

Exergame Network Awards

The Exergame Network (TEN) held the first ever public voting for awards relating to active video games.

Fifteen categories covered the new generation of Active Video Games with nominations from industry experts and public votes from around the world.

"The inaugural TEN Awards is a significant initiative to raise public awareness of the commercial grade Exergaming solutions available world wide and to honor the key pioneering manufacturers in this exciting health and fitness genre" says Brett Young, founding member of The Exergame Network and CEO of Exergaming Australia.

"The first ever TEN Awards is a great step in helping both consumers and healthcare professionals know where to start when trying to select (or recommend) an exergame for their particular need. The voting was from a wide array of exergaming enthusiasts from around the globe. I believe this is a great start and hope that this will encourage game developers and exergaming manufacturers to continue to produce great products and raise the field of exergaming" says Dr. Ernie Medina, Jr., DrPH, founding member of The Exergame Network, CEO of MedPlay Technologies, and the "Exergaming Evangelist/Interventionist".

The Exergame Network Awards 2010 categories:

- Best Children's Exergame
- Best Physical Education Exergame
- Best Seniors Exergame
- Best Accessibility Exergame
- Best Home Dance Exergame
- Best Commercial Grade Dance Exergame
- Best Exergame Fitness Avatar
- Best Rehabilitation Exergame
- Best Group Exergame
- Best Gateway Exergame
- Best Competition Exergame
- Best Brain Exergame
- Best Music in an Exergame
- Best Commercial Exergame 2010
- Best Home Exergame 2010

1. Best Children's Exergame

Award that gets younger kids moving with active video gaming

- Dance Dance Revolution Disney Grooves by Konami
- Wild Planet Hyper Dash
- Atari Family Trainer
- Just Dance Kids by Ubisoft
- Nickelodeon Fit by 2K Play



[Dance Dance Revolution](#) Disney Grooves by Konami

2. Best Physical Education Exergame

Award for an active video game that is best to use in PE classes

- HOPSports Training System
- Gamercize Pro-Sport for Wii
- [Cyber Coach](#)
- Xer Pro Sportwall
- [Target Trainer](#)



[Gamercize](#) Pro-Sport for Wii

3. Best Seniors Exergame

Award to an active video game for the “silver gamer”

- Sony Eyetoy – Play
- Wii Sports – Bowling
- [Cobalt Flux](#) – Dancetown
- [XaviX](#) – EYEHAND
- [NeuroActive Brainbike](#)

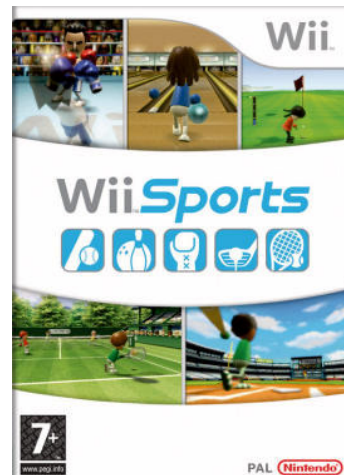


Wii Sports – Bowling

4. Best Accessibility Exergame

Award for an active video game suitable for players with disabilities

- Nintendo Wii Sports
- Cobalt Flux – [Hand Dance Pro](#)
- Eyetoy – Play for PS2
- The [GameCycle](#)
- [Target Trainer](#)



Nintendo Wii Sports

5. Best Home Dance Exergame

Award for a console based dance video game

- Konami DDR
- Just Dance by Ubisoft
- Activision Dance Masters
- StepMania
- Microsoft Kinect Dance Central

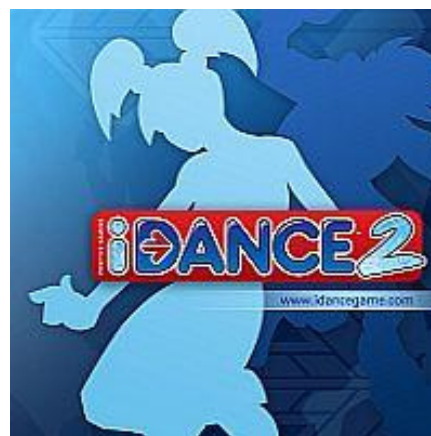


Konami DDR

6. Best Commercial Grade Dance Exergame

Award for an active video game dance system suitable for youth clubs and fitness facilities

- In the Groove 2
- Positive Gaming iDANCE2
- Cobalt Flux [Blufit](#)
- Pump It Up Pro
- Xerdance



[Positive Gaming iDANCE2](#)

7. Best Exergame Fitness Avatar

Award for the hottest in-game virtual trainer!

- Jillian Michaels Fitness Ultimatum
- Daisy Fuentes Pilates
- Your Shape Fitness Evolved
- Wii Yoga
- Jackie Chan [PowerBoxing](#)

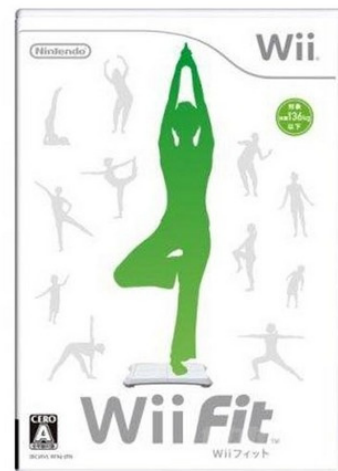


Wii Yoga

8. Best Rehabilitation Exergame

Award for an active video game used in physical therapies

- Wii Sports
- Sony Eyetoy for PS2
- Wii Sports Resort
- Trazer 2
- Wii Fit and Wii Fit Plus



Wii Fit and Wii Fit Plus

9. Best Group Exergame

Award for an active video game for four players or more

- Positive Gaming iDANCE2
- [GamerCize](#) Pro-Sport with Xbox LIVE
- Xerdance
- Cobalt Flux [Blufit](#)
- HOPSports Training System

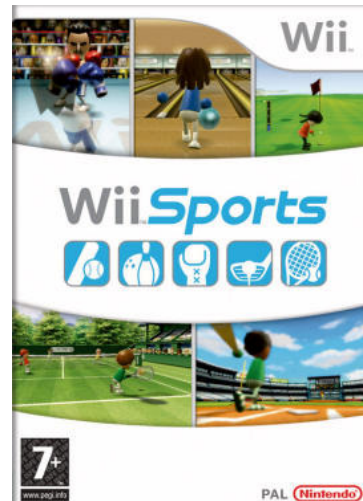


[Positive Gaming iDANCE2](#)

10. Best Gateway Exergame

Award for an active video game that encourages participation in traditional physical activities

- Wii Sports
- XaviX Sports
- PlayStation Move Sports Champions
- Microsoft Kinect Sports
- [Humana Horsepower Challenge](#)



Wii Sports

11. Best Competition Exergame

Award for a two player active video games best for 1 on 1 competition

- [Exerbike](#) for PS2
- GameBike for PS2
- Gamercize Pro-Sport for Xbox 360
- [Web Racing](#) for PC
- [LightSpace](#) Wall Peter Welsh Boxing



[Gamercize](#) Pro-Sport for Xbox 360

12. Best Brain Exergame

Award for a brain training game that requires physical activity

- NeuroActive BrainBike
- Footgaming FootPOWR Pad
- Fisher Price Smart Cycle
- Gamercize PC-Sport
- V.Smart Motion

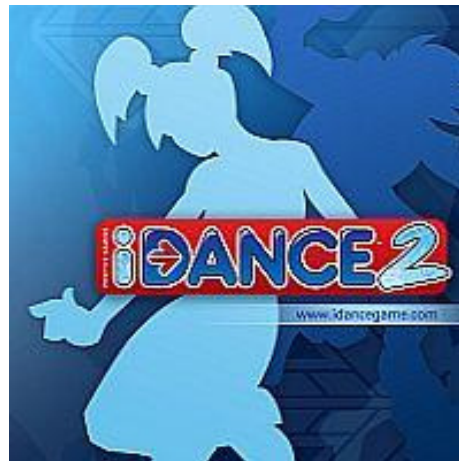


[NeuroActive BrainBike](#)

13. Best Music in an Exergame

Award for an active video game with good songs or music

- Ubisoft – Just Dance
- Positive Gaming iDANCE2
- Cobalt Flux [Blufit](#)
- Xerdance
- Wii – Walk it Out

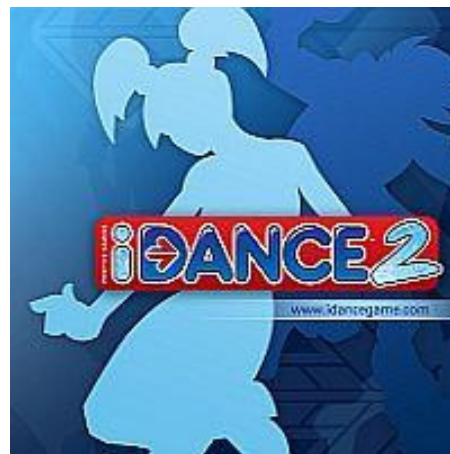


[Positive Gaming iDANCE2](#)

14. Best Commercial Exergame 2010

Award for an active videogame system suitable for youth clubs and fitness facilities that was launched in 2010

- [Makoto 2](#)
- Cobalt Flux [Blufit](#)
- Positive Gaming iDANCE2
- [Trazer 2](#)
- GameBike 2



[Positive Gaming iDANCE2](#)

15. BEST HOME EXERGAME 2010

Award for a console based active video game for home use that was launched in 2010

- PlayStation Move – Start the Party
- Microsoft Kinect Sports
- Nintendo Motion Plus – Wii Sports Resort
- Ubisoft Just Dance for Wii
- EA Sports Active 2 for Wii



Microsoft Kinect Sports

About Exergame Fitness

Bringing Exercise and Game Play Together – www.exergamefitness.com

Exergame Fitness shows you the exciting possibilities of how using technology, combined with games, and physical activity can enhance and enrich the lives of generations.

We provide you with information, tools, advice that help you decide what to buy and how to get the most out of your Exergame experience.

About TEN (The Exergame Network)

TEN The Exergame Network is an international, not-for-profit, non-aligned and unbiased group for the developers and users of exergaming, interactive fitness, active gaming & virtual fitness. The first ever TEN awards were being held and the winners are based on the vast number of voters from around the globe. The success of this event paved the way in encouraging manufacturers of exergaming equipment to continuously produce quality products in order to help the society live a healthy life in a fun and engaging way.

The full nominations and results are available on The Exergame Network website at <http://www.exergamenetwork.org/> and an analysis of the voting data will be provided later this year through TEN member and Co-Director of the USF Active Gaming Labs, Dr Lisa Hansen. The Exergame Network can be joined or contacted via LinkedIn, Facebook, Wiki, Twitter or by email at info@exergamenetwork.org