**Think Tank: Game Developers & Biomedical Researchers**
**December 8 - 9, 2014**

**Meeting Location:**     **NCI Shady Grove 2nd Floor Board Room 2W908**
9609 Medical Center Drive, Room 2W908, Rockville, MD 20850

Attendees will be responsible for meals and/or light refreshments on their own and at their own cost. The government and/or government contractors cannot be involved in facilitating the provision of food and/or light refreshments.

# Agenda

**Day 1: Monday, December 8, 2014**

8:30AM – 9:00AM          **Registration**

9:00AM – 9:30AM          **Welcome, Charge, & Guiding Principles**
Jennifer Couch & Dave Miller     – National Cancer Institute
Ben Sawyer                                    – Digitalmill
Markus Covert                            – Stanford University

9:30AM – 10:30PM         **Big Idea talks**

- **Ben Sawyer & Nick Fortugno**
  "Relevant Happenings in Games Today"

- **Ingmar Riedel-Kruse**
  "Human Biology Interaction, Biotic Games, and Cloud Labs"

10:30AM – 10:45PM        **Break**

10:45AM – 11:00PM        **An Example Micro Group "Speed Date"**

11:00AM – 12:30PM        **2x2 Micro Groups** – 2 bio & 2 game participants pair up for 15-min

All introduce yourselves.
Bio participants describe biomedical challenges.
Game Devs respond (on 3x5 cards):
  "What four projects did you hear about?"
  "What generally struck you?"
  "What math/computational/technical challenges did you find interesting?"

12:30PM – 1:30PM         **Lunch**

*Day 1 agenda continues on next page*

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|---|---|
| 1:30PM – 2:30PM | **Group Discussions** |
| | First of two 1.5 hour blocks to discuss large topics, with topic leaders |

- Infrastructure
- Engagement
- Matchmaking
- Common Elements
- The Marketplace

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| 2:30PM – 3:00PM | **Break** |
| 3:00PM – 4:00PM | **Group Discussions** |
| | Second 1.5 hour block |
| 4:00PM – 4:15PM | **Break** |
| 4:15PM – 5:00PM | **Day 2 Initial Re-alignment & Roadshow Slide Presentation** |
| | Collaboratively start to develop a slide presentation capturing meeting outcomes |
| | Day 2 charge: "Come prepared with your big, aspirational goals." |
| 5:00PM | **Shuttle Back to Hotel** |

## Day 2: Tuesday, December 9, 2014

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| 8:30AM – 9:00AM | **Registration and Check-In** |
| 9:00AM – 9:30AM | **Recap & Realignment** |
| | Realignment to problems beyond crowdsourcing |
| | Signup for slots in open format afternoon, with co-chairs seeding |
| 9:30AM – 10:30AM | **Discussion Themes** |
| | First of two 1-hour blocks to capture perspectives on, how game developers approach, and current biomed problems in: |

- Visualization
- Information Dissemination
- Public Engagement
- Data Collection & Wearables
- Multi User Systems for Online Collaboration
- Other Open Questions

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| 10:30AM – 11:00PM | **Break** |

*Day 2 agenda continues on next page*

9:30AM – 10:30AM       **Discussion Themes**
Second block

12:00PM – 1:00PM        **Lunch**

1:00PM – 2:00PM        **Open Format Afternoon**

2:00PM – 2:30PM        **Iterate Roadshow Slide Presentation**

2:30PM – 3:00 PM       **Summary and recommendations**
Wrap-up, Next Steps, and Outcomes for members to develop:
- A Summary Presentation
  - Vision
  - Highlights
  - Themes

- Notes and Summary doc

3:00PM                   **Shuttles and Taxis**


*This dynamic agenda will be adjusted as needed throughout the NIH meeting.*