



## 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 engagement 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
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#### 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
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**Number of participants**

>20
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**Chronological Age**

12-18 years
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**Development Age**

6-12 years
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12-18 years
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**LUDI Categories of disabilities**

Mental/intellectual impairments::
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mild
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moderate
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Communication disorders (speech and language disorders):
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Physical impairments:
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Mild
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Autism Spectrum Disorders:
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Multiple disabilities:
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**Explanation on the use of low-tech, high-tech devices, services or contexts**

**Explanation**

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

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

Non-participatory observer
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Participatory observer
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Providing instruction
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After the instruction, providing supervision during play
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**Evaluation of objectives and outcome measures**

**Description of outcome measure(s)**

Observation by professional/researcher providing the play experience
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Observation by other professional/researcher
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Video analysis
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(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](http://codered-project.eu/public/?page_id=116)

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**References to the intervention or research project**

**Website**

<http://codered-project.eu/>

**Keywords**

Game Design, Location Based Games, Video Games