CodeRed - Engaging the Disengaged

Type of Project

Finished research project

Summary

Code RED was a European project that has been developed in response to the high levels of early school leaving and drop-out and exclusion from education that often lead to unemployment, poverty and social deprivation. The project aims at working with these groups of students who are particularly at risk of exclusion from education or drop out using a framework of co-operational game design workshops. Therefore, the main aim of the project is to take actions towards addressing the high proportion of drop-out from i-VET (vocational and educational training). During the project apart from the game design methodology, different serious games were developed (video games and location based games) by University of Nottingham Trent and University of Athens.

The context of use

The project involved schools, vocational centers, organisations for people with intellectual disabilities and training centers

Type of play in this play system

Cognitive

Practice
Constructive
Rule play (including videogames)

Social

Solitary
Parallel
Associative
Cooperative

Objectives related to play according to ICF-CY

Play for the sake of play: Major life areas - d880 enagement in play

d8803 shared cooperative play
d8808 engagement in play, other specified
d8809 engagement in play, unspecified

Community social and civic life - d920 recreation and leisure time

d9200 play

Play-like activities: Therapeutic and educational objectives

b1 Mental functions
d1 Learning and applying knowledge (learning through symbolic play, learning through pretend play)
d3 Communication

d7 Interpersonal interactions and relationships

Number of participants

>20

Chronological Age

12-18 years

Development Age

6-12 years
12-18 years

LUDI Categories of disabilities

Mental/intellectual impairments::
mild
moderate
Communication disorders (speech and language disorders):
Physical impairments:
Mild
Autism Spectrum Disorders:
Multiple disabilities:

Explanation on the use of low-tech, high-tech devices, services or contexts

Explanation

Verbal instruction, language and communication fitting to chronological age
Verbal instruction, language and communication is adapted
Prompting: therapist/researcher touches the participant as a key for further actions

Involvement

Adult: therapist/educator/researcher
Parent or significant others
Peer with disabilities
Peer without disabilities

Role

Non-participatory observer
Participatory observer
Providing instruction
After the instruction, providing supervision during play

Evaluation of objectives and outcome measures

Description of outcome measure(s)

Observation by professional/researcher providing the play experience
Observation by other professional/researcher
Video analysis

(validated and reliable) outcome measures like tests, self-reports of client/system, questionnaires

Information about availability of outcome measure: publisher, website, contact person

http://codered-project.eu/public/?page_id=116

References to the intervention or research project

Website

http://codered-project.eu/

Keywords

Game Design, Location Based Games, Video Games