

## **Introduction**

Gamification is becoming a powerful tool in Healthcare. It's power to nudge behaviour change and accompany, it has proven to be useful to engage patients and increase their adherence to treatment, in chronic disease management or in rehabilitation processes. Also, it is increasing its application to healthcare professionals, in their education and communication with the patients.

The Gamification World Congress gHealth workshop, aims to become a symposium for healthcare professionals, patients, researchers and practitioners in the area of Health Innovation that are interested in how gamification is changing and shaping the future of healthcare and how gamification can be used to improve the learning process, engage patients, etc.

The papers presented provide work and evidence on the field, as well as new ways to explore and progress in gamification for health, gHealth.

### **1. PROGRAM COMMITTEE**

The program committee for the 2nd International Workshop on Gamification in Health is formed by experts on the application of Gamification in Healthcare environments:

- Simon McCullan (University Gjøvik, Norway)
- Teresa Colombi (LudoTIC, France)
- David Wortley (Strategic Enabling Technologies Director IORMA – International)
- PlayBenefit, Anna Sort (PlayBenefit, Spain)
- Encarna Gómez (HSJD, Spain)
- Yasser Khazaal (Hôpitaux Universitaires de Genève, Switzerland)
- Ruthy Acosta (Growth in Health Research, Colombia-Spain)