

# Developing serious games for victims of stroke

C Sík Lányi, V Szűcs, E László, T Dömök

University of Pannonia,  
Egyetem u. 10., Veszprém, HUNGARY

*lanyi@almos.uni-pannon.hu, veronika.szucs01@gmail.com,  
missaxe@gmail.com, domoktamás@gmail.com*

*www.uni-pannon.hu*

## ABSTRACT

This study introduces Serious games, which are special games planned within the “StrokeBack” project. The aim of these games is to support the rehabilitation process of stroke patients who have upper limb impairments and damaged psychomotor abilities. In this paper we will present the methodology and ideology of Serious games, and we will prove the importance and necessity of developing such tool.

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**Full papers will be published in the Conference Proceedings and will be available to delegates at the conference on Sept. 10.**

**Full papers will be released on-line in the ICDVRAT archive on March 15.**