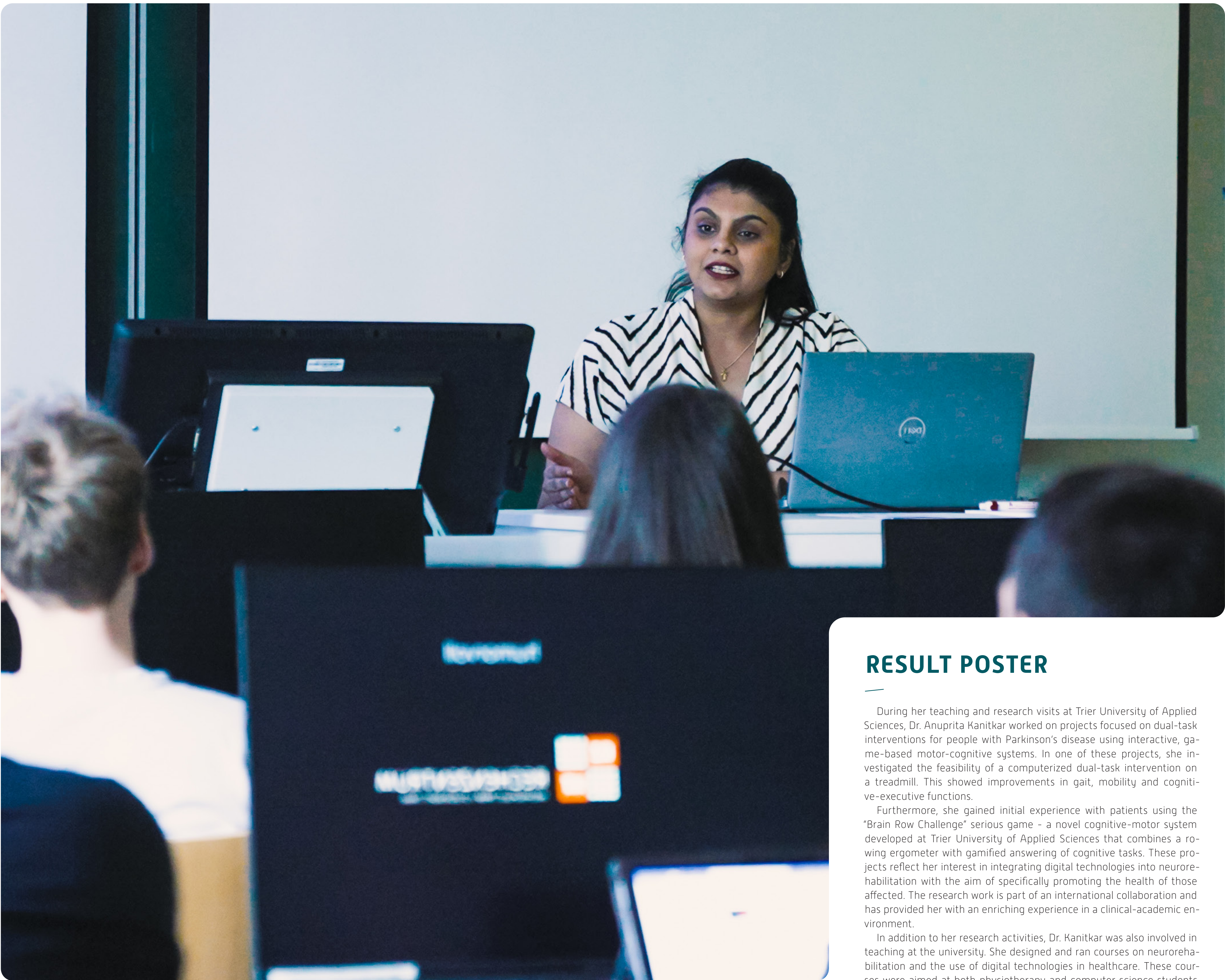# INTERNATIONAL GUEST LECTURESHIP
SERIOUS GAMES FOR PEOPLE WITH PARKINSON

RESULT POSTER

During her teaching and research visits at Trier University of Applied Sciences, Dr. Anuprita Kanitkar worked on projects focused on dual-task interventions for people with Parkinson's disease using interactive, game-based motor-cognitive systems. In one of these projects, she investigated the feasibility of a computerized dual-task intervention on a treadmill. This showed improvements in gait, mobility and cognitive-executive functions.

Furthermore, she gained initial experience with patients using the "Brain Row Challenge" serious game - a novel cognitive-motor system developed at Trier University of Applied Sciences that combines a rowing ergometer with gamified answering of cognitive tasks. These projects reflect her interest in integrating digital technologies into neurorehabilitation with the aim of specifically promoting the health of those affected. The research work is part of an international collaboration and has provided her with an enriching experience in a clinical-academic environment.

In addition to her research activities, Dr. Kanitkar was also involved in teaching at the university. She designed and ran courses on neurorehabilitation and the use of digital technologies in healthcare. These courses were aimed at both physiotherapy and computer science students and emphasized the close connection between clinical neuroscience and technological innovation.

Her didactic approach promotes interdisciplinary collaboration by bridging the gap between rehabilitation science and digital technologies. She covers topics such as sensor-based movement analysis, game-based therapy, virtual learning and the development of serious health games. Through presentations, practical workshops and project-based work, it gives students a practical insight into the use of modern technologies and the development of new rehabilitation methods.

The experience she has gained encourages Dr. Kanitkar in her commitment to mentoring young therapists and developers and enabling them to make a valuable contribution to the digitalization of healthcare and the further development of neurotechnology.

TITLE
Serious Games for people with Parkinson

DEPARTMENT
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