

App-store for games that focus on social and emotional skills training.



Browse, Acquire, Play! Prices models and Teachers & Schools Accounts

The screenshot shows the 'Offers List' page in the ProsocialLearn interface. It features a table with three offers:

ID	Offer Name	View	Buy
1	april offer	View	Buy
2	march offer	View	Buy
3	Kitty King Candy Quest	View	Buy

To the right of the table is a detailed view for the 'Kitty King Candy Quest' offer, including fields for Name, Start (2016/09/01 00:00:00), End (2016/09/30 00:01:00), Price (10€), and Game Provider. A 'Resources' section shows a thumbnail of the game.

Teachers have their own account, dedicated to 1 teacher and as many as pupils (simultaneously logged in users; it may be used for multiple classes)

The screenshot shows the 'New Resource' form in the ProsocialLearn interface. It includes fields for Name (Kitty King's Candy Quest game), Description (A single gameplay cycle is broken down into the following player actions: at the start of the cycle, players complete a short round of collecting candy by clicking on a candy jar. One player is assigned the role of the Giver.), URL (www.candytrust1.com), Tags (collaboration), and Game image (Seleccionar archivo). Buttons for CANCEL and ACCEPT are at the bottom.

The screenshot shows the 'New Offer' form in the ProsocialLearn interface. It includes fields for Name (Candy Quest Offer), Starts on (09/01/2016 12:00 AM), Ends on (10/31/2016 12:01 AM), Price (500 €), and Resources (Chose games). Buttons for CANCEL and ACCEPT are at the bottom.



for Gaming Providers

Deploy & test prosocial games and create business offers through flexible business models



for teachers or school or associations

Browse, acquires and play social games.



Cloud enabled

Game deployment service to govern games on multiple PaaS infrastructure taking advantage of the benefits of the Cloud.

Digital serious games often do not follow traditional retailer-based distribution models. The principal customer of the game may act as distributor to final users. Most titles are distributed via the internet, with electronic sales of serious games dominating.

Distribution in many sectors in the area of serious games is shaped by public and private procurement processes that distance the end user organisations from the process, making the procurement agencies the key distributing agents.

Major outcomes:

- Games marketplace tools for: gaming providers to easily register games and create business offers and end-users (teachers, school, associations) to browse, acquires, play social games.
- Basic functionality supporting flexible business models and procurement.
- Secure cloud-enabled deployment services to govern games on multiple PaaS infrastructure taking advantage of the benefits of the Cloud.

ProsocialLearn aims at fostering a serious games procurement process.



ProsocialLearn

Contact: Francesco D'Andria, ATOS, SP
Email: francesco.dandria@atos.net
Web: www.prosociallearn.eu