INLIFE

Project ID: 732184
Funded under:
H2020-EU.2.1.1. - INDUSTRIAL LEADERSHIP - Leadership in enabling and industrial technologies - Information and Communication Technologies (ICT)

Incubate a New Learning and Inspiration Framework for Education

From 2016-11-01 to 2018-10-31, closed project | INLIFE Website

Project details

<table>
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<th>Total cost:</th>
<th>Topic(s):</th>
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<tr>
<td>EUR 1 495 000</td>
<td>ICT-24-2016 - Gaming and gamification</td>
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<th>EU contribution:</th>
<th>Call for proposal:</th>
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<td>EUR 1 002 400</td>
<td>H2020-ICT-2016-1</td>
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<th>Coordinated in:</th>
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<td>Greece</td>
<td>IA - Innovation action</td>
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Objective

INLIFE will provide an innovative gamification framework targeting both typical as well as special education and social inclusion activities based on Serious Games. INLIFE’s core concept leverages on the potential of the Internet-of-Things (IoT) paradigm to directly link actions, decisions and events happening in real-life with in-game educational progress and modern gaming technologies. This bridge strengthens the infusion of gamification into non-leisure contexts, boosting at the same time the creation of new educational methodologies as well as new business opportunities. The challenge INLIFE addresses is to effectively join the forces of gaming industries, IoT technologies and social science research outcomes to support the development of creative and effective applications in education and for social inclusion.

The INLIFE framework will be based on an open, layered architecture, consisting of modules supporting agile abstraction methods, model-driven development and transformation technologies, as well as state-of-the-art gaming and human-computer interaction techniques. It will enable the bidirectional, real time communication between the serious game and the surrounding environment, bringing the player in the center of the game while living the reality.

The INLIFE technologies, tools and software solutions will be validated in four carefully set pilots through the integration and demonstration of two selected serious games, one for the education of children and students on environmental sustainability and one targeted at assisting children with autism to learn, thus facilitating their social inclusion. The realization of the INLIFE vision will ultimately pave the way for the proliferation of new innovative IoT-based serious games, created also by third parties, featuring enhanced gameplay and educational efficacy, thus establishing new market opportunities for involved stakeholders.

Related information

Report Summaries
Periodic Reporting for period 2 - INLIFE (Incubate a New Learning and Inspiration Framework for Education)
Coordinator

INSTITUTE OF COMMUNICATION AND COMPUTER SYSTEMS
Patission Str. 42
10682 ATHINA
Greece
**EU contribution:** EUR 196,875

Activity type: Research Organisations
Contact the organisation

Participants

THALES SA
TOUR CARPE DIEM PLACE DES COROLLES ESPLANADE NORD
92200 COURBEVOIE
France
**EU contribution:** EUR 168,700

Activity type: Private for-profit entities (excluding Higher or Secondary Education Establishments)
Contact the organisation

FIVE FLAMES MOBILE SLL
PASEO BELEN 21 EDIFICIO CTTA
47011 VALLADOLID
Spain
**EU contribution:** EUR 195,562,50

Activity type: Private for-profit entities (excluding Higher or Secondary Education Establishments)
Contact the organisation

IMAGINARY SRL
VIA MAURO MACCHI 50
20124 MILANO
Italy
**EU contribution:** EUR 183,400

Activity type: Private for-profit entities (excluding Higher or Secondary Education Establishments)
Contact the organisation

SYNELIXIS LYSEIS PLIROFORIKIS AUTOMATISMOS & TIEPIKOINONION ANONIMI ETAIRIA
FARMAKIDOU 10
34100 CHALKIDA
Greece
**EU contribution:** EUR 152,862,50

Activity type: Private for-profit entities (excluding Higher or Secondary Education Establishments)
Contact the organisation
AYUNTAMIENTO DE VALLADOLID
PLAZA MAYOR 1
47001 VALLADOLID
Spain

**Activity type:** Public bodies (excluding Research Organisations and Secondary or Higher Education Establishments)

Contact the organisation

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SCUOLA UNIVERSITARIA PROFESSIONALE DELLA SVIZZERA ITALIANA
STABLE LE GERRE
6928 MANNO
Switzerland

**Activity type:** Higher or Secondary Education Establishments

Contact the organisation

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Last updated on 2017-05-18
Retrieved on 2019-07-26

Permalink: https://cordis.europa.eu/project/rcn/205939_en.html

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