



D.5.1

Demonstration Sessions Report

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Table of Contents

1. - Introduction	2
2. – Activities organization	4
3. – Review of the actions done	5
4. – Description of the actions done	10
4.1.- Demonstration Session: El Cerezo (Villena, Alicante)	10
4.2.- Demonstratin Session: Los Salesianos (Villena, Alicante, Spain)	16
4.4. - Demonstration Session: Jonkoping (Sweden)	24
4.5. - Demo Session: Wheeling Jesuit University (West-Virginia, USA)	27
4.6. - Demonstration Session: INCLUSO Project (Belgium)	32
4.7. - Demonstration Session: HANDS Project (London, UK).....	33
4.8. - Demonstration Session: Pivotal Education (London, UK).....	34
4.9. - Demonstration Session: Action for Children (London, UK)	36
4.10. - Demonstration Session: Pearson Education (UK)	37
4.11. - Demonstration Session: Fieldwork Education Ltd. (UK).....	39
4.12. - Demonstration Session: Essex Children’s Support Office (UK)	40
4.13. - Demonstration Session: UAIC / Rotalent (Romania)	42
5. - Conclusions derived from the Demonstration Sessions	48

1. - Introduction

This report is focused on the description of the demonstration activities organized by the project partners in order to show the technology developed within the project framework to potential stakeholders.

The main objective of the REPLAY Technology Demonstration sessions was the promotion of the benefits of the REPLAY gaming platform for young people with some kind of antisocial behaviour problems and how experts working with young people can obtain a valuable and complementary tool for their sessions with these children.

According to the Document of Work, Demonstrations Sessions are included in work package 5. This work package is addressed to the development of technology demonstration for experts, educational centres and public and private organisations interested in the results of the Replay Project and in the use of the gaming technology developed in the project.

Prior to the demonstration activities carried out throughout this semester, and according to the Document of Work, in concrete Task 5.1 – experimental test-beds were established in each one of the participating user centres, three prototypes were installed to facilitate demonstration activities carried out in those centres. Specifically within Task 5.2– Demonstration sessions, the three portable prototypes developed in WP2 and tested in each centre in WP3, during the phase of refinement, software updates have been provided to each participant in order to have a prototype with the latest version of the game to be shown in the demonstration sessions.

Following the general guidelines described in the Demonstration Plan, all the participants in the project have actively collaborated in the execution of this work package and arranged a number of demonstration activities in order to communicate as widely as possible the results and possibilities of the project within the target market and institutions potentially interested in the project. These activities have been mainly carried out in public and private centres, universities, schools and private companies focused in the Educational field with the aim of promoting the project within representatives of social, financial, educational and industrial fields.

Brainstorm, together with the partners in charge of making the Technology Demonstration in Spain, Romania and UK, have coordinated the events to obtain the maximum attendance from the interested potential market, like – Social Integration Departments of Regional and National Governments, town halls, schools, private and public centres devoted to the social re-

integration of young people, etc. and also the mass media. In several workshops carried out by the consortia, the presence of mass media has been noticeable resulting in the project gaining national news impact on several occasions.

2. – Activities organization

REPLAY has achieved contact through its project life with several organisations who have shown their interest in the project and as a result, have joined to REPLAY Interest Group. Consequently these organisations were invited to take part in the demonstration events as a priority.

Furthermore the consortia searched for other additional strategic organisations that have shown interest in the project or may be interested in future. In order to do that, each partner analysed the kind of entities they could reach in their own countries and even beyond. The global coordination of the events were conducted with the project coordinator in order to cover all the suitable profiles of attendees.

The general and basic structure of a technology demonstration have been similar in all 3 countries despite some differences depending on the audience profile on each occasion, each participant chose the best layout and approach for the sessions in order to fulfil the attendees expectations.

- Presentation of the overall REPLAY interactive gaming platform, providing a clear explanation about the principle aims of the tool and its advantages and possibilities.
- Explanation of contents and activities of the game.
- Touch and feel sessions. Gaming sessions with the attendants.
- Open discussion about REPLAY advantages, exploitation and implementation. During these gatherings valuable feed-back was obtained and future possibilities considered.

3. – Review of the actions done

In this section, the demonstration sessions carried out by each of the partners are going to be described according to the plan submitted last December. Most of the demonstration activities foreseen within the Demonstration Plan have been accomplished, although some changes took place due to, in some cases, new opportunities for demonstration sessions arising or in other cases the sessions planned being replaced with new sessions with a similar or even greater impact.

In the tables below, a review comparing the actions foreseen and the actions finally developed is provided. In case of discrepancy with the preceding plan, a justification for that change is provided.

Brainstorm Multimedia S.L

The effort made by Brainstorm in the participation within this work-package has been considerable, specially arranging demonstration sessions at the international level and promoting Replay abroad. On the other hand, Brainstorm has also been involved in national demonstration sessions.

Demonstration Activities Foreseen	Date	Situation	Modifications
1 Demo session in University of Linköping	March 2010	✓	
2 Demo sessions in “El Cerezo”	February 2010 April 2010	✓	1 demo in El Cerezo 1 demo in Los Salesianos School (Villena, Alicante) 1 demo in La Encarnación School (Villena, Alicante)
1 Demo session in Basque Country	May 2010	X	Participation in Incluso Conference (Leuven, Belgium) 1 demo session in Wheeling Jesuit University (USA)

Due to Brainstorm's pro-activity throughout all this period and to time restrictions, the demo session foreseen in the Basque country was cancelled although it didn't affect to the overall the impact of the project in Spain. During the time foreseen for the demonstration in the Basque Country, a new opportunity to demonstrate Replay in USA arose and we took the opportunity to show Replay and set up some strategic alliances for the future exploitation of Replay in this important country. In addition, two representatives of Basque Country Telecommunications Association travelled to USA and attended to the demonstration carried out. They were impressed and very interested in organising a future demonstration session in Bilbao with Technological Centres, Universities, Industry and experts. Since the budget for demonstration sessions is exhausted, they were interested in applying for regional funding to promote Replay in the Basque Country.

InnovaTec Sensorización y Comunicación S.L

This table shows the foreseen events InnovaTec planned to do and the modifications done instead.

Demonstration Activities Foreseen	Date	Situation	Modifications
1 Demo session in University of Linköping	March 2010	×	Participation in Incluso Conference (Leuven, Belgium)
2 Demo sessions in "El Cerezo"	February 2010 April 2010	✓	
1 Demo session in Basque Country	May 2010	×	Los Salesianos School (Villena, Alicante) La Encarnación School (Villena, Alicante)

As a result of the attendance of InnovaTec to the Concertation Meeting held in January in Brussels, the possibility of attending the *Incluso Conference* that will take place in Belgium next September arose as a new demonstration action. Taking into account budget restrictions and after having reached an agreement with the Project Coordinator, InnovaTec decided to attend this European event instead of the one organized in Sweden. The presence of Brainstorm at that demonstration ensured consortia representation in that appointment, thereby the absence of

InnovaTec in Sweden was not detrimental for the project objectives concerning demonstration activities.

The Basque Country demonstration was finally cancelled due to the travel of the project coordinator and representatives of the Basque Country Telecommunication cluster to USA. Thus, both activities were accomplished by the travel to USA carried out by the project coordinator,

AIJU – Toy Research Institute

AIJU has accomplished with the work foreseen for this organisation:

Demonstration Activities Foreseen	Date	Situation	Modifications
2 Demo sessions in “ El Cerezo”	N/A	✓	1 demo in El Cerezo 1 demo in Los Salesianos School (Villena, Alicante)

In order to cover other schools who became interested in the project results and thus giving the opportunity to demonstrate the project to the school community, one of the demonstrations foreseen in El Cerezo was moved to the Los Salesianos School.

University Alexandru Ioan Cuza

UAIC has completely accomplished their task in this work-package.

Demonstration Activities Foreseen	Date	Situation	Modifications
1 Demo sessions in “ University I.A Cuza”	May 2010	✓	1 demo in Rotalent / UAIC

El Cerezo

Demonstration Activities Foreseen	Date	Situation	Modifications
2 Demo sessions in “El Cerezo”	February 2010 April 2010	✓	1 demo session

El Cerezo has actively collaborated in the organisation of the demonstration session which took place in its facilities and participated also in the demonstration session held in Los Salesianos School.

White Loop Ltd.

White Loop has made aspecial effort arranging meetings with relevant organisations in UK, in order to get a wide representation in different fields.

Demonstration Activities Foreseen	Date	Situation	Modifications
2 Demo sessions at “ Woolwich School”	Feb-Jun 10	X	5 demos in White Loop offices, London
Demo session at partner school (tbc)	Feb-Jun 10	✓	1 Essex Children's Support Services Office

The work of White Loop during the demonstration phase has focused on three main strands:

The first is to present the REPLAY technology to possible end users within the education, social care and ICT. This has represented the primary focus of the demonstration work. This has given us additional feedback into the potential application areas for REPLAY, provided ideas for further developments and created potential customers for the technology once we bring it to market.

The second focus has been on engaging with commercial organizations who may be interested in partnering to deliver future versions of the game to the market. The feedback obtained here has focused more on the perceived commercial opportunities presents by REPLAY and possible avenues to market to be explored.

The third and final focus has been to share the REPLAY technology with other projects working in this area, particularly those within FP7.

The demo sessions planned within Woolwich Polytechnic School were not held formally due to time restrictions on the part of the school although informal demo sessions were held amongst staff. The negative impact of not holding these sessions has been more than negated by the considerable new work completed and outlined here.

Rotalent

Rotalent in cooperation of UAIC have completely accomplished their task in this work-package.

Demonstration Activities Foreseen	Date	Situation	Modifications
2 Demo sessions in “ Rotalent”	February 2010 April 2010	X	1 demo in Rotalent/UAIC

Taking advantage of the fact that the results obtained in the validation phase were available and considering the possibility that the target audience might be called in the same venue, both organizations decided to unify the attendees in the same appointment in order to save time.

4. – Description of the actions done

In this section, a detailed report of each individual action is provided in terms of agenda, attendees' profiles and demonstration activities carried out in each event. Also a summary with the highlight feed-back and the drawn conclusions obtained in the sessions is included in the report.

4.1.- Demonstration Session: El Cerezo (Villena, Alicante)

Description of the event

Date	5 th March 2010
Place	El Cerezo, Villena (Alicante)

With this first demonstration we were interested in raising awareness of the Replay project via local and national media (TV and Radio attended the presentation.) The media were invited by the "El Cerezo" Centre to their facilities, from which they provided news coverage on a both national and regional level.

During the first part of the morning, the Replay Project was presented to the media and experts attending the press conference. Following this, a panel discussion was held where experts and project partners were able to learn about the concerns of all those present in more depth.

In the second part of the morning, a demonstration session was scheduled with some of the children from the centre, so those present could see Replay at work first hand.

Taking advantage of the presence of children and young people at the centre, we were able to carry out some play sessions with them and gather their opinions and suggestions on the Replay platform and video game.

The approximate timetable was:

10:00 – 11:00	Presentation of the project and introduction to the game
11:00 – 12:00	Expert Panel

12:00 – 13:00	Demonstration session
13:00 – 15:30	Play sessions with students


Description of the demonstration activity

As explained above, the press conference included two demonstration sessions, one for experts and media, and a longer session with children from the "El Cerezo" centre who had not participated in the test sessions that had taken place there, but who had shown great interest in the game.

During the panel discussion with experts and media, we could discern the interest in those parts of the game that feature activities, and especially for the content included within them, specific to a game that has educational touches whilst being entertaining and up-to-date.

In the panel discussion, the experts provided important suggestions for the future development of Replay. That is why the expert opinions are very important for the Project members, as they give us a valuable and realistic view of the use of these technologies in the daily activities of a school or rehabilitation centre.

After the panel discussion, the experts completed a questionnaire to evaluate Replay within their field of work and make suggestions for improvement.



Questionnaire Demo session
Gaming Technology Platform for Social Reintegration of Marginalised Youth

Expert's code: _____ EXPERTO = MAESTRO = _____

Country: ☐ Spain ☐ Romania ☐ UK

Estimado experto/ maestro,
Respondiendo a este cuestionario nos ayudará a mejorar la plataforma Replay y el videojuego.

No dude en preguntarle al coordinador si tiene alguna duda.
Marque con una cruz la respuesta que más se acerque a su opinión.

POTENCIAL EDUCATIVO DE REPLAY	Muy de acuerdo	De acuerdo	En desacuerdo	Muy en desacuerdo	Indeciso
1. Replay permite la discusión sobre valores para el desarrollo de un juicio ético sobre la conducta antisocial	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2. El videojuego puede ser útil para desarrollar habilidades tales como resolución de conflictos, empatía, etc.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3. Replay permite trabajar la prevención de conductas antisociales	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4. Tras el juego con Replay se inicia un feedback positivo entre el terapeuta y el usuario	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5. Replay puede ser una herramienta útil en el campo de la educación y prevención de conductas antisociales emergentes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6. Replay es divertido pero no es muy educativo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7. Replay es útil para ambos sexos por igual	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8. Replay sirve para iniciar diálogos con los niños	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9. Replay es más útil que otras métodos utilizados (cuadernos de actividad, etc.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


Por favor marque con una cruz su respuesta:

	Mucho	Regular	Poco
10. Replay cumple en la actualidad mis expectativas como herramienta de trabajo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

11. Recomendarle el uso de este herramienta para otros especialistas en conducta antisocial:
SI | ☐ No | ☐

Como conclusión final:

12. Analizando Replay en comparación con otras herramientas para trabajar la conducta Antisocial ¿qué puntuación le pondría del 1 al 10? Siendo 10 una valoración excelente y un 1 si tiene poca valoración para su trabajo diario.									
1	2	3	4	5	6	7	8	9	10



Questionnaire Demo session
Gaming Technology Platform for Social Reintegration of Marginalised Youth

13. Sugerencias de mejora

MUCHAS GRACIAS POR SU COLABORACIÓN

1

Experts' Questionnaire

These questionnaires were designed to gather the opinions of experts participating in the demonstration sessions carried out, although they are not exhaustively analysed from a quantitative perspective, the qualitative impressions of the experts are collected in this report.

The questionnaire contains evaluation questions, in which the expert is asked to mark whether they agree or disagree strongly, or to evaluate Replay on a scale of 1 to 10.

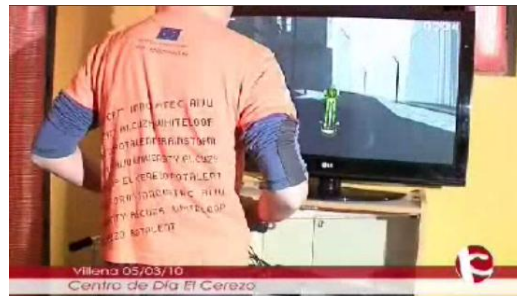
- ✓ Replay assists in starting a discussion about values and obtaining an ethical judgment about antisocial behaviour
- ✓ The video game can be useful for developing skills like conflict resolution, empathy, etc.
- ✓ Replay enables work in antisocial behaviour prevention
- ✓ After playing Replay, a positive feedback starts between the therapist and the user
- ✓ Replay can be a useful tool in the educational field and in the prevention of emerging antisocial behaviour
- ✓ Replay is entertaining but it is not educational enough
- ✓ Replay is equally useful for both sexes
- ✓ Replay is useful for starting a discussion with children

- ✓ Replay is more useful than other tools
- ✓ At this moment, Replay meets our expectations as an educational tool.
- ✓ After assessing Replay and comparing it with other tools used to work with antisocial behaviour, what mark (from 1 to 10) would you give Replay?

We also included open questions, where the expert can freely express their opinions on what is being asked.

- Would you recommend the use of this tool to other experts in antisocial behaviour?
- Suggestions for improvement

Experts are increasingly interested in the game, especially if the possibility exists of adapting the content to the problems or issues that they are each working on in their centres.



The play sessions involved children aged 12–14 years who attend the "El Cerezo" centre. To take full advantage of the sessions, AIJU also developed a simple questionnaire to gather the children's views following the game.

The questionnaires aim to collect the children's direct impressions, their opinions of the game and the platform, if they enjoyed the session and their general assessment of Replay

Questionnaire Users demo session
Gaming Technology Platform for Social Reintegration of Marginalised Youth



Expert's code: _____ Teacher ☐ Expert ☐
User's age: _____ Male ☐ Female ☐
Country: ☐ Spain ☐ Romania ☐ UK

Bola.
Me gustaría darte las gracias y poder contar con tu opinión de experto jugador de videojuegos y hacerme unas cuantas preguntas acerca del juego Replay con el que acabas de jugar. Todas tus opiniones, tanto positivas como negativas, son importantes para nosotros.

PARTE A

Pon una cruz donde consideres oportuno.

(0a) ¿Te ha gustado jugar a Replay más que la vez anterior? Sí ☐ No ☐

Items	MUCHISIMO	MUCHO	REGULAR	POCO	NADA
PARTE A					
(1) ¿Estas deseando volver a jugar con Replay?					
(2) ¿En general ha sido difícil jugar con Replay?					
(3) ¿Realmente te has divertido con Replay?					
(4) ¿Te gustan las actividades que aparecen durante la carrera?					
(5) ¿Ha sido fácil entender las reglas del juego?					
(6) ¿Te gusta la música del juego?					
(7) La plataforma resulta sencilla de manejar					
(8) El videojuego es de fácil manejo					

(9) Podrías poner una nota al videojuego REPLAY de 1 a 10 según te haya gustado más o menos. Marca una cruz donde consideres. Me ha gustado.....

1	2	3	4	5	6	7	8	9	10
POQUISIMO		POCO		REGULAR		MUCHO		MUCHISIMO	

Users' Questionnaire

To analyze the degree of satisfaction of participants in the demonstration session, we used questions such as: Did you like playing with Replay? Was it easy to understand the rules of the game? Was it easy to control? Etc.

We drew positive results from the questionnaires, from both the children and the attending experts that largely confirm the results obtained in the Test and Evaluation phase of Replay.

As for the children, almost all of them showed great interest in playing Replay again; they remarked that the platform was easy to use and that the game was fun and entertaining.

The children's suggestions focused on the design of the game's scenery (especially girls who view the scenery as being too dark or would like it to be more colorful), in the case of the boys; they also mention including more action (that there be things to dodge, or people to fight).



A list of the media that attended the event:

- Diario Portada (Regional press)
- Diario Información de Alicante (Regional Press)
- Diario Digital de Villena (Regional Press)
- Radio Cope (National Radio Station)
- Radio Cadena Ser (National Radio Station)
- InterComarcal TV (Villena TV station)

Here are some of the articles published in the press as a result of the demonstration activity.



Article from Diario Portada Alancant area on 5th March 2010



Article from Diario Digital Independiente de Villena area on 6th May 2010

4.2.- Demonstration Session: Los Salesianos (Villena, Alicante, Spain)

Description of the event

Partners involved	Brainstorm AIJU InnovaTec
Date	5 th May 2010
Place	Los Salesianos School, Villena (Alicante)

On this occasion, our main focus was on local and regional centres. It was important to have participants with a potential interest in the project, with the capability to give relevant feedback in the project.

Taking advantage of the fact that this demonstration session was held in a school, the first part of the day was devoted to playing sessions with children having the opportunity of testing the game updated with the latest refinements done in the software and in the platform.

During the second part of the day, the experts got a thorough introduction to the Replay project and a playing session which they were able to participate. We had meaningful discussions where the participants got answers to the concerns they had. After that, experts can observe a real session where children explained their own opinions and even try themselves to play. It is probably the best way of understanding the potential of the product.

Moreover, mass media attended to the event where they could know in depth and better understand the benefits resulting from the use of REPLAY.

The approximate timetable was:

9:00 – 13:00	Playing sessions with students
15:30 – 16:00	Presentation of the project and introduction to the game
16:30 – 18:00	Demonstration session to mass media and experts
18:00 – 18:30	Touch and feel session

Description of the demonstration activity

As explained before, this demonstration activity was devoted to during the first part of the day to show the game to the Salesianos' students in order to get a valuable feed-back from users about the last version of the prototype. In appreciation to the school for making things so easy for the consortia, it was thought that could be a good idea to arrange a playing session for children from the centre and give them the opportunity to play and at the same time, we got an extra feed-back from users.



At the end of the day, around twenty 10–12 year old children had the possibility of playing about 10 min with the game. After each playing session a small questionnaire was given out in order to gather the general opinion concerning to new improvements done in the game, contents, playability and especially if they would buy this product in case it was launched to market.

Briefly, we sum up the questions contained in the questionnaire:

- Have you enjoyed playing REPLAY?
- Please assess these sentences from very much to at all
 - ✓ Are you looking forward to playing again to Replay?
 - ✓ Do you like the activities that appear along the race?
 - ✓ Have you understood easily the rules of the game?
 - ✓ Do you like the music that sounds in the game?
 - ✓ The platform is easy to ride
 - ✓ The videogame is easy to use
- Please, give a mark to Replay from 1 (the worst) to 10 (the best).



The results obtained from the questionnaire were positive in all the cases, confirming the results we had from validation. To point out, the interest shown by children to know if the game will be launched to market and the estimated price it would have. Most of them would play again and find really entertaining the platform.

The possible improvements suggested mainly by girls, were all referred to the design of the game like colour, music, etc.

In the afternoon, experts from the region and mass media were invited to participate in this demonstration session.

In section 3, attendees' profiles are described since at the beginning of the event the following form with basic data was handed out in order to be filled in.

After this formal requirement, the project coordinator, introduced the Replay project explaining the objectives, technical features and contents to the audience. As an exhibition, some children played with the game in order to show clearly to experts the way it works.

Then, experts started an open discussion with the project participants (Brainstorm, AIJU and InnovaTec) asking questions, suggesting improvements, new ideas, etc. finally, obviously many of them tried the experience of riding the platform by themselves.



Once the event had finished, a questionnaire for experts was given out in order to know the opinions of the audience.

The proposed questions in the survey were:

- Value the following statements from totally agree to disagree.
- ✓ Replay enables to start a discussion about values for getting an ethical judgment about antisocial behaviour
- ✓ The videogame can be useful for developing skills like conflict resolution, empathy, etc.
- ✓ Replay enables to work in antisocial behaviour prevention
- ✓ After playing Replay, a positive feedback starts between the therapist and the user
- ✓ Replay can be a useful tool in the education field and in the prevention of emerging antisocial behaviour

- ✓ Replay is entertaining but it is not educational enough
 - ✓ Replay is useful for both sexes equally
 - ✓ Replay is useful for starting a discussion with children
 - ✓ Replay is more useful than other tools
 - ✓ At this moment, Replay meets our expectations as an educational tool.
-
- Would you recommend the use of this tool to other experts in antisocial behavior?
 - After assessing Replay and comparing it with other tools used to work with antisocial behaviour ¿Which mark (from 1 to 10) would you give to Replay?
 - Suggestions for improvement

17 experts came to the technical demonstration and all of them were really interested in this kind of tools and the possibilities that this tool could provide to experts in order to make easier to initiate a debate with children. One improvement suggested was to increase the variety of subjects and contents to be treated in the activities that could be customized in a commercial version. As a positive fact was that, an extra demonstration session came up after school's representatives attended the event. One of the problems to overcome, in the commercialization is the tight budget usually public centres have for this kind of equipment.

All the experts participating in the WP1 of the project had the opportunity to see the result of what they advice in the Focus Groups carried out during the first stage of the project. This was a very good experience and all of them were very excited and happy to see that they are an important part of the success that REPLAY project represents.

At the end of the event, different mass media were present at the event and some pieces of news published some pieces of news related to the project in national, regional press and local and regional TV Channel. Journalists were very interested in the project and could talk with experts, participants and users in order to find out the potential of this tool.

The list of the media that came to the event is:

- Canal 9 TV (Valencian TV Channel)
- Diario ABC (National press)
- Diario Información de Alicante (Regional Press)
- Radio San Vicente del Raspeig (Regional Radio Station)
- InterComarcal TV (Villena TV station)



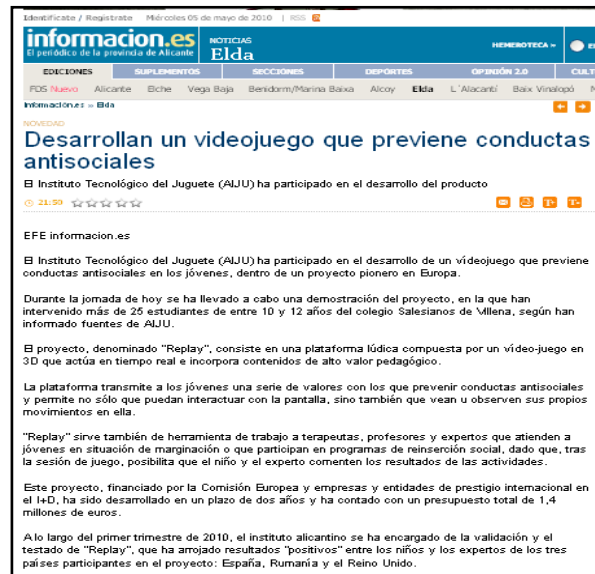
Then, some of the articles published in press as a result of the demonstration activity.



Article from Diario ABC on 6th May 2010



Article from Diario Información de Alicante, Alcoy area on 6th May 2010



Article from Diario Información de Alicante, Elda area on 6th May 2010

Conclusions

The feedback obtained was very positive, not only from participants coming from Youngsters Centers and Schools but also from industry, saving banks and other professionals.

A teacher from “Carmelitas” La Encarnación School expressed the interest in organizing a specific demonstration session in the school where he’s working with some disruptive children. We accepted to organize this extra demonstration session in Spain focused in showing the gaming platform to the psychologist of the centres.

A company offered us to be a Business Angel for this new initiative. He’s a man very involved in social aspects.

The representative of a Spanish toy company commented the possibility of stating a strategic alliance in case that we need some company to manufacture the mechanical part of the Interactive Balance Board. This was a very good opportunity for mass production of the product.

A representative of a multinational company located in several countries in the world supported us and offered a possibility of negotiate the mass production of the electronics included in the Interactive Balance Board in their affiliates in China or India.

The representatives of the social area of the Saving Banks and the representative of the regional government talked about to study some possibilities to implement the gaming platform in all the schools having the economic support of the saving banks.

The demonstration session was an excellent experience with children and teachers and a very positive ways to commercialize the product in the future with important strategic partners.

4.3.- Demonstration Session: La Encarnación School (Villena, Alicante, Spain)

Description of the event

Partners involved	Brainstorm AIJU InnovaTec
Date	27 th May 2010
Place	La Encarnación School, Villena (Alicante)

The second demonstration session organized in Spain was mainly focused on showing Replay to the professionals from a centre. The request was made by one of the centres who attended the first demonstration session carried out in Los Salesianos School from Villena.

One member of the staff was delighted with the project and informed about this initiative to the centre's head teacher. Few days later, the project coordinator received a call from the School showing their interest in carrying out a specific demo in that centre. Taking into account that was a demonstration in the same geographical area as the previous one, we carried out a really personalized activity. On the other hand, for this event the centre selected a group of children with disruptive behaviour who are attending at this moment a supporting programme.

The approximate timetable was:

9:00 – 13:00	Playing sessions with students

15:30 – 17:00	Demonstration session to experts
17:00 – 18:00	Touch and feel session / Gathering with experts

Description of the demonstration activity

The demonstration session was held on 27th May in the La Encarnación School's facilities located in Villena (www.laencarnacion.com). The same day, we went to the centre with the interactive balance board and the PC with the installed game, and then we proceed to connect them to the projector provided in the multipurpose room. From that moment on, 25 children had the opportunity to try Replay with the guidance of a support teacher.



The demonstration session lasted the whole day, therefore we could offer to the centre the possibility that all the students from 10 to 14 years old who attend the centre's supporting and guidance programme could try the gaming platform, which was aimed at those students who run the risk of presenting an anti-social behaviour and being marginalized for that reason.

Sessions were established in intervals of 15 min, noticing how skilled the participants were. At the end of each playing session, a short questionnaire was given out each student to gather the general opinion concerning to new improvements done in the game, contents, playability and especially if they would buy this product in case it was launched to market. This questionnaire enables to start a conversation between the teacher and the child about child's impressions after having played with the platform. All children were delighted with the platform and were aware that the activities were related to some kind of psychological issue, although none of them were able to identify what was about. The fact is that all the activities were done seriously and well-organized, children ask for some kind of guidance during the course of the activities

before carrying them out. That undoubtedly showed, that they needed to correctly understand the activities in order to do them the best they can so that it didn't affect the game.

Morning sessions were so successful that the rest of children crowded in front of the room's door trying to find out what kind of game their colleagues had played and enjoyed so much. The results obtained from the event were clearly connected with the results from the demo carried out in Los Salesianos what helped us to ratify the overall opinions and conclusions got in the preceding school.

Conclusions

The demonstration session carried out in Colegio "La Encarnación" was focused on a group of children with disruptive behaviour who are attending at this moment a supporting programme. Although the profile of the children was different from those participating in the demonstration session in "Salesianos" school, the conclusions obtained from children and experts were identical. So the main feedback obtained from this demo session reinforces the conclusions obtained in the validation sessions in the possible use of Replay as a preventative or intervention support application in behavioural programs.

The positive feedback and interest from experts of the schools concluded that one of the main markets for Replay are primary and secondary schools.

4.4. - Demonstration Session: Jonkoping (Sweden)

Description of the event

Partners involved	Brainstorm
Date	27 th May 2010
Place	Jönköping University, Jönköping (Sweden)

The demonstration session held in Sweden consisted of:

- A project presentation
- A playing session using an i-Phone as interface.
- Gathering for comments and suggestions for introducing REPLAY in Sweden.

The approximate timetable was:

9:00 – 9:30	Project presentation
9:30 – 10:15	Demonstration session to experts
10:30 – 12:00	Touch and feel session / Gathering with experts

Description of the demonstration activity

During the project presentation, a video of the game session was screened; explaining how to ride the platform and a review of each pedagogical activity included in the game was also made. During the playing session, those presents had the opportunity of playing with the mobile phone (i-phone). They liked very much the game and they proposed to contact with Jonkoping and Linköping schools with the purpose of showing the results. In order to do that, a demo version was installed in two computers one belonging to Jonkoping University and the other belonging to Linköping University, furthermore a copy of the video of the use of the “interactive balance board” was also provided to the representatives of the University. People who attended the session told us that they would report the feed-back obtained from schools as soon as they had shown the project result at university’s facilities.

On the one hand, at the end of the demonstration session, a gathering in which not only the possibilities of Replay as gaming platform and anti-social behaviour preventive tool but the possibilities of REPLAY as a learning tool as usual subjects like Mathematics, Physics, Design and Spatial orientation, Music, etc were discussed.

On the other hand, another issue that came up into the conversation was the possible use of a set of platforms, so several users can interact among them at the same time, that playing mode could be used in the development of some skills like leadership as for example organizing specific missions and appointing a leader for organizing and leading a group in the achievement of concrete goals. Finally, one idea that came up from the meeting was the possibility of using the “balance board” and a 3D game designed ad-hoc in order to treat problems of coordination

in elderly people and help to improve their balance. Therefore, a new application of one of the project results could be in the physical rehabilitation.



Conclusions

The demonstration session carried out in Jonkoping (Sweden) offered the project a good way to multiply the project results in, not only in Sweden, but also in Scandinavia. Jonkoping University is a perfect partner to promote the use of REPLAY in the Nordic countries and to work in new research lines where some results obtained in the project could be used for new developments and initiatives. The installation of a demo site in the Jonkoping University will ensure the awareness of Replay project in schools and young offenders centres, multiplying the demonstration and dissemination activities.

4.5. - Demo Session: Wheeling Jesuit University (West-Virginia, USA)

Description of the event

Partners involved	Brainstorm
Date	22 nd and 23 rd June 2010
Place	Wheeling Jesuit University, West-Virginia (USA)

Following the demonstration plan, Brainstorm arranged a demonstration session in the USA in order to consolidate the contacts made in the last year and to concrete the ideas of collaboration and commercialization in this country. This specific action took place in Wheeling, West-Virginia (USA) in the facilities belonging to "Center for Educational Technologies" of WJU– Wheeling Jesuit University, to be precise.

Next, a brief introduction of the organizations that took part in the meeting in order to better understand the complementary profiles and the possible alliances or results that could come up from this gathering.



The Erma Ora Byrd Center for Educational Technologies houses cutting-edge educational technology on the campus of Wheeling Jesuit University in Wheeling, WV. The 48,000-square foot facility features such amenities as large meeting

rooms wired for distance learning, computer lab facilities—including a room featuring wireless computers where training in handheld computers also takes place—complete video production facilities, satellite uplink and downlink resources, dedicated ATM and ISDN videoconferencing, broadband and web streaming facilities, IP videoconferencing and multimedia development for the web and educational videogames, and CD-ROM and DVD production capabilities as well as the latest in educational software.

In addition, the centre is home to the NASA-sponsored Classroom of the Future, the space agency's principal research and development center for educational technologies. It opened on the Wheeling Jesuit University campus in 1990.



The Center for Educational Technologies also houses the Challenger Learning Center®, which provides students, teachers, and adult learners with simulations that emphasize teamwork, problem-solving, decision-making,

Gaming Technology Platform for Social Reintegration of Marginalised Youth

and communication skills. The Challenger Learning Center in Wheeling is one of 51 centers worldwide established by the Challenger Center for Space Science in memory of the space shuttle Challenger. More than 40,000 students fly missions each year either at the Wheeling facility or through distance learning. The Challenger Learning Center has been honoured nine years for having served the most children of all the centres.

To the demonstration session attended experts from CET, a venture-capital company and professionals from Youth Services System Inc. Company.



This institution is a West Virginia non-profit organization that has served over 16,000 young people in the last 34 years. YSS began in 1974 to offer new and innovative options to West Virginia's at-risk youth. They offer a range of services, all aimed at resolving crisis and building skills and social connections for youth. We had the pleasure to count on the participation of this company belongs to Replay's IIG.

The approximate timetable was:

VISIT TO CET facilities	
9:00 – 9:30	REPLAY Project Presentation
9:30 – 10:15	Demonstration session to attendees
10:30 – 11:15	CET presentation
11:15 – 12:30	Debate and conclusions
14.30 – 16:00	Guided tour to CET facilities

Description of the demonstration activity

At first, to begin with the session a project presentation of Replay was done by the project co-ordinator, in which the developments done up to now in the project and the latest results achieved were clearly exposed to the attendees. Previously, Brainstorm's team and Wheeling University's researchers had managed to start a Replay demo at the University using as interaction interfaces an i-Phone and a Game Pad. This task made easier the demonstration to the audience and thus we have achieved to have a permanent demonstration centre at Wheeling Jesuit University for those organisations which can take an interest in the project in USA.



During the presentation and the demonstration session a debate was started amongst the attendees about different matters related to the contents adaptation to the social reality in USA. In this regard, the Centre for Educational Activities was interested in collaborating in the development of new contents and in the application of these contents using the platform.

The institution Youth Services System also showed its interest in trying the adapted version of Replay with children and young people they daily work with, and even the person in charge of RED (Regional Economic Development) Partnership took an interest in funding the part concerning to the new development in CET.



Secondly, CET made a brilliant presentation of the game contents and learning tools they have developed up to that moment for the NASA. The presentation was fabulously impressive and indeed after having seen that, all of us were completely confident in the quality of contents to be prepared for the American version of Replay project.



To conclude with that productive encounter, CET and the West-Virginia Government's Representative, after congratulating us on the work done in Replay project and the results achieved, they arose the matter if it would be possible to use the gaming platform developed within the project in order to introduce contents related to regulated subjects as Mathematics or Physics. One of the most important problems that American youth show nowadays is the loss of interest in Sciences that's why it would be essential to act in order to regain again young people's attention and interest in this educational field.

Therefore, the possibility of using REPLAY as a gaming platform for learning purposes will be also taken into account.

In the end, CET arranged a guided tour to the NASA-Sponsored Classroom of the Future Program facilities, there was a description of the activities young people carry out in this centre (Houston control centre simulator, spacecraft activities simulator, etc...). These facilities represent an important learning environment.



Conclusions

This demonstration session was intended to be a clear opportunity to reinforce the opportunities of commercializing REPLAY in the American market. In this regard, this gathering could be considered as surprisingly fruitful and enriching.

From a commercial point of view, we have gathered evidences of the interest that this project arouses in other markets; USA is one of the biggest industries and buyers of videogames, that's why having a permanent demonstration centre in Wheeling can be an important advantage facing to Replay commercialization and to facilitate the development of a new version adapted to the American society.

Needless to say that, the effective collaboration with CET opens a wide horizon of opportunities developing new products for NASA devoted to learning tools, taking advantage of our experience and know-how acquired in Replay.

4.6. - Demonstration Session: INCLUSO Project (Belgium)

Description of the event

Partners involved	White Loop
Date	Thursday 4th February 2010
Place	White Loop offices, London
Attendees	University of Leuven, Belgium, and projects leads on the INCLUSO project

Description of the demonstration activity

The overall aims of the project were first explained, after which a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

Both attendees were highly positive about the technology and impressed with the game itself. They believed that it could be usefully adapted for use in a number of different contexts and that their experiences with marginalised young people suggested such an approach would elicit a high level of uptake amongst this often hard to reach group. They asked questions in relation to the adaptability of the technology and the ability we have to implement different content into the existing game structure.

Future Possibilities

Following the demonstration session, it was agreed that a version of the REPLAY game would be installed in one of the test centres for the INCLUSO project in Belgium. The partners in this project agreed to provide feedback to REPLAY on their experiences. Furthermore, the project partners from INCLUSO have expressed interest in seeing the finished commercial version of the product and are interested in collaborating with members of the REPLAY consortium on future projects in this area. REPLAY is also attending the INCLUSO conference in Leuven in September 2010 to present the technology to a wider market.

4.7. - Demonstration Session: HANDS Project (London, UK)

Description of the event

Partners involved	White Loop
Date	February 15th 2010
Place	White Loop offices, London
Attendees	London Southbank University, member of the HANDS project consortium

London Southbank University are a major teaching and researching institution based south of the Thames River in London. They are currently part of the HANDS consortium, looking into the use of technology to help address learning difficulties in children with autism.

Description of the demonstration activity

The overall aims of the project were first explained, after which a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

The attendee was enthusiastic about the overall dynamics of the technology and commented that she could see this having many applications beyond the one which REPLAY is currently designed for. In particular, she noted that the approach taken on REPLAY would potentially work very well with children with autism as these children often respond to technology and gaming within a learning context. An ability to customize content would make the offer even stronger for this target group, who are often addressed using personalised learning.

Future Possibilities

London Southbank University have stated an interest in the finished technology, particularly in light of any options around personalized content becoming available. We have committed to keeping them informed of the project progress and intend to meet again once we have a more commercial version of the game to explore possibilities around generating specific content for children with autistic spectrum disorders.

4.8. - Demonstration Session: Pivotal Education (London, UK)

Description of the event

Partners involved	White Loop
Date	May 7th 2010
Place	White Loop offices, London
Attendees	Pivotal Education

Pivotal Education is one of the UK's leading companies in the field of behavioural education. They are a highly respected group of educational experts.

Description of the demonstration activity

An overview of the project was provided, including the current status of the technology and current plans for future development. After this, a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

The attendee, an expert in the field of addressing and teaching behaviours, was extremely positive about the game and suggested that there was nothing like this on the market. He also fully supported the pedagogical approach and said that the use of gaming technology within this sector had been neglected, often due to cost of development. He agreed with the idea that customized content would make the tool even more powerful. He also suggested that future versions of the game would benefit from being delivered online as this would make the process of updating content and generating revenue from that easier to manage.

Future Possibilities

Pivotal Education have committed to being part of the team to generate new content for the full commercial version of REPLAY. They already own the copyright to a large amount of content in this area and are very keen to find ways of working with the REPLAY consortium to develop a long term partnership creating content and providing access to the education market. They are

also well connected into the UK education media and will help to promote the REPLAY product once it comes to market.

4.9. - Demonstration Session: Action for Children (London, UK)

Description of the event

Partners involved	White Loop
Date	May 12th 2010
Place	White Loop offices, London
Attendees	Action for Children School

Action for Children is one of the UK's biggest children's charities focusing on improving the lives of disadvantaged young people in the UK.

Description of the demonstration activity

The overall aims of the project were first explained, after which a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

The attendee was extremely positive about the game and the overall approach. He suggested that there was nothing like this on the market and that such a product would have a strong commercial case within his sector. He argued that to be able to customize the content would provide weight to the efficacy of the product. He also suggested that it could be used to teach the citizenship curriculum.

Future Possibilities

Action for Children has agreed to be a part of early stage testing for any future product launched. They are in a unique position to provide access to highly trained staff and some very challenging young people. They are enthusiastic about the potential for testing and feeding back on the next iteration of the REPLAY technology. They are also happy to play a part in developing further content for the game, acting as consultants to any future content development process.

4.10. - Demonstration Session: Pearson Education (UK)

Description of the event

Partners involved	White Loop
Date	May 21 st 2010
Place	White Loop offices, London
Attendees	Pearson Education

Pearson Education is one of the world's largest education companies, with markets and activities across the globe. They are engaged in all levels of education and invest millions every year in supporting and developing new technologies within the education market. Pearson Education could provide a route to market for REPLAY that spans the globe.

Description of the demonstration activity

An overview of the project was provided, including the current status of the technology and current plans for future development. After this, a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

Both attendees thought that the application was interesting, not only in terms of its use as a tool for understanding and addressing antisocial behaviour and related issues but also from a wider educational perspective. One area of interest for them is employability skills. They felt that the format of REPLAY and the dynamics of the game play lent themselves very well to the teaching of employability skills, not only in school age children but potentially with young people in further education. They were particularly interested in the possibility of a tool that was configurable for different contexts. Not being experts in behaviour, they had less to offer in terms of the applicability of the technology within the chosen application area of the REPLAY project.

Future Possibilities

As one of the world's largest education companies, Pearson Education represent a considerable opportunity in terms of commercial partnerships. Having said that, and as a large multi-

national, decisions on entering into such a partnership are taken over time and with due consideration.

What is clear is that the Pearson representatives were highly impressed with the current technology and the potential it offers. They have asked to remain informed of the progress of the project and may, at some point, be interested in looking at partnership in future.

4.11. - Demonstration Session: Fieldwork Education Ltd. (UK)

Description of the event

Partners involved	White Loop
Date	May 28 th 2010
Place	White Loop offices, London
Attendees	Fieldwork Education Ltd.

Fieldwork Education has been a leading educational consultancy for over 20 years. Their work involves the development of curricula, school assessments and teacher training. They are also responsible for the International Primary Curriculum, which is now taught in over 4000 schools globally. They work regularly with schools in Europe, the Middle East, the Far East and the USA.

Description of the demonstration activity

An overview of the project was provided, including the current status of the technology and current plans for future development. After this, a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

The attendee was highly positive about the appeal of the technology to the target audience. He also expressed the feeling that REPLAY represented a huge commercial opportunity if the possibilities for customizing content and personalizing the learning were realized. He commented that some of the current content was a little limited in terms of what it would offer within some circumstances but accepted that this was not necessarily representative of the final commercial content offering.

Future Possibilities

Fieldwork Education has significant experience in successfully developing materials for use within a primary and secondary school context. They have committed to providing free consultancy during the next phase of development, particularly in the area of content design. They have also suggested that they may be able to act as resellers for the finished product in overseas markets where they have a strong market influence.

4.12. - Demonstration Session: Essex Children's Support Office

Description of the event

Partners involved	White Loop
Date	June 15 th 2010
Place	Essex Children's Support Services Office
Attendees	Essex Children's Support Services Wivenhoe Children's Support Services Heybridge Children's Support Services North East Essex Children's Support Services Harlow Children's Support Services Leverton Hall Secure Plus 6 other CSS staff from across the country

The group of twelve assembled here represented a range of experiences within the children's support service sector. This group is engaged on a daily basis in dealing with the most difficult children within the state school system. They are often required to address young people with severe and persistent behavioural problems as well as those with learning difficulties. All of those present represent potential end users of the REPLAY technology.

Description of the demonstration activity

The overall aims of the project were first explained, after which a full demonstration of the technology was given including an ongoing commentary on the types of activities and content incorporated, the nature of the feedback received during testing and the pedagogy underlying the approach.

Feedback Obtained

The attendees provided a range of views around the perceived effectiveness of the technology amongst the young people with which they engage. The predominant view was that the concept would work well and that there is a lack of tools like this within their sector. Some suggestions were made for improvement to the game, both in terms of game play and content. There was some disagreement about whether end users (children) would find the game appealing in comparison to the games they usually play although the predominating view was that they

would. There were many calls for customizable content packs for different issues (homophobia and racism were both mentioned as common themes to be addressed). There was also significant enthusiasm for the idea of secondary users being able to build their own content. Suggestions were also made in regard of creating adaptive questioning – whereby the nature of follow-on activities would be defined by the answers to previous questions. The point was also made that an ability to extract data post-session was very important and this needed to be addressed clearly in any commercial version of the game. Although not demonstrated here, the physical side of the game – utilising the human joystick developed during the project – received considerable interest from the attendees. Beyond this, ideas were put forward around integrating social networking technology around the game to further engage players. And there was much support for the idea of collaborative gaming, whereby groups of 3 or 4 children would play a version of the game together and discuss the issues raised as they went through.

Future Possibilities

A number of attendees expressed an interest in staying involved in the project and in using the technology were it to become more widely available. Potential test sites for further iterations of the game have subsequently been found. Furthermore, a number of attendees have expressed an interest in developing content for future iterations of the software. And there have been a number of suggested contacts for further demonstration activity which are now being followed up.

4.13. - Demonstration Session: UAIC / Rotalent (Romania)

Description of the event

Partners involved	UAIC Ro-Talent
Date	8 th June 2010
Place	Faculty of Psychology and Education Sciences

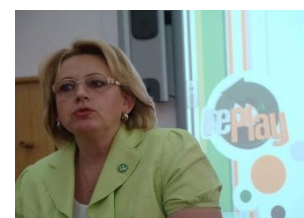
The aim of this workshop was to:

- ✓ to describe the game platform (hardware and software) and the results of the project
- ✓ to present a complete play session of the game with a primary user
- ✓ to propose and discuss strategies of REPLAY usage in counselling and in educational activities
- ✓ to present in a detailed manner the psycho-pedagogical valences of Play and Replay sessions

By inviting teachers, counsellors and educational managers from both kind of institutions, schools and high schools as well (all located in Iasi), we were able to achieve the objectives of the demo session and also, to improve the network of professionals in counselling and education management. One of the strengths of this demo session was that educational managers, who are entitled to take important decisions regarding their institution, might consider the acquisition of a fully functional REPLAY gaming platform in their school or high school.

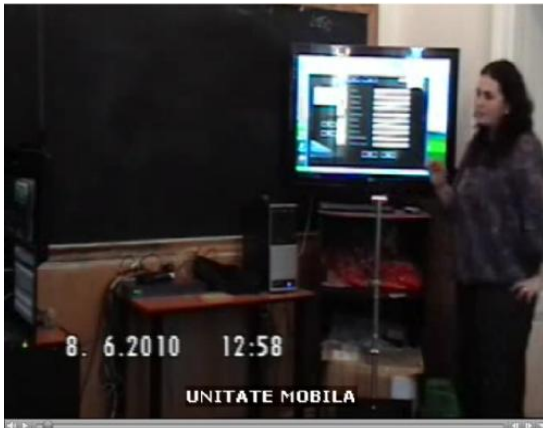
Taking advantage of the fact that this workshop was held in the Faculty of Psychology and Education Sciences, within UAIC, and had a large hall at our disposition, we used a mobile videoconference system to broadcast a live demo session with one child who used the game platform at the National College from Iasi.

PhD Prof Carmen Cretu opened the demo session in UAIC, presenting the project with its main goals phases, contents and value brought in counselling activities for youngsters. Briefly, the participants were informed on the project activities and their actual phase in project's implementation.



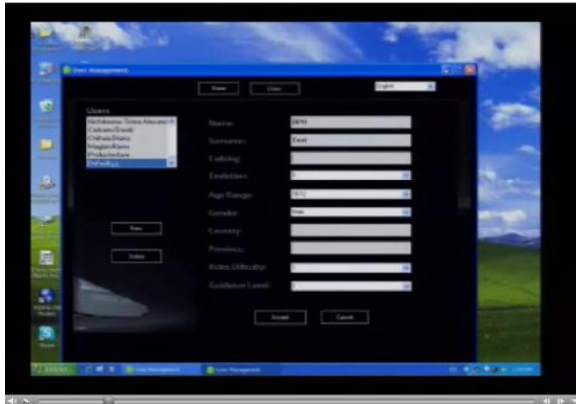
Description of the Play session

As presented in the timetable, there were 15–20 minutes reserved for a live play session. Given the fact that we were concerned in keeping the confidentiality of the user identity (one of the children who used the platform before and participated to Play and Replay sessions), a broadcast from the National College to UAIC was the best solution.



While the user actually gone through game's levels, the participants located in the Faculty of Psychology and Sciences of Education (UAIC), were able to see the platform, its components and the game content, all projected on a Smartboard and two monitors.

During broadcasted play session, PhD Prof. Carmen Cretu specified the steps taken by the specialist (Nicoleta Coroeru Rogoz) and the user.



Shortly after the user completed the game (Play session), Nicoleta Coroeru Rogoz started to describe in a detailed manner, the game content and the value of the moral choices made by the user during the play session. She also highlighted the importance of the time needed by user to make a choice:

- Does the child need a second to decide or rather he will spend more time?
- Is he facing up difficulties when he is in the situation of choosing something or not?
- Does he reach the final level with or without difficulties because it was mentioned in the beginning that if he does not ends up an activity, he would not be able to start another one?

All these questions and observations make the subject for a Replay session and the participants got detailed explanations on the importance of this kind of session during the counselling process. Also, Nicoleta Coroeru Rogoz presented coordinator's role in managing and organizing Play and Replay sessions and in the using efficiently the instruments for secondary users – expert users.



In the last part of the meeting participants started to ask questions related to what they have seen during this presentation. Thus, they were interested in using this kind of technologies in schools and pointed out the fact that new strategies should be found and implemented in the process of solving different kind of problems related to youngsters with ASB. Also, they highlighted the importance of new technologies in children lives and its usage in reaching them when they are facing difficulties.

One interesting issue that came out when participants started to ask questions was the one related to the game level in which children had to shoot (which means choosing) values like

“family”, “friends” etc. Even though this process does not have violent meanings for nowadays youngsters and it is safe for their psychic, this aspect still arise the same moral dilemma for adults (at least in Romanian culture). Thus, all participants were interested on the value of this activity during the game. Prof. Cretu explained the whole process that was behind this design and content of the game, mentioning also about the Global Success Model.



One teacher from the audience pointed out that the game can be useful for developing skills like empathy which is highly needed in behavioural counselling.



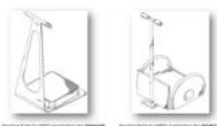
There were many discussions during which the participants got answers to the concerns they had and were very pleased to find out details about the game platform. Each participant got a brochure (see the captures below) containing information about the project, gaming platform and its contents and also, partners' consortium contact data.

Oportunitatile oferite de platforma de joc 3D

- Popularitate si atractivitate în rândul adolescentilor
- Strategie inovativa de consiliere psihopedagogica
- Instrument care ajuta psihopedagogii sa analizeze si sa previna/limiteze comportamentul antisocial (ASB)
- Baza de date extinsa asupra evolutiei comportamentale a subiectilor

Tehnologii dezvoltate si integrate in platforma de joc RePlay

- Joc video 3D ce integreaza un continut multimedia si activitati legate de comportamentul antisocial
- Dispozitiv wireless de control al jocului
- Sisteme de interactiune pentru sesiunile de joc (dispozitiv wireless, PAD, Joystick, tastatura)
- Sistem de recunoastere a jucatorilor pentru a imbunatati interactiunea cu sistemul si a mari nivelul de implicare al acestora



Fazele unei sesiuni complete

- 1. FAZA DEMO**
 - familiarizarea cu platforma si functionalitatile ei
- 2. FAZA PLAY**
 - jocul stimuleaza motivatia tinerilor pentru succesul conditionat de parcurgerea unor curse de joc interactive avand integrate sarcini pedagogice interactive, proiectate în tehnologii tridimensionale
 - deciziile jucatorilor sugereaza profesorilor din scoli si psihopedagogilor strategiile de consiliere a acestor tineri
- 3. FAZA REPLAY**
 - reprezinta o sesiune de reflectie psihopedagogica asupra alegerilor facute în joc
 - permite dezvoltarea unor competente legate de dezvoltarea personala si sociala
 - ofera posibilitatea descoperirii utilitatii continuturilor în contexte variate

Ce fel de instrument este RePlay?

- Este un instrument ce va ajuta psihopedagogii sa înțeleaga si sa abordeze adecvat adolescentii si tinerii care manifesta comportament antisocial (ASB)
- Punct de plecare în discutiile dintre jucator si profesorul psihopedagog, conducând astfel la dezvoltarea strategiilor de consiliere

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Ce este RePlay?

Proiect european

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Cadru FP7

Perioada de desfasurare

Iulie 2008 - Iulie 2010

Echipa RePlay

Un consortiu european cu parteneri
institutionali din Romania, Spania si
UK.

Institutiile din Romania:

- Universitatea din Iasi
Alexandru Ioan Cuza
- RO-Talent

Platforma tehnologica 3D

Mediu interactiv de consiliere
psihopedagogica a elevilor cu
tendinte de comportament antisocial

Continuturi

- Situatii dilematice
- Controlul emotiilor
- Luarea deciziilor
- Analiza consecintelor
- Dezvoltarea empatiei
- Orientarea catre succes

www.replayproject.eu

Conclusions

The participants at RePlay demonstration were highly interested on counselling game valences. School psychologists appreciated that the RePlay platform could be useful in their schools, for consistently enriching the existing counselling tools.

The school psychologists appreciated the contents of the game as consistent and relevant to psychological educational theories.

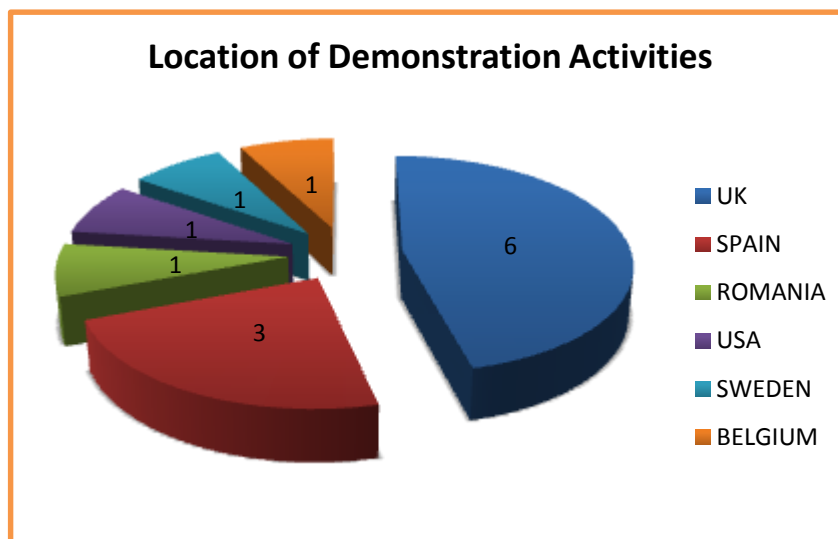
The overall feedback of the participants on REPLAY platform and the project was a positive one and an interactive workshop on using the final version of the platform should be considered.

5. - Conclusions derived from the Demonstration Sessions

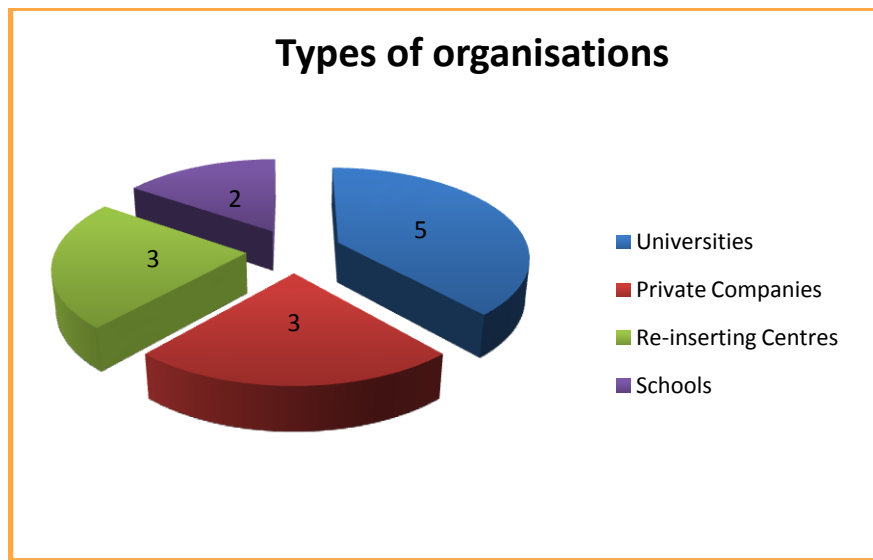
As explained in previous sections, there has been a wide representation of different organizations which have taken part throughout the demonstration stage.

In order to summarize, in the graphic below it can be observed, the geographical distribution of the actions carried out by all the partners in their own countries, in other European countries as Belgium and Sweden and also overseas as in USA, which is considered one of the biggest producers in the world of videogames. In this regard and as a result of the demonstrations carried out in USA, Sweden and Belgium, Replay has managed to establish three permanent demonstration centres in these three countries, therefore the possibilities of promoting the results will increase considerably.

The number of activities carried out in UK is higher than in the rest of countries, due to the fact that these meetings were bilateral, which had a more private and personalized nature. For this reason, in some cases it was considered more appropriate to meet each organisation separately instead of arranging a collective workshop.



In the second graphic, we can observe the kind of organizations in which the demonstrations had taken part. To point out, that these institutions took part and hosted the activity although the global number of attendants and organizations to the events is not reflected here.



From the graphic above and the descriptions of the events explained before, it can be observed that the demonstrations sessions have spanned almost all the actors that can participate and collaborate in a future commercialization of the products resulting from Replay. Some of them, as possible future customers, content and technology providers and others as possible investors. Most of the organisations who had participated in these meetings would be interested in the finished technology and educational centres wish to participate in testing the product in case of launching.

To sum up all the priceless feed-back obtained from the workshops and meetings held during these months, some of the ideas we have already known although this fact has helped the consortia to confirm we are right.

Regarding to the game framework and the gaming platform, the ideas suggested in repeated occasions have been: the restrictions of the current activities and the potential and suitability of content customization addressed to different purposes, most of the companies and educational centres have encouraged this idea in order to make the product more powerful for different target markets like autism, regular subjects (Maths, music), racism, homophobia, etc. The idea of developing the technology in order to get a collaborative game will have to be taken into account since social networking can be a good alternative of engaging users to play. About the gaming platform, CET is seriously interested in this technology and is keen on working in new projects related to that.

Regarding to commercialization, one positive comment made by different companies in the Educational field was the confirmation that it doesn't exist something similar on the market at this moment, what encourages the consortia to progress as fast as possible with a view to a

future commercialization. Indeed, some of the companies devoted to the educational field have committed being part in future iterations of Replay as content providers and consultancy services. In terms of distribution, some offers for acting as resellers or using the distribution channels of a company in order to launch the product worldwide.

To conclude, all the feed-back obtained about the project is really positive and will have to be seriously considered facing to further steps of commercialization.