Engagement and Motivation in Rehabilitative Therapy For The Elderly

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PhySeEar

[ create something that works]

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[ create something that works ]
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[DESIGN]
[create something that works]
[understand how something works]
[PHENOMENA]

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Research through Design
(Bardzell et al., 2012; Gaver, 2012; Löwgren, 2013; Zimmerman et al., 2010)
(Höök and Löwgren, 2012)
Research through Design

Bardzell et al., 2012; Gaver, 2012; Löwgren, 2013; Zimmerman et al., 2010)
(Höök and Löwgren, 2012)
[ Three things we’ve learnt]
Three things you can use

Three things we’ve learnt

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1. **Play as a goal** instead of a game/system/artefact as a goal
Three things you can use]

Three things we’ve learnt

1. Play as a goal instead of a game/system/artefact as a goal

2. “Play is free movement within a more rigid structure” Salen and Zimmerman, pg. 304
Three things you can use

1. Play as a goal instead of a game/system/artefact as a goal

2. “Play is free movement within a more rigid structure” Salen and Zimmerman, pg. 304

3. Play to shape the design process
[a system as a goal]
[play as a goal]
[a system as a goal]
[play as a goal]
[a system as a goal]
[play... just emerged]
(Márquez Segura et al., 2012)

To fit, to transgress, to stay...
“Be careful (the lights turn orange). See? I was about to tell you [...]” -- physiotherapist

(Márquez Segura et al., 2012)
“This one (pointing to the light in the front), this one is a tattletale!”

- inpatient, laughing.

“It knows too much” - physiotherapist, laughing too.
[AND as play emerged...]  
...so did FOCUS

“\textit{It got red the two first times}” – one inpatient.

and self-monitoring and self-tracking and awareness and ...


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“This one... this one does NOT punish me... and beating the system and self-imposed challenges

AND as play emerged...]
[ ... so did MOTIVATION]

... I punish him!”
[AND as play emerged...]
[... so did MOTIVATION]
(Márquez Segura et al., 2012)

...and hard work
...and a sense of accomplishment

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“Play is appropriate, in that it takes the context in which it exists and cannot be totally predetermined by such context.” (Sicart, 2014)

“Game design [play design] is therefore a second-order design problem, in which designers craft play, but only indirectly, through the systems of rules that game designers create.” (Zimmerman, 2003)
[ Play to shape the design process]


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[Motivation as the goal] [play as the vehicle]

It’s looks ...
Good cop/bad cop dynamic

It’s functionality ...
  joints and movement
  taking over some tasks
  joint communication

Image retrieved at https://asknao.aldebaran.com/

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[Motivation as the goal]
[play as the vehicle]
[AND play emerged...]
[AND play emerged...]

[... and it was useful]
[AND play emerged...]
[... and it was useful]
[AND play emerged...]
[... and it was useful]
[AND play emerged...]
[... and it was useful]
[AND play emerged...]
[... and it was useful]
[AND \textit{play} emerged...]
[... and it was useful]
Three things you can use

Three things we’ve learnt

1. Play as a goal instead of a game/system/artefact as a goal

2. “Play is free movement within a more rigid structure” Salen and Zimmerman, pg. 304

3. Play to shape the design process
Some big words came from here

Thank you!

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