

Digital Games for Entertainment - Exercise and Dance

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Abstract

The technology has penetrated into many areas of human activity. In the entertainment sector the intervention of technology is important and forms many behavioral traits at leisure time of people. This configuration is due to electronic games over time from common rooms were transferred to homes. Dealing with computer games was originally a passive in terms of mobility participation and involvement. The only category of games that require active participation was the dancing games. The evolution of technology has led to the creation of interactive kinetically games (exergames) which have many applications in dance.

Key words: digital games, videogames, exergames, dance