

Exertion Interfaces has also been the focus on a lecture in RMIT's game course.

The lecture's blog is at gameslecture.blogspot.com including great comments from the students.

The final project was to design an exertion game, or exergame, in a team of 5, the projects are here:

<http://gameslecture.blogspot.com/2009/06/exertion-games.html>

Press

Appearance of the projects in the press:

http://gamecareerguide.com/news/24111/rmit_students_design_exergames_for_.php
<http://www.seriousgamessource.com/item.php?story=24111>

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This latest Serious Games Source feature covers a keynote by alternate reality game creator Jane McConial presented during the recent 2007 Serious Games Summit, during which she stated "I design games from the future," and offered insight into the creation of Halo 2 ARG Ilovebees.

Serious Game Engine Shootout
In the march up to the Serious Games Shootout panel to take place in March during the Serious Games Summit in San Francisco, writer Richard Carney presents a comparative analysis of several prominent engines currently used for developing serious games, as well as quotes from the companies behind the technologies.

Playing with Fire: Enemy Dots
In this latest Playing with Fire feature, Powerful Robot Gamer' Gonzalo Frasca offers his unique insight into the perception of conflict in games, as well as in other media, and notes how looking at events through the eyes of the opposition could lead to better understanding.

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INDUSTRY NEWS

RMIT Students Design Exergames for Classroom Project
[06.18.09]



Professor Florian Mueller of the Royal Melbourne Institute of Technology in Australia has published the results of a recent classroom project dedicated to the creation of exergames.

The project tasked students with designing games that encourage physical movement and exercise. Lecture sessions for the class began in April.

For the class, students grouped into teams of five members. Each team designed its own game concept, which was then presented for peer review via an accompanying website.

The project resulted in sixteen game concepts in all, ranging from the sports title *JumpShock!* to the trackball-controlled racing simulator *Roly Poly*.

Other demonstrated concepts include the multiplayer toast-throwing simulator *Toast*, a stationary bike-controlled adaptation of *Paperboy*, and the *Virtus Hamster-like Wilkoff*.

Student game concepts and classroom discussions have been documented at the project's website.

By Danny Cowan
June 18, 2009 03:15:00 PM PT

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