



DEPARTMENT OF BIOMEDICAL ENGINEERING
NATIONAL INSTITUTE OF TECHNOLOGY RAIPUR
(Institute of National Importance)

G. E. Road, RAIPUR (Chhattisgarh) 492 010

Details of Expert Lecture

An invited Expert Lecture of Ms. Rupsha Mukherjee, Director, Galanto Innovations was conducted by the Department of Biomedical Engineering as per the following schedule.

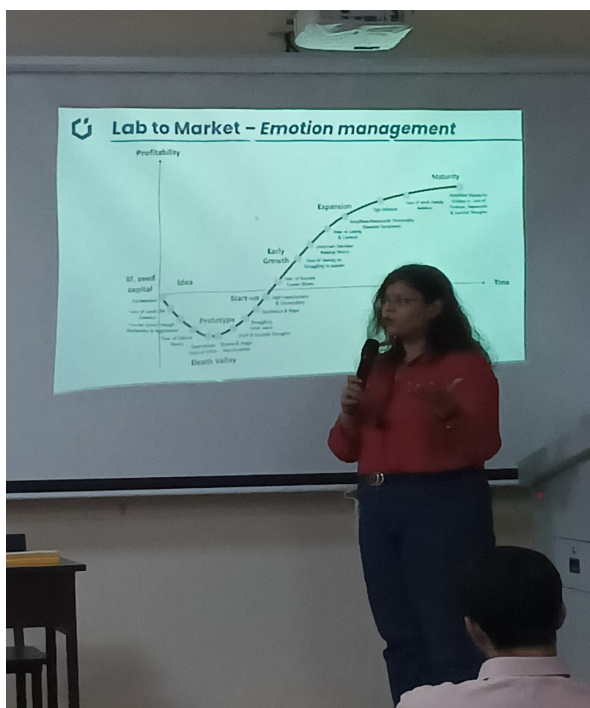
Topic of the Lecture: “Gamified Rehabilitation: Transformative Approach to boost patient engagement and accelerate recovery”

Date: 12th November (2024), Tuesday

Time: 4.00 PM onwards

Venue: B6 Classroom, NIT Raipur

In recent years, gamification has emerged as a powerful tool to revolutionize rehabilitation, offering an engaging pathway for patients to regain function. This talk delves into the science and innovation behind gamified rehabilitation systems, showcasing how game-based elements—such as rewards, challenges, and biofeedback enhance patient adherence and accelerate recovery outcomes. By integrating virtual environments, adaptive difficulty levels, and real-time data monitoring, gamified rehab tools make repetitive exercises enjoyable and highly personalized. We’ll explore specific case studies and the development of gamified rehab devices that not only empower patients but also provide clinicians with valuable metrics for assessing progress. This session aims to inspire new perspectives on transforming rehabilitation practices to be both effective and enjoyable through the lens of gamification.



Dr. Mainak Basu
IICC Departmental Coordinator
Department of Biomedical Engineering