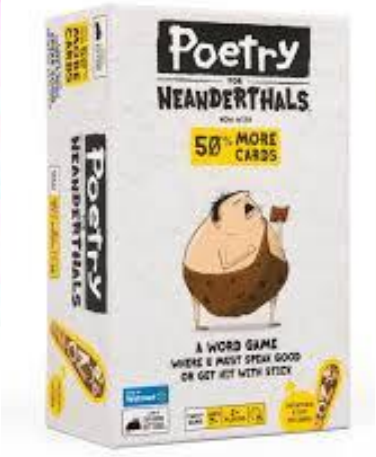
SOU Students Present:

Intergenerational Gameplay

Thursday, Dec. 4, 9-10:15 a.m.
SOU Campbell Center, Room E

Over 10 weeks this fall, SOU students from Professor Robert Arellano's class have collaborated with community members to create cutting-edge gaming environments for the planned older adult living community on campus. See functional prototypes of: Adaptive video game controllers created through 3D printing; Cognitively engaging digital games designed specifically for older players; Robotic assistance systems that enhance gaming accessibility; and Interactive environments that bring generations together through play.

Registration is not required. SOU faculty/staff and community members are invited to attend.



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