



# 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



# Game Design & Development

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



# Content Focus & Generation

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

[www.youtube.com/ReplayEC](http://www.youtube.com/ReplayEC)

QUESTIONS?