OUTLINE

> Introduction

> **Project 1**: Active2Gether – Understanding Activity and GPS Data

> **Project 2**: Active2Gether – Validating Model for Behaviour Change

> **Project 3**: Visio – Simulating Visual Handicap Using Eyetracker

> **Project 4**: iSlimm – Phone App for Healthy Living

> **Project 5**: Emotional Adaptivity in Stressful Situations

> Contact
1. ACTIVE2GETHER – UNDERSTANDING ACTIVITY AND GPS DATA

> **Goal**: investigate whether GPS data and activity monitor data can be used to understand behavioral patterns
  > type of transport
  > activity level per location

> Experimental setup ready!
  > data collection relatively easy

> Requested characteristics:
  > interest in experimental research
  > data transformation skills
2. ACTIVE2GETHER – VALIDATING MODEL FOR BEHAVIOUR CHANGE

> **Goal**: run experiment to collect data about psychological constructs and physical activity and see whether existing model predicts behaviour
  > motivation, intentions, social support, practical barriers, etc.

> Experimental setup largely ready
  > existing app can be used

> Requested characteristics:
  > interest in experimental research
  > experience with validation of dynamic model
3. VISIO – SIMULATING VISUAL HANDICAP USING EYETRACKER

> **Goal**: build and evaluate an eye-tracker based simulator that mimics the sight of people with a visual handicap
  > e.g. black spots, tunnel-vision, focus problems

> In cooperation with large institute for visual rehabilitation
  > real world problems

> Requested characteristics:
  > interest in multidisciplinary research
  > programming skills
4. ISLIMM – PHONE APP FOR HEALTHY EATING

- **Goal**: build and evaluate an app that helps children and parents to live a healthy lifestyle
  - providing structure in daily life
    - what and when to eat
  - interaction between parents and children via gaming elements
- In cooperation with Amsterdam-ZO based lifestyle coach
- Requested characteristics:
  - interest in gaming aspects
  - mobile app programming skills
5. EMOTIONAL ADAPTIVITY IN SERIOUS GAMING

part of STRESS project: http://stress.few.vu.nl

> Physiology in Serious Gaming
  > Evoking & measuring emotions
  > Skin conductance, heart rate, brain activity

> Emotional adaptivity
  > Optimal emotional state?
  > How or what to adapt?

> Emotional state & learning
  > Effects of emotion on learning
  > Transfer of learning

> Open for project ideas!
  > Max. 1 or 2 (AI) students
  > Jeroen de Man: j.de.man@vu.nl
INTERESTED?

> Ask!

> Send email with motivation:
   > Julienka Mollee
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   > (project 1, 2, 4)

> Michel Klein
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> (project 3)

> Jeroen de Man
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> (project 5)

> Be quick, as there are more students than nice projects…

> Other ideas? Contact us!