

ENGINEERING IN MEDICINE AND BIOLOGY SOCIETY

Neurogaming and Physical Rehabilitation after Trauma

Sheryl Flynn, P.T., Ph.D. Founder and CEO, BlueMarble GameCo

Oct 28, 2015 at 6:30 pm (dinner), 7pm (talk)

California Lutheran University, Swenson Center, Room 101

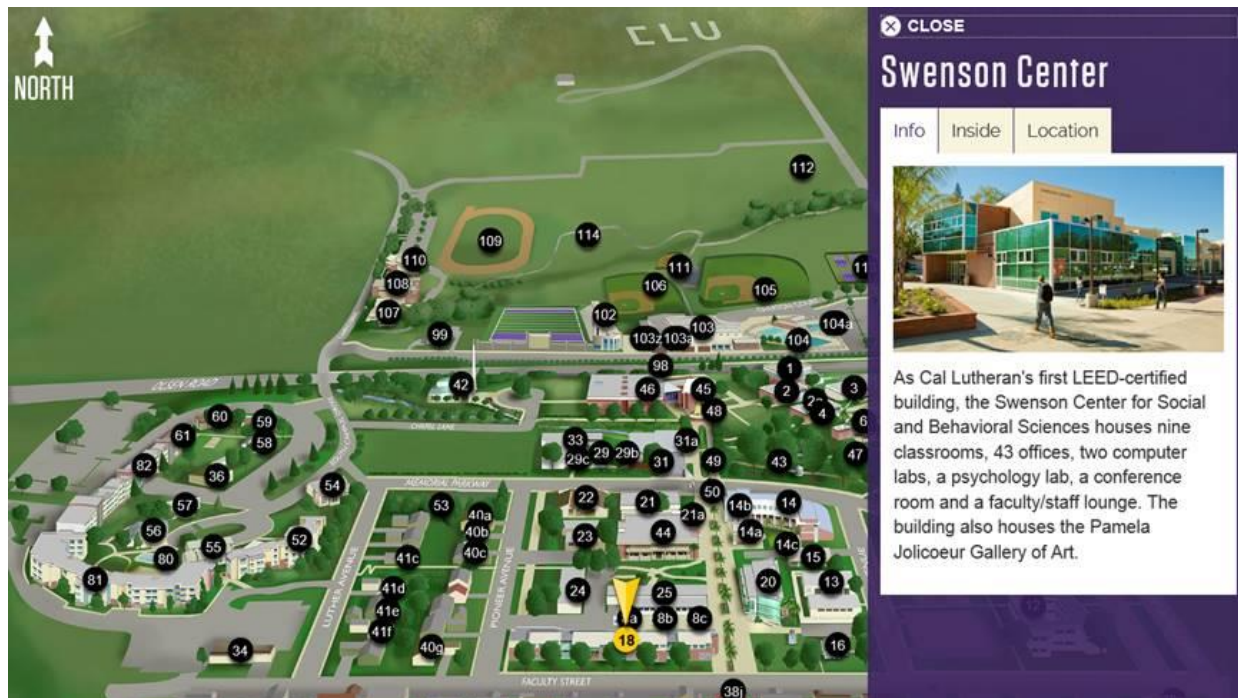
Meetings are free and open to the public



Games are a universal part of the human experience to stimulate a sense of fun and joy or to help absorb new concepts in an educational setting. With the democratization of digital tools and mobile platforms, games are now being designed to assist in the treatment of physical or cognitive rehabilitation. Game based therapy facilitates the continuation of the rehabilitation treatments in the home setting and lightens the experience with enough fun to encourage the patient to remain compliant with the prescribed regiment of exercises.



Sheryl Flynn, P.T., Ph.D., Founder and CEO of BlueMarble GameCo, will share with the audience the work that she and her team are doing to improve healthcare outcomes of physical and cognitive therapy one player at a time. She has led multiple programs developing evidence based effective and engaging therapeutic neurogaming software tools to assess and treat attention, memory, executive function, visual perception, falls risk and balance. Dr. Flynn received a PhD in motor control and learning from University of Florida with an emphasis on neuroplasticity, the neurophysiological process underpinning development, learning and repair after nervous system injury.



Address: CLU, Swenson Center, Room 101, 141 Faculty Street, Thousand Oaks

Directions from Ventura:

- Take the Ventura Freeway 101 South.
- Take Lynn Road Exit, turn **left**, drive 2.9 miles.

Directions from Los Angeles:

- Take the Ventura Freeway 101 North.
- Take Lynn Road Exit, turn **right**, drive 2.9 miles.

Then:

- Lynn Road turns into Olsen Road, drive .9 miles
- Turn right onto Mountclef Boulevard - the University is on the right.
- Turn Right onto Faculty Street
- Park on Faculty Street or adjacent streets.