



*The aim of project REPLAY is to develop a gaming technology platform to provide young people who have become marginalised in society as a result of anti social behaviour with a learning environment to facilitate their reintegration into society. Although scalable to a range of marginalised groups such as immigrants, children with learning disabilities, retirees etc, REPLAY will focus on the rehabilitation of young people whose behaviour has become a problem for the communities in which they live.*

#### Projects Details:

- **Projects:**  
Gaming Technology Platform for Social Reintegration of Marginalised Youth
- **Project coordinator:**  
Brainstorm - (SPAIN).
- **Partners from:**  
Romania, United Kingdom, Spain.
- **Duration:**  
24 months.
- **Total cost:**  
1.241.510 euros
- **Programme:**  
7<sup>th</sup> FRAMEWORK PROGRAMME  
Information and Communication Technologies  
Collaborative project - STREP
- **Project website:**

[www.replayproject.eu](http://www.replayproject.eu)



## rePlay Objectives

### What is the vision for Project Replay?

Interactive gaming technology is hugely popular amongst young people today: the vision of REPLAY is to use this technology as a means of motivating young people into a better awareness of how and why they behave the way they do and encourage them to take greater responsibility for the consequences of their decisions and behaviour.



## rePlay Meetings

### Replay Kick-Off Meeting

Valencia saw the inaugural event for the REPLAY project. The Partner organisations making up the REPLAY consortium met to establish priorities and coordinate efforts to achieving a comprehensive baseline and landscape of present initiatives in the field of "reeducating marginalised young people in Society through advanced playing". This meeting saw the initiation of the WP1 stage of the project and presented the chance for Partners to establish a coordinated view of how the project should progress in the future. Representatives from all partners participating in the meeting getting important feed-back for the future development in each discipline of the project: social and technological.



### Focus Groups Meetings

Three parallel Focus Groups Meetings with experts from Romania, United Kingdom and Spain were organised in each country in September as a key part of the WP1.- User Requirements Definition. The feed-back obtained will lead the content generation and, above all, the development of the overall game including play proposals and

dynamics and feed back for the users and experts. The most important result obtained from this Focus Group Meetings is the homogeneity of the information obtained and the general excitement of the experts in this project and the future application of Replay in preventive and therapeutic programmes.

## rePlay Workplan

The project began in July 2008 and will run for 24 months.

The project is currently in first phase. During this phase, the technology that will be used in the game will be agreed and, crucially, the content for the game will be developed. This process will involve experts in education, psychology and anti-social behaviour from all three participant countries. During this phase, we are looking to answer the following three questions:

1. - What specific behaviours should the Replay game address?
2. - Who, specifically, will the game be for?
3. - How should the game content be written in order to successfully connect with players and support the work of teachers/professionals?

At this stage, the Consortium has answered to the questions above mentioned and the first draft of the game contents and functionalities has been defined as a basis for the development of a prototype.

## The Game

The REPLAY game will focus on creating a highly interactive and engaging environment within which players react to their surroundings, face dilemmas and make moral choices.

The game content will consider four specific areas of life that impact on young people: family/home, peers/friends, school and entertainment/hobbies. The game will be based on a SegWay course. During the course of their 'run' players will come into contact with various words, phrases, images, videos, icons and dilemmas. Their choices will dictate their direction and speed of travel.

At the end of each run, the teacher/professional will receive a brief report on the choices made and, from that, will be able to understand particular attitudes, values and beliefs the player holds. This can be a starting point for further discussion.



## For further information

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If you would like to be part of the interest group of **rePlay** Project, please, fill out the form in the following link:

<http://www.replayproject.eu/Interest.html>

#### Project Coordinator:



**BRAINSTORM**

BRAINSTORM

Spain

#### Project Partners:



INNOVATEC  
Spain



**AIJU**

AIJU  
Spain



WHITE LOOP  
United Kingdom



UNIVERSITY  
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Romania



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