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**823701 - YoungRes - ISFP-2017-AG-RAD**

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

**YoungRes**

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| **Deliverable D4.2** |
| Automated system argumentation |

**Comments:** the objective of this deliverable was to create a system to analyse textual information based on the data obtained by the user. However, and due to the technical limitations of the software used (RPG Maker MV), it was not possible to extract textual information, only decisions, time and the behaviour of the avatar that the user directs. Therefore, and after discussing the relevance of this system with the consortium, it was decided to cancel it and put our efforts on the data extraction and representation. The automated system does not represent a critical part of the project, and therefore we expect to achieve the same outcomes presented on the proposal with no need of this part of the software.