Emerging Technology Applications to Promote Physical Activity and Health

Guest Editors:

Prof. Dr. Zan Gao  
Director of Physical Activity Epidemiology Laboratory, School of Kinesiology, The University of Minnesota at Twin Cities, Minneapolis, MN 55455, USA  
gaoz@umn.edu

Dr. Jung Eun Lee  
Department of Applied Human Sciences, The University of Minnesota at Duluth, Duluth, MN 55812, USA  
junelee@d.umn.edu

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Message from the Guest Editors

As technology becomes an ever-more prevalent part of everyday life, and population-based physical activity programs seek new ways to increase lifelong engagement with physical activity, two ideas have become linked. This Special Issue (SI) attempts to offer a thorough and critical examination of emerging technologies in physical activity and health promotion, considering technological interventions in different contexts among various populations, exploring the challenges of integrating technology into physical activity promotion, and offering solutions for its implementation. This SI aims to occupy a broadly positive stance toward interactive technology initiatives and, while discussing some negative implications of an increased use of technology, offers practical recommendations for promoting physical activity through various emerging technologies, including, but not limited to: Active video games, mobile device apps, mobile games, augmented reality games, and virtual reality. This SI will provide useful suggestions and practical implications for researchers, practitioners, and educators in the fields of public health, kinesiology, physical activity and health, and so on.