

# Project Consortium

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# What is RePlay?

## European Project

A project funded by European Commission through 7th Framework Programme

## Duration

July 2008 - September 2010

## RePlay Team

An European Consortium of institutional partners from Romania, Spain and UK

Romanian institutions:

- Alexandru Ioan Cuza University of Iasi
- RO-Talent

## 3D Technological Platform

Interactive environment for psychopedagogical counselling of youngsters with antisocial behaviour tendency

## Contents

- Dilemmatic situations
- Emotions control
- Decision making
- Analysis of consequences
- Empathy development
- Success orientation

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



# Opportunities offered by RePlay platform

- It has popularity among youngsters
- Innovative strategy for psycho-pedagogical counselling
- Instrument offering support to counsellors in analyzing youngsters' behaviour and helping in ASB prevention/limitation
- An extended database containing information on the evolution of subjects' behaviour

# The main technologies developed and integrated in REPLAY gaming platform

- 3D Video game which incorporates a multimedia content and activities related to ASB
- Wireless device for game control
- Interaction systems for game sessions (an interactive balance board, wireless device, PAD, Joystick, keyboard)
- A users' recognition system which improves their interaction with the platform and increases the implication level during the game



Pending Patent USPTO Application No 29346749



Pending Patent USPTO Application No 29346734



## Phases of a complete game session

### 1. DEMO PHASE

- Familiarization with the platform and its functionalities

### 2. PLAY PHASE

- the game stimulates youngsters' motivation for success through completion of the interactive game's levels which are projected in 3D technologies
- players' decisions during the game offer a base for the counsellors and psychologists in setting up the counselling strategies

### 3. REPLAY PHASE

- represents a session for psychological and pedagogical reflection on the choices made during the game
- offers support in developing competences related to personal and social development
- offers the possibility of discovering contents' utility in different contexts

## What type of tool is RePlay?

- It is a tool that will help professionals to understand and adequately address youngsters with anti-social behaviour
- A starting point for discussions between the user and a professional (psychologist, counsellor or teacher) leading to therapeutic results and counselling strategies improvement