ProsocialLearn

When was the measure first started?

January 2015 - December 2017

What were the conditions and steps taken that have contributed most to the success of the measure?

The games created by ProsocialLearn are based on the approach of gamification and feature visual sensing, personalised adaptation of elements, player profiles, etc. They can be accessed via a 'Game Store', where students can play games and teachers track their performance, and developers create new resources linked to games. The project aimed to combine expertise in leisure gaming technology with academic theories about child socialisation and pedagogy, and therefore brought together researchers, psychologists and teaching professionals, as well as both traditional game development companies and small and medium sized enterprises (SMEs). It also created a game design toolkit for SMEs to help them understand the specific requirements of prosocial games, and ran pilot projects and studies to gather scientific evidence of the benefits of prosocial gaming in different cultural settings.

Traditional game developers know how to produce engaging stories and exciting content, but lack scientifically proven mechanics for creating games that can increase social inclusion and academic performance. The ProsocialAPI wants to enable them to easily incorporate prosocial constructs into their games.

Which stakeholders were involved in identifying needs and in the planning and design of the measure?

The nine members of the ProsocialLearn consortium are European leaders in the technology, operations and business models that can provide a technical platform, as well as foster a new ecosystem for prosocial learning games in Europe. ProsocialLearn stakeholders include European educators, child development professionals and game developers, as well as scientists and ICT professionals, policy makers and funding bodies, and the general public.

Who has key responsibility for implementation?

Atos, S.A. in Spain

What has been the impact of the measure?

The ProsocialLearn project wants to create a new digital gaming genre that focuses on helping children to acquire prosocial skills necessary for positive relationships, team working, trustworthiness and emotional intelligence. It also aims to foster the creation of a new market for digital games aimed at increasing social inclusion and academic performance, as well as a distribution channel to deliver these games to children and teachers in European schools.

ProsocialLearn might deliver a variety of disruptive economic and societal innovations, as well as directly impact the general objectives of several EU competitiveness, innovation and industrial policy programmes.

Economic impact: ProsocialLearn wants to build on the games industry's innovative capacity to engender new business models, create new content and germinate new service cultures by providing a prosocial gaming platform to the educational sector, and provide new opportunities to not only address societal challenges, but also new markets for creative and innovative SMEs in Europe.

Societal impact: It wants to help teachers to incorporate games into informal and formal programmes by delivering highly configurable games (offline/online) that adapt in terms of learning objectives, game scenarios and game elements based on player profiles and current behavioural, emotional and cognitive states. It might also support disengaged and disadvantaged learners early in their development by achieving high predictability of prosocial signals and associated problematic behaviours in order to take necessary measures to act in prevention.

ProsocialLearn might also directly impact the general objectives of the EU's Horizon 2020 and European competitiveness programmes, as well as deliver disruptive innovations to boost competitiveness, create jobs and support growth in accordance with EU innovation and industrial policy goals.

Is the measure still running? If not, why not?

No, it was only funded until February 2018.

Further info (website, contact person e-mail, organisation details)

ProsocialLearn website http://prosociallearn.eu/