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Gamification of Health

Guest Editor:

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Message from the Guest Editor

Gamification could be a very big opportunity for health from the perspective of very different stakeholders, from patients for performing physical activity or for being compliant with drug prescriptions, to physicians to complete the compilation of electronic health records, to administrative staff to update data in healthcare information systems, and so on. In this view, this Special Issue is specifically targeted to identify the application of gamification concepts to the everyday activities of people involved with health-related topics. It would be interesting to delineate the research efforts in this path, from the design of possible apps to the evaluation of the use of gamification concepts in health-related applications.













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Editor-in-Chief

Message from the Editor-in-Chief

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