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Strengthening European Youngsters Resilience through Serious Games - YoungRes

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Design of the serious games	

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Authors list	
Author	Partner
Javier Torregrosa	UPM
Raquel Menéndez	UPM

Peer Reviewers	
Reviewer	Partner
David Camacho	UPM
Milagros Argüelles	Altum

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1 INTRODUCTION

YoungRes project is composed by two different elements: an intervention made to improve resilience in youngsters, and a video game made to involve them on the process and to test their improvements during the process. The serious game presented below is a first version of the final video game that will be included during the intervention, which eventually will present more chapters. Therefore, this document includes a first trial version of the game, in order to present the European Commission the approach the project is following.

The chapters are fully playable, and the process to access them is also included. A executable version of the game is provided in a link, which can be accessed to download and play the video game (only an Internet connection is needed, in a Windows OS). The editable version of the video game is not attached to the link, as the RPG Maker MV Software is needed to use it (a private software), and it does not represent for the final user any relevant different to have this second file. If necessary, this working file will be attached to the link.

Please, remember that every session of the video game has two different chapters. The first one is played before the face to face intervention, and the second is played after. Therefore, to fully understand the content of the video game, it shall be understood as part of the real intervention to the youngsters.

2 LINK TO THE GAME

To download the game, click on the next link. It will open a Google Drive tab on which the user will be able to download the .rar which includes the game

<https://drive.google.com/file/d/1-5DVd1AohEowWXraaeVeW-gyFmfYe7DA/view?usp=sharing>

After downloading the game, it shall be unzipped and opened, using the “game” executable inside the folder. It will automatically open the video game and move the player to the sign-up screen.



3 HOW TO ACCESS THE CHAPTERS

First, the player must introduce the user on the “login” tab. The user created for the Commission to access is: “EU”

After this, the user can access to any of the chapters. To do so, a number shall be introduced on the “Chapter” section. The 10 available chapters shall be played from the beginning to the end, and their codes are equal to their order. Therefore, to access chapter 1, it shall be introduced the number “1”. To access chapter 2, it shall be introduced the number “2”. The process is always the same.

The list of the chapters can be seen here:

- 1) Triangle of Behaviour (pre)
- 2) Triangle of Behaviour (post)
- 3) Empathy (pre)
- 4) Empathy (post)
- 5) Active listening (pre)
- 6) Active listening (post)
- 7) Muslim culture (pre)
- 8) Muslim culture (post)
- 9) Problem management (pre)
- 10) Problem management (post)

After finalizing the chapter, the video game itself will open again the main menu of the game.



4 DISCLAIMER

As the video game will be applied to a Spanish sample of youngsters, the current trial version of the game is created on Spanish. It is planned to translate the whole game by the end of the project, to have a bilingual version (that will be accessible choosing a language on the main menu of the video game).