



JHSE

JOURNAL OF HUMAN SPORT AND EXERCISE
University of Alicante



Universitat d'Alacant
Universidad de Alicante

Home

Tea

F

on

Editorial

Submissions

JHSE

➤ [Current Issue](#)

➤ [Back Issue](#)

➤ [Most recent articles](#)

➤ [Index](#)

➤ [Advanced search](#)

➤ [Contact](#)

ARTICLE TOOLS

 [Print this article](#)

[article](#)



[Indexing metadata](#)

 [How to cite item](#)

[item](#)



[Finding](#)

[References](#)



[Site Map](#)

[Abo](#)

[Link](#)

**GOOGLE
TRANSL**

Indicator 2005-2012

SJR 

Cites per doc 

Total cites 

www.scip

[Review](#)

[policy](#)

 [Email](#)

[this](#)

[article](#)

[\(Login](#)

[required\)](#)

 [Email](#)

[the](#)

[author](#)

[\(Login](#)

[required\)](#)

**FONT
SIZE**

Browse





CURRENT ISSUE

RTOM 1.0

RSS 2.0

OPEN JOURNAL SYSTEM

By

Issue

By

Author

By

Title

Search

All



Search

USER



Username

Password

Didactics, movement and technology: new frontiers of the human-machine interaction

Stefano Di Tore, Francesca D'Elia, Paola Aiello, Nadia Carlomagno, Maurizio Sibilio

Abstract

The current focus on the use of new technologies and media for teaching-learning purposes has led to an intensifying interest in the properties and peculiarities of educational videogames. Creating a learning environment within a video game might be an opportunity to capitalize and use in a constructive way the time that more and more teens spend playing video games. In light of this, it is particularly interesting the continuous evolution of computer videogames known as "exergames", a

Remember
me

Log In

[Announcements](#)

term derived from the joining of the words "exercise" and "games".

Exergames are video games which encourage the emotional involvement and the sense of presence through interactions based on devices that allow a greater involvement of the body respect to typical controllers such as joysticks, joy pads, keyboards and mouses. These games involve the player in some form of exercise and physical activity through video games and specific feedback and data collection devices.

The aim of this study, which is currently under development, is therefore to design an active and engaging learning environment in order to assess whether it is suitable to stimulate and facilitate the learning processes, particularly focusing on the functions of coordination and sensorimotor integration, through the typical interaction of exergames and exploiting the properties and peculiarities of the Microsoft Kinect

system as a device to acquire data on
the body movements of the player.

Key words: MOTOR ACTIVITIES;
EXERGAME; KINECT; VIDEOGAMES

doi: 10.4100/jhse.2012.7.proc1.20

Full Text: [PDF \(154 KB\)](#) [STATISTICS](#)



This work is licensed under a [Creative Commons Attribution-NonCommercial-NoDerivs 3.0 Unported License](#).

J. Hum. Sport Exerc. ISSN 1988-5202. doi:10.4100/jhse. Faculty of
Education. University of Alicante. Calle Aeroplano s/n - 03690 San
Vicente del Raspeig - Alicante - Spain jhse@ua.es