Serious games are defined as games in which education is the primary goal rather than entertainment [1]. E-Learning, military training and healthcare are examples of disciplines where serious games are used to combine novel interfaces (e.g. virtual reality headsets, mobile devices and wearable sensors) with a wide range of pedagogic approaches to deliver high-fidelity multimedia content for educational purposes. The following are the main areas [1,2] of using serious games in healthcare:

**Serious games for rehabilitation:**
The main aim of these games is to improve cognitive and motor skills of patients during the rehabilitation process by making the exercises easier and more fun compared with the traditional methods through using simulation and virtual reality (VR) environments. Computer Assisted Rehabilitation Environment (CAREN) [2] is an example of use of serious games in rehabilitation.

**Serious games for health promotion and education:**
Depending on the target population, these games focus on aspects such as raising awareness, diet, exercise, hygiene and social abilities. *Air Academy™: The Quest for Airtopia*, to raise awareness for asthma symptoms among primary school students and *The Fantastic Food Challenge*, to educate mothers between the ages of 18 to 50 on healthy food choices are examples of such games [3]. Diabetes self-management is another area that can benefit from serious games to motivate patients for treatment adherence. A review of serious games for adolescents with type 1 diabetes identified significant gameplay features of games for health and presented an example of a smartphone serious game developed for children with type 1 diabetes [4].
teams of healthcare professionals on topics such as acute and critical care (e.g. Virtual ED), triage and incident response (e.g. Code Orange™) as well as simulation based virtual operating rooms for surgical trainees (Total Knee Arthroplasty game) are a few examples of using serious games for medical education [5].

Video games for distracting patients during painful medical procedures:
The immersive characteristic of video games and virtual reality have been shown to be effective in focusing a patient’s attention away from the pain caused by their treatment. For example Street Luge, a fast-moving reality-based world in which the player races downhill lying on top of a big skateboard by Fifth Dimension Technologies (5DT), showed positive outcomes in a study [6] to test the efficacy and suitability of virtual reality (VR) as a pain distraction mechanism during paediatric intravenous (IV) placement.

References