

# RESEARCH PARTICIPANTS NEEDED:

## Older Adults' Experiences and Perspectives on Games for Rehabilitation Therapy

Have you ever played videogames for health?  
We want to hear from you!

### Q: What do I do as a research participant?

- Take part in an online interview over two 1-hour sessions
- Share your views about using and creating videogames for therapy
- An honorarium will be provided for your time

### Q: Am I eligible to be a research participant?

- Age 50 or older
- Have experience using videogames for health such as for physical therapy, occupational therapy, or cognitive therapy
- Able to speak English
- Have access to a computer with webcam and internet

### Q: What will we learn?

Creating games for different therapies (e.g. exercise therapy) can make therapy more engaging, especially for older adults who may require greater access to rehabilitation. We want to know how to better involve older adults in creating games for rehabilitation that suit their needs.

#### CONTACT FOR MORE INFORMATION

Gordon Tao  
UBC Rehabilitation Science  
Phone: 604-734-1313 Ext. 6292  
Email: [garden.rehabresearch@ubc.ca](mailto:garden.rehabresearch@ubc.ca)

Principal Investigator  
Dr. William C. Miller  
PhD, FCAOT

