

Center for Interactive Media Technologies in Healthcare (CIMTH)

## Developing Games for Wellness, Fitness & Rehabilitation

**PANEL MEMBERS**

Sara Mulroy

Jeremy Kagan

Phil Requejo

David Turpin

Sheryl Flynn

**TOPICS**

*Seizing the Opportunity (Clinical Drivers)*

*The Value of Narrative Development*

*Engineering Constraints: Hardware & Software Considerations*

*Game Development: Synthesis & Integration*

*Developing A Business*

**MODERATOR**

Marientina Gotsis

**November 28, 2012 @ 5:30PM**

Center for the Health Professions, RM 102  
USC Health Sciences Campus (HSC)  
1540 E. Alcazar Street, Los Angeles, CA

RSVP BY 11/22/2012 to:  
[cimth@aminet.usc.edu](mailto:cimth@aminet.usc.edu)

Supported by the USC Research Collaboration Fund



Open to USC Faculty, Students & Staff interested in developing  
interactive media technology to empower healthy behaviors

# Developing Games for Wellness, Fitness & Rehabilitation

**November 28, 2012**

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1540 E. Alcazar Street, Los Angeles, CA

## SCHEDULE OF EVENTS

Reception: 5:30pm – 6:30pm (CHP Patio)

Panel Discussion: 6:30pm – 8:00pm

## MAP & DIRECTIONS

<http://pt.usc.edu/Subpage.aspx?pageid=1164>

## PANEL MEMBERS

**Sara Mulroy, MS, PhD:** Director, Pathokinesiology Laboratory, Rancho Los Amigos National Rehabilitation Center, Downey, CA

**Jeremy Kagan, MFA:** Professor/Founder, Change Making Media Lab, USC School of Cinematic Arts

**Phil Requejo, PhD:** Director, Rehabilitation Engineering Program, Rancho Los Amigos National Rehabilitation Center, Los Angeles, CA; Adjunct Assistant Professor, USC Department of Biomedical Engineering and Department of Kinesiology, and Department of Biokinesiology and Physical Therapy

**David Turpin, BA:** Game Designer & Programmer, Creative Media & Behavioral Health Center, Game Innovation Lab, Interactive Media Division, USC School of Cinematic Arts

**Sheryl Flynn, PT, PhD:** CEO/Founder, Blue Marble Game Company, Los Angeles, CA

**Marientina Gotsis, MFA:** Research Assistant Professor, Director/Co-Founder, Creative Media & Behavioral Health Center, Interactive Media Division, USC School of Cinematic Arts