



WizeFloor

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Interactive Floors at Children's Hospital Gets the Children Out of their Sickbeds

As the first hospital in Denmark, Hans Christian Andersen Children's Hospital at Odense University has installed two interactive floors. The implementation of the so-called interactive floor *WizeFloor* is part of a clear intention to get the kids to jump out of the hospital bed and thus heal faster. At the same time play and movement on the interactive floor provide physicians and the multidisciplinary team a more complete rounded disease picture of the child's health progress.

- The interactive and "living floor" where children are stimulated both physically and mentally is a fantastic tool that we can indirectly use therapeutically. We can see how they react when they get out of their hospital bed and are happy and in motion, and this is very valuable information for us as physicians. It gives us a more detailed picture and insight into the patient. At the same time, we know that happy and stimulated children recover far quicker, explains Arne Høst, chief physician from Hans Christian Andersen Children's Hospital.



There is one interactive floor installed within the cancer unit, only for children with cancer and another in the *Adventure* hallway where all children have the opportunity to play on it. Using hands and feet as a mouse, children can click around on the large floor display and play a variety of games. There is an assortment of applications developed in such a way that children can compete against or help each other,



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actively using the body along the way. The movements are recorded and translated to touches on the projection using a special camera mounted on the ceiling.

Opens up for stimulating physical activity

- The interactive floors are so alluring and compelling for the kids, instead of waiting to be healthy, now they can actively use the time while hospitalised. It is important that we have a variety of real offerings that may entice the kids out of bed and give them valuable content while they are in hospital, says initiator Mette Sorang Kjaer, who is a social worker and child welfare coordinator at the Hans Christian Andersen Children's Hospital.



Mette Sorang Kjær suggests that when kids are hospitalized, they are most often referred to a specific hospital ward. The bed is an important base for them, however it is not always the most effective or best way to get well. They must be stimulated and entertained and do something pleasurable, which they think is great fun.

Broader interdisciplinary clinical picture

- With the WizeFloor interactive floor all the senses of the kids are stimulated, plus it opens up to the interdisciplinary specialists views of the kids in other situations and the ability to assess them and attain a more complete holistic picture of their health and progress.



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- At the same time for the chronically ill children, who have trouble following courses at their school, the floor opens up a tutoring platform out of the usual orthodox school sector, says Mette Sorang Kjaer.

- The interactive floors on Hans Christian Andersen Children's Hospital will have their very own game content that we create for them and that will be continuously developed. The interactive floor must be a dear friend in a difficult time and must therefore be a free space. The content should therefore not be in the nature of the medical or disease, but has to be oriented and generally directed to a wide mixed group of children - the age, language, interest and difficulty. In addition, it must be easy to access and use the WizeFloor, unlike the schools used outside usual regimented use, explains Anura Giese, projector coordinator at WizeFloor.

Hans Christian Andersen Children's Hospital has annually 10,000 hospitalizations and more than 25,000 outpatients.

Learn more about the WizeFloor at www.wizefloor.com.