GAMING FOR PEACE

The Gaming for Peace (GAP) project offers Conflict Prevention and Peace Building (CPPB) personnel a digital role-playing game to improve their soft skills in cooperation and communication, gender awareness and cultural competency.

"Conflict Prevention and Peacebuilding (CPPB) personnel can experience a range of scenarios through role-playing in their own organization."

Soft skills training in a role-playing computer game

- GAP is developing a novel training game for civilian, police, and military peacekeepers

- Project team is composed of European academia, military, police and SMEs

- Game scenarios are derived from 160 interviews of military, police and civilian crisis management professionals

- The best practices of soft skills of communication, cooperation, gender awareness, decision-making and stress management are collated in curriculum of soft skills

- Learning Objectives from curriculum are embedded in digital role-playing game

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There is in-game assessment of player achievement:

- Player achievements are recorded in a "Skills Passport"
- Game is ready in February 2019 and playable on mobile devices and desktop computers

Partners:

Trinity College Dublin
Coláiste na Tríonóide, Baile Átha Cliath
The University of Dublin

FutureAnalytics
Planning + Research + Economics

haunted planet

Maynooth University
National University of Ireland Maynooth

Ulster University

POLICE SERVICE OF NORTHERN IRELAND

Upskill enterprise

LAUREA

NATIONAL DEFENCE UNIVERSITY

AKADEMIA SZTUKI WOJENNEJ

ENQUIRYA

WYZSZA SZKOLA POLICJI W SZCZYTNIE

INSTITUT PO OTBRANA

Óglaigh na hÉireann
DEFENCE FORCES IRELAND

IRISH DEFENCE FORCES

MINISTERIO DA ADMINISTRACAO INTERNA

GAP CONFERENCE
January 10 & 11th, 2019. Trinity College Dublin, Ireland

Call for papers

The GAP game is at the cutting edge in the domains of training for peacekeeping, curriculum development, soft skills, assessment, game design and soft skills standardization.

We invite academic/research/policy papers from researchers from academic institutions, international organizations, training institutes for militaries, police and civilian humanitarian workers, policy institutes, and game designers to share relevant research, network and brainstorm for future innovative collaboration such as GAP.

Key topics:

- training for peacekeeping
- curriculum development
- soft skills
- assessment
- serious games design
- soft skills standardisation
- training for military, police, NGOs
- peace education

July 31st, 2018: Abstract submission (400 words) to: **GamingforPeace@tcd.ie**

September 1st, 2018: Notification of accepted authors
September 30th, 2018: Full programme available
November 30th, 2018: Close of registration
2019: A selection of presentations at the conference will be invited to submit full papers for publication in an edited book volume after the conference.

Please follow: **www.gap-project.eu/conferences** for more updated information.

The Conference will also host demonstrations of the GAP game, and special events to bring together key personnel in this area. More information about the project is available at: **www.gap-project.eu**.

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