



# DELIVERABLE REPORT

## D10.2.3 (revised)

### “Cooperation on White Paper on Digital Games for Empowerment and Inclusion”

**MASELTOV**

Mobile Assistance for Social Inclusion and Empowerment of Immigrants with Persuasive Learning Technologies and Social Network Services

Grant Agreement No. 288587 / ICT for Inclusion

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European Commission - Information Society and Media Directorate-General  
Information and Communication Technologies - Seventh Framework Programme (2007-2013)

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<b>PP</b>	Restricted to other programme participants (including the Commission Services)	
<b>RE</b>	Restricted to a group specified by the consortium (including the Commission Services)	
<b>CO</b>	Confidential, only for members of the consortium (including the Commission Services)	

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## 1. EXECUTIVE SUMMARY

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This report gives light from the lessons learned of three EU projects that participated in the Digital games for Empowerment and Inclusion clustering activities in the period of 2012-2014. It first describes the context of the projects' works and research. It then reports on several events that focused on the questions of Digital Games for Empowerment and Inclusion. Last, it proposes some results based on the specific experience in this domain.

Future research strategies can benefit from the experience learned in the projects, in particular, referring to the various user-centred design approaches as well as the intelligent user interfaces that have been implemented for the consideration of specific target groups. The projects have tackled a spectrum of challenges of basic as well as applied research and finally resulted in several innovative services.

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## 2. INTRODUCTION

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The three EC funded projects, ASC-INCLUSION, TARDIS and MASELTOV, have represented and performed a clustering initiative during recent years. Their work on intelligent user interfaces has been viewed as complementary, because they share much in terms of their respective methodologies – by application of user-centred iterative design, technical solutions (all three propose to rely on the serious gaming paradigm to deliver support and to motivate the users) and in terms of the context of application (in all three projects the target population has special needs, either socially and economically determined, or neuro-developmentally conditioned). To capitalise on the similarities between the three consortia, ASC-Inclusion, MASELTOV and TARDIS proposed specific tasks to identify the potential and the best method for concrete clustering and synergies early in the projects.

The expected outcome of the clustering activities, mainly driven by the organization of international workshop, is feeding into the presented report as a white paper on digital games for empowerment and inclusion. The report is presented in publishable form due to the intention of the project cluster to present the conclusions at an international renowned conference, including reflections on potential guidelines for future EC policy and research in the area of digital games for empowerment and inclusion of disadvantaged groups.

This report serves as the final deliverable for the clustering activities of the three projects. A draft version of the white paper on policy and research for empowerment and inclusion initially served to motivate and support the call-for-participation in all three international audience workshops, i.e., IDGEI 2013, IDGEI 2014 and IDGEI 2015.

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### **3. ANNEX: WHITE PAPER**

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The white paper in its final version was accepted for presentation at the international renowned conference ACE 2015, i.e., the 12<sup>th</sup> International Conference on Advances in Computer Entertainment Technology 2015 (16-19 November, 2015).