

Curriculum vitae

Name Gunn Evertsen
Nationality Norwegian
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Education Sivilingeniør (M.Sc.) 1992 from Computer Science Department, University of Tromsø
Present affiliation Research Scientist in computer games at Norut, since 2003

Work and research

Present research:

Current main research interest is focused on serious games, gamification, exergames, social games, with a particular interest in motivational/ persuasive technologies and personalization.

Experience:

have 20 years' experience on EU, interregional and national funded projects, has been working within the application areas of social exergames, educational games and welfare technologies.

Some recent projects:

- Reviewer of the an ECSEL Joint Undertaking project called With-me, participated in the first (June 2014) and second (June 2015) review meetings in Brussel, specially focusing on the technical and persuasive aspects of the project.
- Technical coordinator of the AAL project GameUp with the aim is to enhance the mobility of elderly, with a special focus on exergames. Also integrates and developes parts of the games (2011-2015)
- Project coordinator of the InterReg project "Meet, Play, Learn2" where the aim is to make a demonstrator of a social game-based environment for children with diabetes. (2011-2013).
- Actively involved in the AAL project Join-In, with the aim is to look at different gaming opportunities for elderly, including exergames (2010-2013)
- Technical coordinator of Interreg IIIB, NoCry: A multimedia wiki for young and creative entrepreneurs crossing the borders in the North was developed, tried out and analyzed. (2009-2011)
- Developed games in Network for teachers of Finnish as a second or foreign language, a Socrates Minerva (EU) project where a computer role-playing game was developed together with a network site for teachers and a course FinNet (2005-2007).

Relevant Publications

Conferences with refereed:

Evertsen, G., Brox, E., *Acceptance of a targeted exergame program by elderly*, Scandinavian Health Informatics conference 2015, Tromsø June 2014. Have **not yet** been **accepted**.

Brox, E., Evertsen, G., Åsheim-Olsen, H., Hors-Fraile, S., Browne, J., *Experience with a 3D Kinect Exergame for Elderly*, HEALTHINF 2015 – International Conference on Health Informatics, Lisabon January 2015

Brox, E., Evertsen, G., Åsheim-Olsen, H., Burkow, T., Vognild, L., *Experience from Long-Term Exergaming with Elderly*, accepted for Academic mindtrek, Tampere October 2014

Brox, Ellen; Evertsen, Gunn; Åsheim-Olsen, Heidi; Burkow, Tatjana; Vognild, Lars Kristian. *Commercial Exergames for Elderly - Lessons Learned from Two Years of Playing Commercial Wii Games in a Senior Centre*. 7th International Conference on Health Informatics; 2014-03-01 - 2014-03-03

Brox E, Evertsen G, Bomark P, Hirche J, Yliräisänen-Seppänen P, *User Centric Social Diabetes Game Design for Children*, Proceeding of the 16th International Academic MindTrek Conference, Pages 291-293, Tampere October 2012, ISBN: 978-1-4503-1637-8, doi>10.1145/2393132.2393196

Hors Fraile S, Browne J, Brox E, Evertsen G, *Suitability analysis of commercial open-source driven motion sensor devices applied to exergames for the elderly*, AAL forum Eindhoven September 2012

Brox E., Luque L. F., Evertsen G., Hernández J. E. G.: *Exergames For Elderly: Social exergames to persuade seniors to increase physical activity*. First International Workshop on Therapeutic Serious Games & Pervasive Computing (UbiTheraGames'2011), Dublin 23-26 May 2011

Ellen Brox, Audun Heggelund, Gunn Evertsen, *Competence complexity and obvious learning; Experience from making a language learning game*, The Nordic Conference on Serious games, February 28-29.2008, Jyväskylä

Brox E., Evertsen G., Heggelund A.: *A competence Jigsaw Puzzle – Making a language Learning Game in a European Project With Diverse Competence and Diverging Standings*. The European Conference for Gamebased Learning, Paisley, Skotland 25.-26.10.2007.

Books and book chapters:

Persuasive techniques among other things will be discussed in an accepted book chapter : “*Online Social Exergames for Seniors: a Pillar of Gamification for Clinical Practice*” to the upcoming book entitled "Holistic Perspectives in Gamification for Clinical Practice", by the publisher, IGI Global (www.igi-global.com<<http://www.igi-global.com>>

Design and Use of Serious Games, book chapter in the series: Intelligent Systems, Control and Automation: Science and Engineering , Vol. 37 Kankaanranta, Marja; Neittaanmäki, Pekka (Eds.),2009, VIII, 208 p., ISBN: 978-1-4020-9495-8 “*Competence complexity and obvious learning; Experience from making a language learning game*” p83-96, Ellen Brox, Audun Heggelund, Gunn Evertsen