eConfidence Partners

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eConfidence
in **Behaviour Changes**
through **Serious Games**

eConfiDeNCe

About the project

eConfidence (eConfidence in Behaviour Changes Through Serious Games) is a 24-month project funded by the European Union's Horizon 2020 research and innovation programme.

A serious game is a game designed for a primary purpose other than pure entertainment. Serious games have become a popular tool for knowledge transfer, behavioural, perceptual or cognitive change and they have been subject of several studies to test their effectiveness.

eConfidence focuses on the use of serious games in education and their potential benefits in supporting behavioural changes for young people. The project aims at developing a methodology and testing it with two serious games considering behavioural aspects related to safe use of internet and bullying.

In spite of a consensus on the instructional potential of serious games, there is still a lack of methodologies and tools that encompass their design, support analysis and assessment. Filling this gap is one of the main aims of eConfidence.

The project also aims at:

- providing new opportunities for tracking and analysing behavioural data and interpreting it in an educational meaningful way, improving the assessment of progress, performance, learning outcomes, game quality and user appreciation;
- increasing the use of serious game in the classroom and supporting the perception of games into a positive resource for young people, teachers, parents and carers.

Objectives

Pilot in schools

The games developed within the project are tested in five Spanish and five European English-speaking schools involving students aged 12 to 14, during the academic year 2017/2018.

The schools are selected through a call for participation and the pilot tests will be carried out in three phases: pre-test questionnaires, experimental application (game play), post-test questionnaires.

- Young people, parents, schools and organisations engaged in the fields – better understanding of the topics and acquisition of social skills, in relation with safe use of the internet and bullying

- Game industry - more effective and successful games development strategies and business models, for higher return of investment through time-saving replicable processes, for serious and educational games

- Academia and research community - scientific findings on Applied Behaviour Analysis (ABA) and Learning Analytics (LA) applied to game design

- Policy makers - input for recommendations on the potentiality of gaming for behavioural change.

Users and expected benefits