PEGA@ THE ECGBL CONFERENCE, 6-7 OCTOBER 2016 - SCOTLAND
The Pegaso serious games has successfully passed the first round of the Educational Game competition at the ECGBL. During the first day of the conference, the Pegaso serious game will participate to the second round of the competition where each game will be presented and discussed with judges within a slot of 15 minutes. Fingers crossed!

PEGA@ THE MOBHEALTH 2016 CONFERENCE, 14-15 NOVEMBER 2016 - ITALY
Co-organized by the Politecnico of Milan, coordinator of the Pegaso project, the MobHealth Conference, held in Milan next November 2016, will host many partners from H2020 projects funded in ICT for Health and will include a Pegaso dedicated round table where the Pegaso project and its apps will be presented.

PEGA, READY FOR THE FINAL PILOT!
The Pegaso project is ready for the final pilot! In October 2016 about 300 students, coming from 8 different schools in 3 different nations (Italy, Spain and UK) will finally test and use the Pegaso ecosystem. Stay tuned and follow Pegaso!

TUBE MAP TO HELP YOU GET YOUR STEPS UP!
Transport for London (TFL) has just released an official Tube map showing the number of steps between stations in zones one and two in order to encourage Londoners to get walking. The map is also useful for people wanting to gauge distances between stops, to figure out whether it’s worth their while using public transport.

PERSONALISED GUIDANCE SERVICES FOR OPTIMISING LIFESTYLE IN TEEN-AGERS.
Knowledge on how to stay healthy does not by itself motivate people to adopt healthy lifestyles. PEGASO targets teenagers by utilising technologies and approaches they are familiar with. Gaming strategies, social networks and communities of interest are integrated in a participatory design methodology that can make a difference. Follow us on PEGASO RI 4 Future!