



The main idea of 3D Tune-In is to link the traditional gaming industry with the fast-growing game-based learning market and hearing device market, by applying scientific methodologies and technologies towards a new set of non-leisure applications which have real benefits for European citizens.

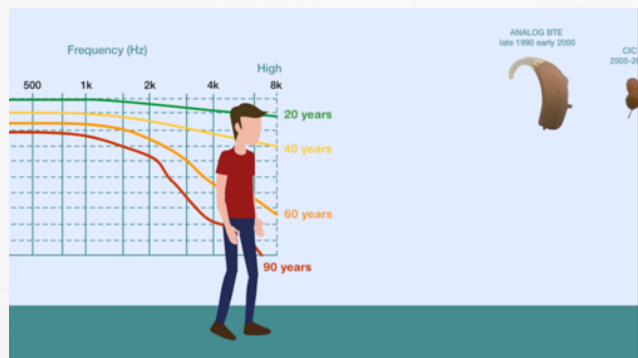
3D Tune-In (3D-games for TUNING and lEarning about hearing aids)

Hearing loss and deafness can lead to barriers to inclusion and feelings of isolation, and can result in a more than doubled risk of depression in older people. People with mild hearing loss also have nearly double the chance of developing dementia and this risk increases significantly for those with moderate and severe hearing loss. An impaired communication can easily result in exclusion and marginalization. In particular, hearing loss in children is under-identified and under-served with direct consequences on speech and language development, communication and learning.

Over 90 million people in Europe currently suffer from hearing loss, and due to an ageing population this number is likely to continue to increase. While hearing aid (HA) technologies have dramatically advanced in the last 25 years, people's perception and use of these devices have changed very little.

Project Videos You can view these videos clicking over the image or the link

3D Tune-In Video presentation (English)



3DTI - Hearing loss and hearing aids utility demonstration video



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PROJECT AIMS AND STRUCTURE

With a budget of €2,896,175 3D Tune-In is funded under Horizon 2020, the Framework Programme for Research and Innovation of the European Union. The project is coordinated by Dr. Lorenzo Picinali from Imperial College London and has a duration of 36 months, until May 2018.

3D Tune-In (3D-games for TUNing and IEarnINg about hearing aids) brings together relevant stakeholders from traditional gaming industries, academic institutes, a large European hearing aid manufacturer and hearing communities to produce digital games in the field of hearing aid technologies and hearing loss in children and older adults, addressing social inclusion, generating new markets and creating job opportunities.

Scientific Dissemination & Research (Links)

[3D Tune-In presentation at the EuroVR 2015 Conference](#)

[Hearing Journal publication on 3D Tune-In project](#)

[Project Public Deliverables](#)

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Our objectives are to:

- Enable end users to explore, review and customize hearing aid devices for different usage scenarios
- Enable individuals with no hearing impairment to understand how hearing loss can compromise everyday activities, and how a hearing aid can improve this situation
- Enable gaming SMEs to explore new non-leisure applications in the area of hearing loss and hearing aid technology with support from the scientific community
- Enable hearing aid providers to evaluate and demonstrate the various functionalities of their products to improve their services and increase sales



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