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David Wortley is the Founder and CEO of GAITSS - a visionary consultancy on the strategic use of Gamification and immersive and enabling technologies such as serious games, virtual worlds and social networks. Throughout his career in converging and emerging technologies, David has been a pioneer and thought leader in the application of these technologies for the development of business and society. He was appointed as the Founding Director of the Serious Games Institute (SGI) at Coventry University in 2006 and he successfully established the SGI as a global brand and thought leader within 4 years. Throughout his career he has been an innovative early adopter and user of disruptive technologies.

His pioneering work has helped businesses, communities and individuals leverage the power of these technologies for competitive advantage and business/personal development. This work has been recognised through his Fellowship of the Royal Society of Arts and Commerce (FRSA) and his appointment as an expert adviser on Serious Games and Augmented Reality for the EU's Vision 2020 strategic document prepared by the ICT Directorate, his role within the EU's LUDUS project and his regular invitations to deliver keynote presentations at international conferences.

David is a respected (see <http://gaitss.net/testimonials.html>) and sought-after international conference speaker and writer for global publications on Learning Technologies, Defence and Health applications. He has written numerous papers on technology and society (see <http://www.gaitss.net/articles.html>) and is a regular conference presenter (see <http://www.gaitss.net/conferences.html>)

Gamification and Enabling Technologies for Independent Living

Abstract

Human beings are genetically programmed from birth to seek to control their lives by developing an understanding of the world around them and using their senses and physical tools. Initial dependence on other human beings is gradually reduced as we learn to independently manage our daily activities. This learning and development process is an example of gamification influencing our behaviours, capabilities and responses to situations.

Enabling technologies leverage our ability to manage our daily lives efficiently and independently and these are especially important for those individuals who are disadvantaged by physical conditions. This presentation features the remarkable story of Simon Stevens, a highly intelligent man whose life has been transformed by his creative use of digital technologies which have empowered him to overcome the challenges posed by his cerebral palsy.