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

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.

ProsocialLearn aims at fostering a serious games procurement process.

Browse, Acquire, Play!

Prices models and Teachers & Schools Accounts

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)

Gaming Providers

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

Teachers & 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.

Major outcomes:

- Games marketplace tools for: gaming providers to easily register games and create business offers and end-users (teachers, school, associations) to browse, acquire, 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.

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