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Strengthening European Youngsters Resilience through Serious Games - YoungRes

Deliverable D1.1	
Project Work Plan	

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EXECUTIVE SUMMARY

This deliverable aims to summarize the work plan of the project, including the different decisions made on the first meeting to establish a common working pattern. While the general and specific objectives are clearly determined and established, the responsibilities of each partner is determined based on that objectives and on the work package they coordinate. The timetable of the project's implementation is also included. Finally, the communication strategy, the storage of information and the risk mitigation assessment are discussed.



Project Work Plan

1 General objective

The main objective of the project is to develop an intervention methodology related with video games to improve youngers resilience against polarisation phenomena. More specifically, bullying phenomena have been selected as the polarisation topic to be dealt first, with gender violence as a possible second topic.

1.1 Specific objectives

- Review the main interventions conducted over youngers to prevent bullying.
- Create a serious game used to improve the skills necessary to promote resilience among youngers.
- Integrate the video game in a methodological approach to prevent bullying.
- Apply the methodology proposed in different samples of youngers to test the impact that the serious game has on their resilience.
- Create a software system to extract, store and analyse the data extracted from the video game.
- Present the outcomes in a comprehensive way for practitioners.
- Disseminate the outcomes of the project on a national and international level.

2 Timetable of the project

The timetable of the project is divided depending on the state of the methodology implementation. As it can be seen, the first months include the background review and the extraction software design. After that, the video game will be developed, having a few months to test the methodology proposed to reduce bullying victimization and the involvement.



YoungRes Project		2019												2020												2021		
		apr	may	jun	jul	aug	sep	oct	nov	dic	jan	feb	mar	apr	may	jun	jul	aug	sep	oct	nov	dic	jan	feb	mar			
Deliverable	Name	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
WP1																												
D1.1	Project Work Plan	X																										
D1.2	Kick-off minutes	X																										
D1.3	Final meeting minutes																											
D1.4	Final report																							X				
D1.5	Final quality report																								X			
D1.6	Mid-Term report													X														
WP2																												
D2.1	Theoretical review report				X																							
D2.2	Meeting: methodology proposal								X																			
D2.3	Meeting: m. proposal minutes								X																			
D2.4	Serious games design													X														
D2.5	Users guide creation													X														
WP3																												
D3.1	Exploitation strategy								X																			
D3.2	Training report										X																	
D3.3	Testing phase meeting minutes																X											
D3.4	Testing outcomes report																						X					
WP4																												
D4.1	Report on measurement software			X																								
D4.2	Auto. System argumentation report							X																				
D4.3	Online portal manual										X																	
D4.4	Summary generation system report																						X					
WP5																												
D5.1	Dissemination plan	X																										
D5.2	Development of the platform report																							X				
D5.3	Brochure, poster, banner, letterheads						X																					
D5.4	Final conference report																							X				
D5.5	Dissemination report																								X			

The blue months correspond to those which include a face to face meeting. However, extra meetings will be held once a month, in order to maintain a fluent communication among all the partners and to update them with the work conducted.

3 Partners responsibilities

UAM will be in charge of the first two work packages. Therefore, they will be in charge of the management of the project, along with the creation of the methodology and the video games to be tested during the Work Package 3. Their responsibilities include:

WP1.

- Maintain a fluent communication among all partners.
- Upload and update the documents on the participant portal.
- Communicate with the project officer.
- Prepare the consortium agreement.
- Remind all the partners about the deliverables, meetings and project phases to be prepared.



- Elaborate the final report and coordinate the submission of all the documents on the final part of the project.

WP2.

- Conduct a background review about the chosen topic.
- Prepare video games for the intervention, based on the literature and the application of ICTs for education.
- Develop the serious games on a broader methodology, so they can act as complements of the intervention.
- Train the educators that will implement the intervention.
- Coordinate with Altum the testing phase.
- Coordinate with UOULU and MILITOS the software preparation (specially the API), the user entry-webpage and the extraction process.
- Participate in the dissemination of the outcomes.
- Decide, together with MILITOS, the place of celebration for the final conference of the project.

Altum Foundation will organize the third work package, facilitating the access to the sample for the rest of the team. Their tasks include:

WP3.

- Contact with schools, summer camps, associations and educators.
- Granting access to the sample.
- Coordinate the testing phase, supported by the UAM.
- Support on the training of the educators in charge of applying the methodology.
- Creation of the deliverables related to the work package 3.
- Participate in the dissemination of the outcomes.



UOULU will be responsible for the fourth work package (related to the extraction and deployment of the data). Also, they will be in charge of reaching the required sample on Finland. Their duties will include:

WP4.

- Coordination with MILITOS to store the information using an webpage as user's entrance.
- Coordination with UAM to adapt the API for the extraction of data.
- Preparation of the software for assessing and representing the information analysed.
- Analyse the behavioural patterns of the sample.
- Creation of the users manual to explain how the software system works.
- Contact with the Finnish sample.
- Creation of the deliverables related to the work package they lead.
- Participate in the dissemination of the outcomes.

MILITOS will organize the dissemination of the project, along with the webpage, which will be central for the data access. Their duties will include:

WP5.

- Preparation of the dissemination plan
- Development of digital (e.g. powerpoint, webpage, logo) and physical material (e.g. brochure) related with the project's dissemination.
- Coordination with UOULU to facilitate the access to the data using the webpage as portal.
- Regular update of the dissemination platforms (i.e. social profiles, webpage, etc.).
- Finalize, together with UAM, the place of celebration for the final conference of the project.
- Creation of the deliverables related to the work package they lead.



4 Sample extraction

The project will have access, through Altum Foundation and UOULU, to different youngsters' samples. In Spain, it has been estimated that nearly 250 people could be potentially reached by the project, as Altum works closely with schools and associations. In Finland, a total amount of 30 kids could be potentially reached, through an international school related to OULU's university. These people will be reached in two different periods: the academic year (Spain and Finland), and on summer holidays (Spain).

The implementation of the testing phase will start with the training of educators, who will eventually apply the methodology created by the researchers to the sample. While it is expected to reach the maximum amount of youngsters available, conducting a prior test would be desirable over a small sample of students, in order to resolve any incidence related to the implementation of the games and the methodology. After that, an escalated application of the project will be conducted, where the software and the educators will be in charge of extracting the information required to assess the impact of the methodological approach.

5 Internal management

5.1 Communication protocol

The main way of communicating between the partners will be via email. An email list (section 5.3) will be created, so each communication relevant for the consortium can be shared between all the partners. Also, the virtual and face to face meetings planned on the project timetable (section 2) will be useful to exchange information directly among the partners (with the inclusion of internal minutes for every meeting).

The virtual meetings will take place using Skype as common communication software. A list of the accounts ID is presented below:



- Raquel Menéndez: rakel_fondos
- Konstantinos Tsimas: nootropia
- Milagros Argüelles: mila_180904
- Mourad Oussalah: mmoussalah
- David Camacho: dcamacho35
- Javier Torregrosa: exoxus
- Antonio González: antonio.gonz.par

5.2 Collaboration tools

Drive folders will be created in order to share documents and store deliverables and relevant information related to the project. All the folders will be shared among the partners, so everyone will be able to see and edit documents inside.

5.3 Email list

An email list was created regarding all the people participating in YoungRes project. Therefore, all partners reported a list with their workers linked to the project.

- Olga Stavropoulou <stavropoulou@mitos.org>,
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- Filippos Karamanlis <fkaramanlis@mitos.org>,
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6 Risk mitigation

In this section we provide a full analysis about the different risks that can be produced during the development of the project. In this analysis we have identified the possible risks, we provide a description about them and finally, we provide the different actions that can be done to avoid that these risks do not happen.

Risk-001: A partner leaves the project.

Description: A project's partner may abandon the project due to the impossibility – for a variety of potential reasons – of implementing the project's activities.

Measures: Continuous monitoring of the project's progress and communication with partners on a regular basis will allow the project's coordinator to early identify such obstacles and immediately seek a replacement partner with similar values and experience.

Risk-002: Lack of interest and/or negative response from schools



Description: It could be possible that once the different videogames were built, we were not able to find schools to evaluate the methodology developed in the project.

Measures: The project's partner will send information about the project (using the connection with Altum) to the directors of the schools targeted, in order to inform them about the project and gain their support.

Risk-003: Insufficient sample number during the implementation of the methodology.

Description: Once the partners of the project find one or more schools to work with children, it is possible that the number of students involved in the procedure are not enough to reach the significance level require to extract conclusions.

Measures: If it is not possible to access the sample previously described, university students (who are younger than 20) from UAM and OULU University can be used as a sample for the implementation of the methodology.

Risk-004: Delay in the deadline of the Deliverables

Description: Any partner is not able to finish the deliverables in time, producing a delay in the project.

Measures: To control and mitigate this risk, virtual and face-to-face meetings of all members will be organized on a regular basis in order to be informed about possible delays. More precisely, face-to-face meetings will be held every 6 months, whereas virtual meetings will be organized each 4-6 weeks.

Risk-005: Quality of the Deliverables



Description: Any partner is able to finish the deliverables in time but the resulting deliverable does not have enough quality.

Measures: This risk can be controlled using the same measures as the ones described in Risk-004. Face-to-face and Virtual meetings will be used, not only, to know whether any partner has problems with its deliverables but also to know what they are doing. In the case that the quality of a deliverable is low, these meetings will be used to guide the corresponding partner to improve the deliverable.