPO), as the Technology Chair. Furthermore, while undertaking this role, Hannah also represented the study body on the membership committee. Hannah has actively volunteered to review abstracts/ papers for several conferences (GSA, BSG, CHI, and ISG) and journals (Games and Culture, Games for Health and the Gerontechnology Journals). At present, she is a member of the International Journal of Game Based Learning and the Computer Games Journal editorial boards.

**Zdenek Mikovec** is a researcher and a lecturer at the CTU in Prague, Department of Computer Graphics and Interaction. He received his PhD in 2007 at the same university. His fields of interest include formal picture description, special user interfaces with a focus on the blind and visually impaired users. Between 2001 and 2002 he was working on adaptation of multimedia documents on PDA at ZGDV Darmstadt, Germany (analysis, design, prototype implementation). After his return to Prague he became involved in the EU project Mummy and ELU. Later he was involved in the projects i2home, AEGIS, ACCESSIBLE and VitalMind. He is an author or a co-author of more than twenty publications on various international events in HCI.

**Masaki Moriyama** was born in Kofu, Japan in 1951. He received the Bachelor of medicine from Tohoku University, Japan, in 1975, Ph.D. of maternal and child health from Tohoku University in 1979, M.A. of anthropology from University of Texas at Austin, USA, in 1981. He was a visiting scholar in University of Illinois at Urbana-Champaign, from 1991 to 1992. He worked for Nagasaki University, Japan, from 1981 to 1996, and for Fukuoka University, Japan from 1996 to the present. His research interests cover: assistance of face-to-face communication in community health settings using graphics; development of concept mapping procedure in the field of health promotion and education, and; participatory communication using haptic devices for blind people. His educational interests are revealed as: development of online micro-lecture series of public health concepts in Japan (http://social-med.blogspot.jp/) and (2) experimental editing of a narrative journal to assist accumulating life-related knowledge/experiences of people living in super ageing society.
Daniele Musian is a psychologist and researcher at SI4Life. In 2013 he received a PhD in Public Health at University of Pavia. His research interests include neuropsychology and stress related disorders. He currently promotes and is involved in national and European projects in Active and Healthy Aging including DOREMI. He is Project Manager for SI4life - Regional Hub for Science and Innovation in Life Sciences.

Tammy Ott specializes in experimental design and statistical analysis. Her research interests include unconscious learning, the effects of priming on behavior, as well as unobtrusive measures of workload and linguistic based methods of detecting psychosocial dimensions.

Hana Papežová is Professor in Psychiatry at Psychiatric Department of the First Faculty of Medicine, Charles University in Prague and Head of Eating Disorders Unit. Prof. Papežová is supervisor of the ProYouth project in the Czech Republic.

Shahram Payandeh is a Professor at the School of Engineering Science at Simon Fraser University in British Columbia, Canada since 1991. He has received his PhD. Degree from the University of Toronto. His main area of research is in networked robotics, multi-view tracking and reconstruction and multi-modal users interface. In area of robotics he has focused on interaction modeling and coordination of networked, cooperative dynamical agents in particular in the area of virtual training environments. He has more than 260 technical publications in journals and conferences. He holds 7 US patents in the field of haptic user interfaces, robotics devices and haptic rendering. He also co-authored the one of the first books in the area of medical robotics and holds one of the first patents in this area. He has publication in visual tracking of surgical tools in using laparoscopic images and developed a surgical training environment for a class of minimally invasive surgery. He is also developing a novel multimodal surgeon computer interface for accessing information using only the surgical tools as their input devices. More recently, he has been developed a cooperative multi-camera tracking systems for even monitoring and surveillance with application to multi-dynamical agents.

Katelyn Procci is a doctoral student in the University of Central Florida’s Applied Experimental and Human Factors program. Ms. Procci is the project manager for the UCF RETRO Lab, a serious games research and development laboratory, which is a part of the Institute for Simulation and Training and the UCF Department of Psychology. Her research interests include best practices for serious game design and development, usability, and game engagement.

Rachel Proffitt is an Assistant Professor of Clinical Occupational Therapy in the Division of Occupational Science and Occupational Therapy at USC. Dr. Proffitt leads the Game Based Rehabilitation Lab at the Institute for Creative Technologies. The interdisciplinary team she leads is focused on developing customized, game-based, virtual reality technologies for rehabilitation. Dr. Proffitt primary focus in both research and clinical practice is neurological rehabilitation. She is conducting pilot clinical trials with TBI, stroke, amputee, and healthy aging populations using the developed games and systems. Dr. Proffitt recently completed a T32 Postdoctoral Fellowship with training emphasis on conducting rehabilitation efficacy and effectiveness trials. She was subsequently awarded a K12 career development award to provide protected research time for her research activities and further investigation of her primary research interests. Dr. Proffitt teaches the Assistive Technology class in the Occupational Therapy Master’s Program and practices at Keck Medical Center of USC. Dr. Proffitt received her OTD from Washington University School of Medicine in St. Louis.
About the Contributors

Deborah Richards is a professor in the Department of Computing at Macquarie University. She joined academia in 1999, following 20 years in the IT industry during which she completed a BBus (Comp and MIS), MAppSc (InfoStudies) and PhD in artificial intelligence on the reuse of knowledge. For the past decade, her focus has been on agent technologies including agent-based modelling, the use of agent based virtual worlds and empathic virtual agents to improve engagement, adherence and support for students and patients to deliver improved learning and/or health outcomes.

Jonathan van’t Riet obtained his PhD in health promotion from Maastricht University in the Netherlands and now works as an assistant professor of persuasive communication at the Behavioural Science Institute of Radboud University, also in the Netherlands. His work focuses mainly on health communication, with a special interest in online and digital communication. He has published numerous articles, which have appeared in the Journal of Medical Internet Research, Psychology and Health, and Health Psychology Review, among other outlets.

Conor Ryan is Associate Professor of Machine Learning at the University of Limerick where he is director of the Biocomputing and Developmental Systems Group. Ryan is the inventor of the popular Grammatical Evolution automatic programming system and has over 175 publications. He was a Fulbright Scholar in the Computer Science and Artificial Intelligence Lab at MIT in 2013 and is CTO of software at NVMduration, a company that uses Machine Learning to extend the endurance of Flash Memory.

Jeffrey M. Rye is responsible for designing and developing software solutions for research projects. He has over a decade of experience writing software in research environments, with an emphasis on software development for user interfaces and tools to support UI development. Mr. Rye has nine patents to his name.

Carlos Bruno Silva, Physician - Universidade Federal do Ceará; Endocrinologist and Metabolist - Universidade Estadual de São Paulo; PhD - Universidade de Brasília; Titular Professor - Universidade de Fortaleza.

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Pooya Soltani has an MSc degree in Exercise Physiology from Shiraz University, Iran. He’s interested in characterizing Exergames and their effects in three domains of physiology, biomechanics, and psychology. He’s now a researcher at Porto Biomechanics Laboratory (LABIOMEPE) under supervision of Professor João Paulo Vilas-Boas.

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Jamie Taylor is currently an MSc student studying Advanced Computer Science at the University of Kent. This comes after achieving a First Class Honours during his undergraduate studies at the University of Ulster. His research interests include game-engine and world simulation technology and data-flow computer architecture. He has also worked in industry as a developer.

Dan Thomsen’s research includes presentation tools for more effective information transfer, massive collaborative problem solving, and discovering real world attributes of people attacking systems. He currently leads the SAGA effort to aid veterans with PTSD by telling their story through comics. The SAGA project balances education with motivation to get people started on evidence-based therapy. Mr. Thomsen has been involved in computer security work his whole career, developing high assurance systems, secure databases and policy enforcement languages.

Jana Tomanová is a psychologist, systemic and family psychotherapist, supervisor and teacher at the University. 2011 - Ph.D. in Medical Psychology and Psychopathology at the First Faculty of Medicine Charles University in Prague. Since 2012 has been involved as chat therapist and coordinator of Internet based support sessions for siblings and partners of Eating disorders patients (“pomocpp.cz” - in CZ disseminated together with The European initiative for the promotion of mental health and the prevention of eating disorders ProYouth).

João Paulo Vilas-Boas is a full professor of biomechanics at the University of Porto, Portugal, and director of the Porto Biomechanics Laboratory (LABIOMEP). He was a Olympic swimming coach acting for more than 20 years and elected 3 times as “Coach of the Year” of the Portuguese Swimming Coaches Association. He was a member of the board of the Portuguese Swimming Federation and is currently with the Board of the Portuguese Olympic Committee.