

# Replay Project

## 3rd Newsletter

*Gaming Technology Platform for Social Reintegration of Marginalised Youth*



### Project Details

Project:

*Gaming Technology Platform for Social Reintegration of Marginalised Youth*

Project Coordinator:

*Brainstorm Multimedia, Spain.*

Duration

*24 Months*

Total Budget:

*1.241.750 Euro*

Programme

*7th Framework Programme  
ICT Collaborative Project - STREP*

Project Contact:

*francisco@brainstorm.es*

Project Website:

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

ALL VIDEOS OF THE PROJECT AT [WWW.YOUTUBE.COM/REPLAYEU](http://WWW.YOUTUBE.COM/REPLAYEU)

During the third six-monthly period of the project (from month 12 to month 18), the Consortium has been focused on finishing the Gaming Platform Prototype in a suitable version for validation and testing in the three educational centres, installing and preparing the hardware and the software for

the testing sessions, designing a clear testing methodology that ensure the quality of the information and feed-back obtained in each centre from the users and experts and establishing the methodology for the socio-organisational and ethical assessment of the gaming platform.

Replay aims to explore the potential of gaming simulation technology for creating collaborative environments which can be used both to assist in the rehabilitation of young people who have become marginalised in society as a result of anti-social behaviour and to support the educational process of children



and young people with risk to present this behaviour in the future.

The aim is to provide professionals with an assessment tool which can help to better understand the motivations and emotions of young people with behavioural problems and with risk to suffer them.

PROJECT OBJECTIVES

The objectives already achieved in the project are listed below:

Identify a range of key variables relating to the rehabilitation of young people with behavioural problems to be incorporated into the design.

Define user driven specifications for simulation typologies and content from 2 scopes of user, young person, and rehabilitation professional.

Define functional specifications for the most appropriate visualisation and interaction system.

Develop initial prototype for testing and refinement

Establish 3 test beds in 3 different European countries involving end users (young people), and rehabilitation professionals.

Develop an assessment protocol and tools to assess the socio-organisational and ethical impact of the REPLAY technology on the 2 categories of user.

The objectives to be achieved in the last 6 months of the project are:

Organise and execute the three testing and validation in the 3 different European countries participating in the project.

Finish the Exploitation strategy for the project



PROJECT EVOLUTION



Pending Patent USPTO Application No 29346749



Pending Patent USPTO Application No 29346734

During the first eighteen months of the project, the Consortium has worked towards completing the tasks of WP1 that were started at the beginning of the project, having ready to test the prototype of the gaming platform in terms of hardware and software, to get robust methodologies for testing and socio-organisational assessment. The work planned in WP3 and WP4 has also been

initiated defining the methodology for testing and validation of the gaming platform in the centres and for assessing the socio-organisational and ethical impact of the project. Furthermore, a first pretesting of the gaming platform in Spain gave the developers a first feedback to get a robust platform for the subsequent final testing in the three countries. This initial testing has been essential for an efficient testing in the centres and for getting reliable results. Finally, the horizontal work packages (WP0 and WP6) have been developed during this 18 months of the project, obtaining

a very good framework for the exploitation of the project after the end . Only the WP5 Demonstration has not already started, thus the project is advanced and the promising results obtained so far will ensure the success of the project.



EDUCATIONAL ACTIVITIES INTEGRATED IN THE GAME

The six activities has been developed in a multimedia format and integrated in the overall game with interactive properties with the user that is playing in the gaming platform.

**REPLAY WEBSITE**



**www.replayproject.eu**

The Replay website has been updated with new graphical contents including the patented design of the two interactive board developed for Replay Project (the prototype and the Pre-Commercial version) and the video of the game developed. The video shows the complete game developed in the project and integrates the six educational activities designed and developed according to the requirements of the experts and the constrains of development in terms of content generation and multimedia representation.

The “Publication and News” page of the website offer the visitor a clear idea about the dissemination activites carried out in the project regarding Conferences and Publications, the project Newsletters, the Public Deliverables where the visitor can download the public reports produced and information about meetings and vists to potential users/ prescriptors of Replay for the future.

In the website, an updated International Interest Group shows the organisations interested in testing Replay and even their interested in hosting demonstration sessions in the next stage of the project.

**YOUTUBE CHANNEL**

In this last 6 months of the project and after obtaining the patent of the interactive board from the USPTO - United State Patent and Trade Office, multimedia material has been generated to graphically show the project results to the audience.

Videos are one of the most direct way to show the project results, specially the videogame and the educational activities included in it.

To facilitate the dissemination of this material, a specific channel in Youtube for the project has been created [www.youtube.com/ReplayEU](http://www.youtube.com/ReplayEU)

Entering to this site, the user can access to all multimedia material produced in Replay project.

This Youtbe channel contains video of the complete game, videos of each activitiy developed for a better analysis and videos about how to mount the protype interactive board (more for partners use).

In the next future, more videos will be uploaded incuding those related to testing and validating and demonstrations sessions around Europe.

If you are interested, please subscribe to the ReplayEU channel.



**Finals Steps**

**January - February 2010**

Testing and Validation in Romania, Spain and UK

**February - June 2010**

Demonstration Activites in the three centres and in different European and International countries.

**January - June 2010**

Dissemination Activites: Participation in Conferences, Publications, Press Releases, etc..

**January 2010**

Concertation Meeting in Brussels and Intermediate Review of the project.

**July 2010**

Final Review of the project and start with the implementation.

**Project Information**

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**EC**



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