



Project (3): Physical Therapy Using Gamification

Participated students:

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- 2- Ahmed Hesham Taha
- 3- Amro Ashraf Ismaiel
- 4- Abdel Rahman Mosaad Elsayed

Project Summary:

This project is used as a novel application in computer engineering and graphics. It meets the main objectives of people, such as Education Physical Therapy by means of game mechanics and game design techniques.

In the field research, each group of students should participate in the following:

1. Select some of the physical therapy exercises to improve the patient health.
2. Working on choosing a game idea to implement these exercises.
3. Make sure that the game is suitable for all patients' ages and to be exciting.
4. Write and Review the research with the supervisor.