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**Internal Security Fund – Police - Programme (2014-2020)**  
**823701 - YoungRes - ISFP-2017-AG-RAD**

# **Strengthening European Youngsters Resilience through Serious Games - YoungRes**

<b>Deliverable D1.2</b>
<b>Kick-Off Meeting Minutes</b>

<b>Document information</b>	
<b>Due date of deliverable</b>	30-04-2019
<b>Actual submission date</b>	31-05-2019
<b>Organisation name of lead partner for this deliverable</b>	UAM
<b>Final Version Number</b>	V4

<b>Dissemination Level</b>		
<b>PU</b>	Public	X
<b>RE</b>	Restricted to a group specified by the consortium (including the Commission Services)	
<b>CO</b>	Confidential, only for members of the consortium (including the Commission Services)	



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Versioning		
Version	Date	Summary
V1	21-05-2019	First version
V2	22-05-2019	Photos included.
V3	27-05-2019	Third version. Logo included. Minor changes.
V4	31-05-2019	Final version.

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## **EXECUTIVE SUMMARY**

This deliverable summarizes the information presented on the first meeting of the YoungRes project, along with the decisions made and the participants. During the meeting, a general overview of the project was discussed, along with the content of all the work packages in the project and the tasks of each partner related to them. Due to the delay at the beginning of the project (it started one month after the expected date), three deliverables were also prepared and discussed during the meeting. Finally, some key decisions were made regarding the content of the video game, the dissemination, the metrics to analyse and the methodology and testing phase.



## Minutes YoungRes Kick-Off Meeting

**Data of the meeting:** 17/05/2019

**Place of the meeting:** Universidad Autónoma de Madrid (Madrid, Spain)

### 1 Presentation.

- Presentation among the partners.
- Brief explanation of the organizations taking part in the project.

### 2 Overview of the Project.

- Establishment of the project's general objective: to create a software related to serious games to **prevent** radicalization/polarization (not to counter or to treat a person who is already radicalized).
- Determination of the end users.
  - Youngsters are the end-users, while teachers are the facilitators. Parents and policy makers will be also taken into account.
- Explanation about the delay of the starting date.
  - The dates are decided to stay like they are now, sending three deliverables (D1.1, D1.2 and D5.1) a month later.
- Presentation of the outcomes derived from the Brussels invitations to the project during January and February.
- General explanation about the Project Work Plan (D1.1).
  - It will be fulfilled during the meeting. It shall be uploaded by the end of May.

### 3 WP1. Management.

- Consortium agreement will be signed as soon as we have confirmation of each partner's legal advisor.



- Documents will be stored on a Drive folder shared among the partners. It is important to upload it with each completed deliverable.
- Communication policy
  - Communications will be conducted through email.
  - A virtual meeting will take place every month or, under special circumstances, every two months.
  - An email list will be created including all the people related to the project. The list will be included in D1.1.
- D3.1 to be renamed as “implementation strategy” (not “exploitation”).
- Discussion about the Advisory Board. Ms. Pei-Chun Shih is included as a first member of the Advisory Board, expert in psychology.
  - More people related to the topic (serious games and their specific content) will be added during the first months.
- The project officer will be consulted in order to decide if the D1.4 (Final report) is kept or not, due to the duplication of the content with the mandatory final report asked to close the project.

## 4 WP2. Serious Games

A first proposal of the serious games is presented.

- Previous research is briefly reviewed.
  - The games will be created using the RPG Maker software.
  - The games genre will be RPG and will be based on decision making process.
- The objective is to have at least two games by the end of the project.
- Different topics for the polarisation background are reviewed (Gender violence, Bullying, Political radicalization, Homophobia, Religious freedom).
  - It was decided to start with Bullying, and to create a future second version with gender violence background.
- Bullying will be approached through the assessment and treatment of psychological concepts like self-esteem, empathy or cooperation on the youngsters.
- A first version of the video game will be ready in September 2019.
- The video game will not be the only method to educate the youngsters. A methodological approach will be created around the video game to ensure the educational process.



## 5 WP3. Methodology testing.

- A pre-test will be done as soon as possible (probably, September-October 2019).
- 250 youngsters will be potentially accessible in Spain for the testing phase.
  - Proofs in Finland are also proposed (older youngsters, 18-20 years).
  - To do that, the video game should be translated, at least, to English (international school).
  - If more games wish to be tested in other countries (Greece, for example), the game shall be properly translated.
  - The youngsters in Spain will be accessible during all the year (summer camps and regular schools and associations).
- Educators will be trained to apply the pedagogical methodology and the video games.
  - Researchers from the UAM are in charge of the training process, while Altum is in charge of accessing them.
  - A final meeting will be held in Seville with the educators, both teachers and trained people, to extract some information and feedback (month 22, one before the final meeting).

## 6 WP4. Data Storage and Analysis

- An API will be prepared to extract information directly from the game (UAM and OULU will collaborate on this topic).
  - Even though it is not clear yet, the intention is to gather the widest range of information available.
- Discussion about introducing Natural Language Processing (NLP) on the game or the methodological evaluation.
  - Will be discussed again on future steps.
- Automatic system argumentation – Which profiles can we establish between the youngsters?
  - Intention of discriminating behavioural patterns between regular, risk or bad behaviour.
- The video game will not be downloadable but played online (web access only).



- The video game and the methodology, along with extra content, shall be accessible through the webpage (OULU and MILITOS).
  - A role system will be created in order to give different access levels: researcher, teacher and youngster.
  - It shall be considered that youngsters' information must be anonymized. However, it is discussed if the teachers should have access to the name of the end-users.
- Discussion about whether the D4.3 is completely necessary.
  - It can be transformed into a manual for utilisation of the online portal.
  - If so, it could be translated into different languages.
  - Take into account that there is an User's Guide created (D2.5)

## 7 WP5. Dissemination

- The dissemination plan shall be uploaded by the end of May.
- A proposed Project Logo is presented.
  - New colours will be tried, making a contrast between the shield and the main figure.
- Social networks will be opened but is not the main target.
- A general presentation of the project on PPT will also be prepared.
- The webpage will include information about the project, dissemination documents, and the access to the video game and methodology section.
- A brochure will be presented soon.
  - It was also mentioned the possibility of including a banner or roll-up
- People from UAM and OULU will develop articles and conference papers, while Altum will be focused on disseminating the project among educators and associations.
- All partners should implement dissemination activities on their own instead of always waiting for Militos' instructions.
- Synergies with other projects will be established.
- Final conference place will be finally decided taking into account one thing: the place where most people can be attracted.
  - While Athens and Madrid/Seville are proposed, Brussels is also named as one possibility due to the easy access for most of the potential visitors.



- The reference to an eLearning platform is discussed. The concept does not correspond to actual eLearning and will actually be integrated to the webpage, so there is no need to plan about such a platform, except if it is needed due to the methodology developed.



## 8 Attendance sheets



Co-funded by the European Union's

YoungRes Meeting - Work Package 1: Kick-off Meeting.

Madrid, 17/05/2019

### LIST OF ATENDEES

Name and surname	Institution	Signature	Position
David Camacho	UAM		Partner
Raquel Menéndez	UAM		Partner
Antonio González	UAM		Partner
Javier Torregrosa	UAM		Partner
Angel Panizo	UAM		Partner
Lucila Oses	Altum		Partner
Milagros Argüelles	Altum		Partner



Konstantinos Tsimas	MILITOS		Partner
Mourad Oussalah	UOULU		Partner
VICTOR RODRIGUEZ	UAM		PARTNER
NELSON MARTIN	UNM		PARTNER
Pei-chun Shih	UAM		Advisor

\*Lucila Oses did not finally assist to the meeting. Milagros Argüelles represented Altum on the meeting.

\*\*Pei-Chun Shih (UAM professor in Psychology) came to the meeting as an external advisor for the project.



## 9 Meeting agenda.

# YoungRes

## “Strengthening European Youngsters Resilience through Serious Games”

**Kick-off meeting AGENDA**  
**17 May 2019**  
**Madrid (Spain)**

**Venue:** Universidad Autónoma de Madrid, C/ Francisco Tomás y Valiente, 11 (Building B, lab 407-1)

Universidad Autónoma de Madrid, Campus de Cantoblanco, 28049 Madrid.

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Hour	Content	Partner
10:00	<b>Official welcome and introduction</b>	
10:30	<b>Overview of the project</b> <ul style="list-style-type: none"> <li>• Delays related to the payment</li> <li>• Readjustment of the deliverable dates</li> <li>• Project Work Plan</li> </ul>	UAM
11:30	<b>Coffee Break</b>	All
12:00	<b>WP1 – Management</b> <ul style="list-style-type: none"> <li>-Consortium Agreement.</li> <li>-Advisory Board.</li> <li>-Internal communication strategy (reports and meetings).</li> </ul>	UAM



	<p>-Project Work Plan.</p> <p><b>WP2 – Serious games and methodology development</b></p> <p>-Methodological background.</p> <p>-Serious games and methodological design.</p>	
<b>13:30</b>	<b>Lunch</b>	
<b>15:00</b>	<p><b>WP3 – Methodology testing</b></p> <ul style="list-style-type: none"> <li>• Sampling and experimental opportunities.</li> <li>• Educators formation.</li> <li>• Design of the experimental strategy.</li> </ul>	<p>Altum/UA</p> <p>M</p>
<b>15:40</b>	<p><b>WP4 – Data Analysis</b></p> <ul style="list-style-type: none"> <li>• Assessment software and visualization.</li> <li>• Online portal (connected to webpage?)</li> <li>• Connection between video game and platform.</li> </ul>	<p>UOULU</p>
<b>16:30</b>	<p><b>WP5 - Dissemination</b></p> <ul style="list-style-type: none"> <li>• Dissemination Plan</li> <li>• Web portal.</li> <li>• Social network accounts.</li> <li>• eLearning platform.</li> <li>• Publications.</li> <li>• Final Conference.</li> <li>• Other dissemination</li> </ul>	<p>MILITOS</p>
<b>17:15</b>	<b>Questions / PWP &amp; Dissemination Plan</b>	All
<b>17:30</b>	<b>End of the meeting.</b>	All



## 10 Meeting photo.

