



PLATAFORMA TECNOLÓGICA CHILENA DE  
INTERNET DEL FUTURO

*First*

Future Internet Roadmap  
Chilean Technology Platform  
NEM Initiatives  
2011



European Commission  
Information Society and Media



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### *F* **Brief description of the idea:**

The main purpose of the project is to investigate methods and algorithms to integrate the cognitive-perceptual and emotional approaches for serious games targeted at senior people, providing the ability of self adaptability and creation of digital contents in relation to automated tools for their production to different platforms.

The motivation is that many of the digital presentations and serious games require the ability to provide interesting plots and increase the acquisition of basic skills for self-care for the elderly.

### *F* **Technology Area: NEM**

### *F* **Research Topic:**

1. Serious games
2. Elderly people
3. Narrative intelligence, non linear story telling,
4. Semantic processing



### *ƒ* **Objective:**

*ƒ* The main objective of the project is to investigate methods and algorithms to integrate the cognitive-perceptual and emotional approaches for serious games targeted at senior people, providing the ability of self adaptability and creation of digital contents in relation to automated tools for their production to different platforms.

### *ƒ* **European counterpart needed:**

- ƒ* ICT industry developing serious games
- ƒ* Research center / University in computational creativity
- ƒ* Research center / University in serious games
- ƒ* Research center / University in semantic processing
- ƒ* Center/Institute of occupational therapy for elderly

### *ƒ* **Expected Impact:**

- ƒ* Empower research community on self-care outcomes and technologies helping to create and improve the understanding of those aspects.
- ƒ* Support the software development of future applications that will facilitate the achievement of self-care on elderly. This project will establish a mean of bridging the gap between serious games for elderly with special needs that are generally close to ICT technology.
- ƒ* It will contribute to innovation and thus stimulate the ICT and digital content markets in Europe, and services will be increased in this emerging market.
- ƒ* It will benefit the EC knowledge society in terms of economics and improved services reaching its customers, users, suppliers and citizens.

*ƒ* **Duration:** 36 months

*ƒ* **Estimated Investment Effort:** 2,15 M€

*ƒ* **Scope:** ICT for ageing and wellbeing: self-care for elderly.