

Phibys Adventures v1

Contact information

Address: Main researchers:

- LUIS SALGADO ALVAREZ DE SOTOMAYOR

luis.salgado@upm.es

- MARTINA ECKERT

martina.eckert@upm.es

- IGNACIO GOMEZ-MARTINHO GONZALEZ

- JUAN MANUEL MENESES CHAUS

juan.meneses@upm.es

Other UPM researchers:

- Cristina Esteban González E.T.S de Ingeniería y Sistemas de Telecomunicación
- Jennie Yadira Peláez Castro E.T.S de Ingeniería y Sistemas de Telecomunicación

Technological Offers type

Software

Research and innovation areas

- Salud y bienestar
- Tecnologías digitales, Inteligencia Artificial, ciberseguridad, 5G, robótica

Where?

Electronic and Microelectronic Design Group Image Processing Group (IPG) Information and Telecommunications Processing R&I Centre Multimedia and Acoustics Applications (GAMMA) Software and Multimedia Systems Technologies for Sustainability Research Centre (CITSEM)

Software description

A serious video game for doing physical physiotherapy exercises for people with motor functional diversity. The aim of the game is to take a character (Phiby) through an adventure setting using body movements, captured by a Microsoft Kinect X360 camera. During the game, four exercises are done repeatedly. The difficult of the exercises is set up remotely using the *iBlexer-med* web platform, which is also a part of the *iBlexer* system.

Reference

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