

## CIMOn Aasia-ohjelmasta 2015 tuetut Kiina-hankkeet

### CIMO Asia programme funded China projects 2015

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| <b>Project title: PLATINUM -- Playful Approaches to Technology, Interaction and User--centered Media: Study Module for Nature--based Therapeutic Game Design in China and Finland</b>                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Coordinator</b><br><br><b>University of Tampere</b><br>The Centre for Practice as Research in Theatre; The School of Communication, Media and Theatre<br><br><b>Riku Roihankorpi</b><br>riku.roihankorpi@uta.fi                    | While the scientific evidence of the positive effects of natural and green environments and playful experiences on physical, social and mental wellbeing is rapidly growing (e.g. Hartig & al., 2014; de Bloom & al., 2014; Park & al., 2010), future expertise in these fields requires more focused design questions and cross-disciplinary initiatives. This is achieved by international collaboration that produces intensive, design-oriented and evidence-based teaching in the above areas of study to students who have their backgrounds in creative design, game studies, media education or performance studies. Collaboration should be carried out in a way that covers not only the immediate needs of related education but also the needs of the industry that already engages in designing technologies aiming to provide well-being benefits - the life sciences sector. |
| <b>Partners</b><br><br>Tampere University of Technology<br>Tampere University of Applied Sciences<br>The Hong Kong Polytechnic University<br>The City University of Hong Kong<br>The Communication University of China<br>FinnMedi Oy | The PLATINUM scheme (2016-17) produces a sustained educational platform (below, “The Summer Academy”) for the Finnish HEIs and games industry to increase the Finnish influence on the large potential inherent in the Chinese market for promoting nature-based well-being solutions with technological emphasis as products and services. It responds to the question of how do two culturally diverse groups of students (Finnish and Chinese) understand the story-based and playful underpinnings of the health enhancing design of nature-based virtual spaces - such as those of gardens (China) and forests (Finland). This leads not only to unprecedented forms of international study paths, but to commercially exploitable software and opportunities for Finnish Games companies in the Hong Kong and Chinese markets.                                                        |

