



LAW-GAME

Elevating experiential training for Law Enforcement Agencies through gamification technologies



We create a complete gamified training system for Law Enforcement Agencies to assist them in developing core competencies required for intelligence crime analysis and illegal acts prediction. We use the latest advances in Virtual Reality Gaming, Artificial Intelligence, Human Modelling, Emotional Intelligence in Human-Artificial Agent Interaction, Social and Secure Cloud Systems.



Forensic Examination



Interrogation and Negotiation



Terrorism Prediction



Vehicle Dynamics and Car Accident Analysis



lawgame-project.eu



LawGame_EUH2020



LAW-GAME

Coordinator:

European University Cyprus
Katerina Margariti, k.margariti@research.euc.ac.cy
Pantelis Velanas, p.velanas@research.euc.ac.cy

Facts:

Duration: 36M
Budget: 7M€

Consortium:



LAW-GAME has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 101021714. Content reflects only the authors' view and European Commission is not responsible for any use that may be made of the information it contains.