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	2018 International Conference for Top and Emerging Computer Scientists (IC-TECS 2018)
	【学術会議招待講演】 Physiological measurement in living spaces combining with digital games.
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	<p>Physiological information in living spaces has so far been measured by embedding biometric sensors into furnishings—such as beds, bathtubs, and toilets—or into the house itself. These devices are designed to not require users to perform any specific operation or action (such as turning on a switch or maintaining a certain posture at the time of measurement), allowing measurements to be carried out without the user’s awareness. A system is now being developed to integrate digital games and digital gaming devices with biometric measuring devices, so that physiological data are measured and collected while the game is played. If health parameters can be gathered by playing games, the more users play, the more information they will have about their health, and the healthier they will become. We call this concept, which we describe herein, physiological measurement with gaming or health monitoring through digital games.</p> <p>Part of this work was supported by JSPS KAKENHI Grant Numbers 15H02798 and18K19844. And part of this work was also supported by “Student Support Grant of MISUMI Corporation.”</p>