Project REPLAY

Gaming Platform for the Assessment and Reintegration of Young People Marginalised by Anti-Social Behaviour

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The aim of Project REPLAY

A highly immersive game as a support tool...

• In Intervention programmes:
  • Supporting experts involved in rehabilitation and behavioural programmes
  • Providing experts with a pedagogically sound assessment tool
  • Reintegrating into society young people who have become marginalised due to anti-social behaviour (ASB)
• In Preventative Programmes:
  • Supporting teachers involved in ASB programmes in schools
  • Creating a better awareness in young people of how and why they behave
  • Encouraging young people to take greater responsibility for the consequences of their decisions and behaviours
How do we achieve this?

• Creating a ‘child-centric’ context for discussion - honesty and openness
• Using gaming technology as a mechanism for engagement
• Creating a convincing, immersive end-user experience incorporating the latest technologies (Visualization/Interaction)
• Embedding pedagogically-driven content into this highly immersive gaming environment
• Building a feedback session into the process of the game
• Analysing the impact on the player and the expert/professional
What did the children we asked want from their game?

- Sports/racing game
- Challenges/missions to complete
- Played in the first person
- Multiplayer
- High level of interaction level
- Focus on graphics
- Engaging, highly ‘playable’ game (not like Sims)
- Something highly active to avoid boredom
- Competitive Game
The experts involved in the project wanted a game that could:

• Provide stimulus for discussion
• Integrate current types of activities/contents used in assessment programmes
• Address/assess lower level types of behaviour and target a younger target audience (10-14 years old)
• Provide a new approach for ‘reaching out’ to these children
• Provide a forum to review the answers given during the gameplay within a friendly, expert-controlled environment
The REPLAY game

• Futuristic ‘Segway’ simulation
• Modular and multi-language game
• ‘First-person racer’ game – against the clock/each other
• Highly interactive (interactive board, game pad, Iphone, Ipad,...)
• Integrates customisable educative/assessment activity ‘breaks’ into gameplay: moral dilemmas; consequential thinking; empathy
• Includes traditional ‘game’ elements – power-ups; mini-games; navigation challenges etc.
• REPLAY mode allowing feedback and reflection
The REPLAY session

• Review of all activities completed during the game session
• Opportunity to explore issues
• Chance to build trust between player and expert
• Create a greater understanding of the player’s values
• Begin to address the causes of anti-social behaviour
Did it work...for kids?

- Tested in 3 countries, 180 users (MYP), 60 secondary users (teachers/experts)
- Feedback from testing sessions highly positive
- Compared well to ‘real’ game titles
- Created a buzz – children ‘wanted to play’
- Competition for best times
- Interactive platform challenging but immersive
- Players engaged fully with activities – took them seriously; answered fully; engaged
- Many players actually enjoyed the REPLAY session – gave them ‘the chance to talk’;
- Changed the dynamic
Did it work...for experts?

- Feedback and results from testing sessions highly positive
- Provided a ‘completely new approach’ to engagement
- Noticeable increase in openness of exchanges
- Uncovering attitudes & beliefs that were sometimes surprising
- Relationships began to change after one session
- Creates a new type of bond between expert and player
- Excitement about ‘what it could be’ – better/different content; user configured; different scenarios
- No concerns over ethics or approach
- Some cultural differences but nothing significant
Next steps...

• Further developments to the gameplay/configurability
• Development of customised content
• Content management interface for greater flexibility
• Interest from a number of different organisations/contexts
• Pre-commercial version for further testing
• Seeking further funding for full commercial launch in 2011/12
Thank you

www.replayproject.eu

www.youtube.com/ReplayEC

QUESTIONS?