

The learning goal is to develop a serious game for elderly people or those who are chronically ill. These users should be activated by integrating immersive approaches such as Virtual Reality (VR) and Augmented Reality (AR).

The project focuses on web-based technologies because so "usual" browsers can be used on mobile devices such as smartphones. This is particularly advantageous for elderly users who are often overwhelmed by special VR/AR devices or who cannot or do not want to afford these devices financially.

3 ECTS Credits

Eligible participants:

RUN-EU students from any study cycle

Deadline for applications:

3 February 2025



Fill in the application form (QR or website)

COORDINATION:

Vorarlberg University of Applied Sciences Polytechnic University of Cávado and Ave















+INFO: www.run-eu.eu



