

THE GAMER

The official newsletter of LAW-GAME
EU H2020 Project

Dear reader,

We are happy to introduce the inaugural edition of "***The Gamer***" - our LAW-GAME Newsletter series.

This introductory issue presents a summary of the most recent news and developments of the project, showcasing the activities completed so far and upcoming events and milestones of interest.

LAW-GAME is a three-year project funded by the European Commission under Horizon 2020, the EU Framework Programme for Research and Innovation.

We hope you enjoy reading **The Gamer**!

The LAW-GAME Team

A little bit about the Project

LAW-GAME Project is expected to revolutionize the digital gamification methods and elevate the experiential training of Law Enforcement Agencies (LEAs) and first responders through the utilization of emerging technologies.

The overarching objective of LAW-GAME is to train police officers in developing advanced skills and competencies for intelligence crime analysis and illegal acts prediction. LAW-GAME will develop and design a training system based on Serious Games (SGs) in Virtual Reality (VR). Artificial Intelligence (AI) assisted procedures will be developed to improve LEAs core competencies within the project's game realm.

LAW-GAME has received funding from the European Union's Horizon 2020 research and innovation programme, under Grant Agreement No. 101021714.

The Gamer

The Gamer, our official Newsletter brings to you the latest news and project developments, giving you a glimpse of all the exciting and innovative actions taking place!

The Gamer will be published twice per year and will gather the latest news and updates of the project.

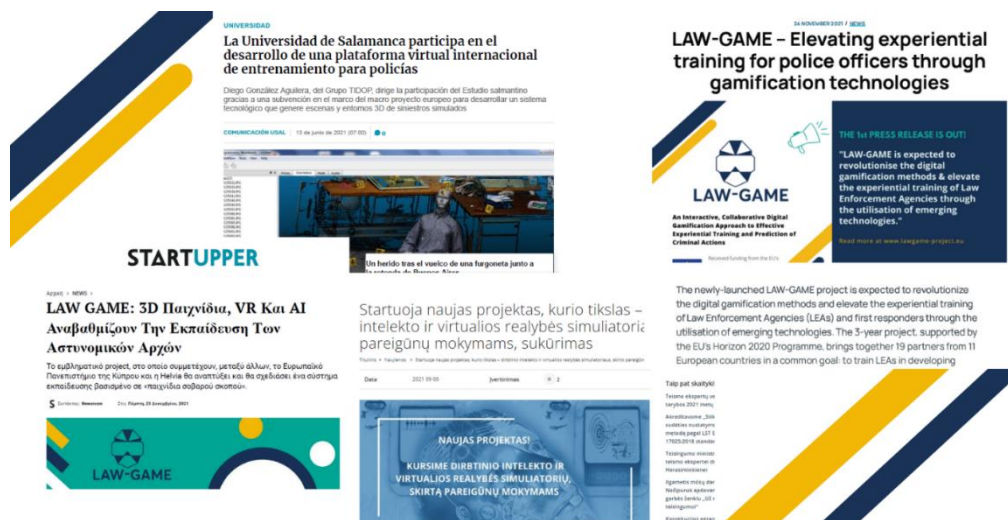
You can subscribe to The Gamer by registering your email [here](#) or you can always follow our social media channels for our latest news and updates:

[LinkedIn](#) & [Twitter](#)

1st Press Release

The Project's first [Press Release](#), distributing information on the objectives of LAW-GAME, the goals and technologies to be developed, as well as the exquisite consortium of partners that have joined forces in this innovative H2020 project, has been widely disseminated and featured in the media across the EU, in various EU official languages (including Greek, English, Spanish and Lithuanian).

Check out the publications and find out more [here](#).



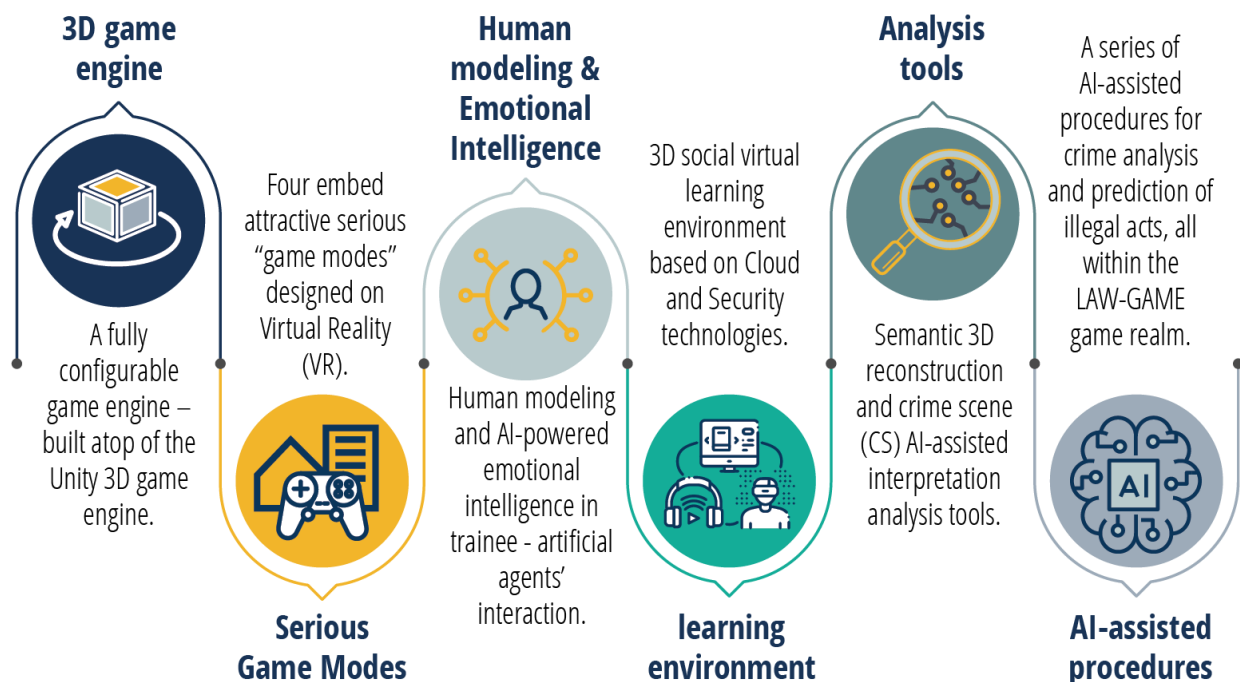
Project Highlights

LAW-GAME System Architecture

LAW-GAME Project will create the first-ever virtual reality training platform that will include a didactics framework and the tools to design, author and experience complex training scenarios. These scenarios will be designed to complement LEA's training in the form of games, in virtual reality worlds under the following four areas:

- 1.CSI investigation
- 2.Interrogation and negotiation procedures
- 3.Terrorist attack prevention actions
- 4.Car accident analysis

The training platform will involve multiple participants through different interactive settings and will integrate a set of state of the art technologies:



LAW-GAME Training System

Events

Over the course of the last few months, LAW-GAME was represented at various events across Europe, in the efforts of raising awareness of the wider public about the project's purpose and upcoming results.

Project partners (1) European University Cyprus (EUC), (2) State Protection and Guard Service of Moldova (SPPS); and (3) Ertzaintza – the Police Force of the Basque Country (ERTZ) presented LAW-GAME at the following events:

World Science Day for Peace and Development – 10th November 2021

SPPS presented the LAW-GAME project objectives and concept, from the end-user's perspective, during the World Science Day for Peace and Development Online Conference, that took place on 10th November 2021.

The event was held under the auspices of the United Nations Educational, Scientific and Cultural Organization (UNESCO) in collaboration with the National Agency for Research and Development of the Republic of Moldova and the network of National Contact Points of Moldova.

You can read more about it [here](#).



CCI Project Final Conference 24 & 25 November 2021

LAW-GAME was represented at the CCI project Final Conference which took place between 24th & 25th November 2021 in Brussels. The conference was regarded as one of the key events for the European market since it served as a forum for actors working in the field of security to share their expertise and experiences.

The CCI Project event was a great opportunity to present LAW-GAME and discuss with other relevant project participants on innovative methodologies adopted by Law Enforcement Agencies to develop core competencies required for intelligence crime analysis and illegal acts prediction.

You can read more about the event [here](#).



SICUR 2022 Event - 22 – 25 February 2022

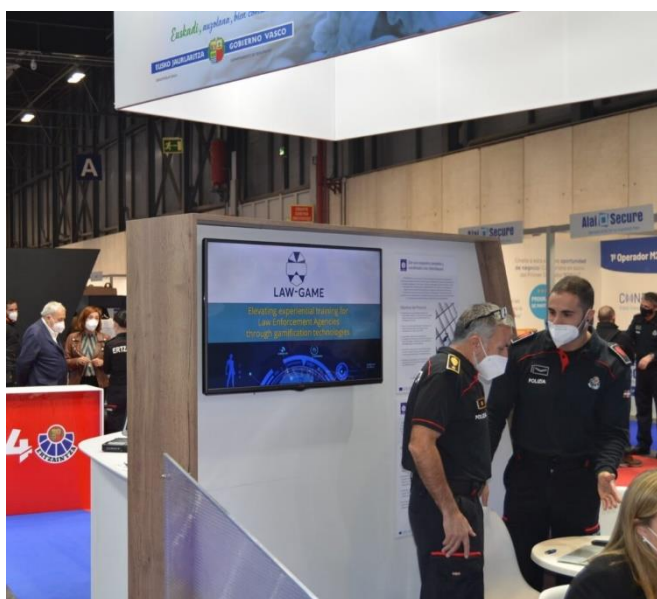
LAW-GAME Consortium Partner Ertzaintza (ERTZ) participated at the SICUR 2022 conference in Madrid, Spain and presented the technological innovation projects it is currently working on, with LAW-GAME being a key part of the presentations.



SICUR is the leading international security event which brings together, every two years, public and private security companies,

associations and professionals to explore the latest technological developments in the sector. The event welcomed over 4,000 people and was an opportunity for the ERTZ team, represented by Mr. Iosu Alonso and Mr. Andoni Osoro, to showcase the main goals and objectives of LAW-GAME to attendees, which also included numerous Law Enforcement Agencies.

You can read more about the event [here](#).



1st Plenary Meeting

07 April 2022



The 1st Plenary Meeting of the Project was successfully held on 07 April 2022. The meeting was held online and was a full-day of discussions and updates from the partners on the workings of the various Work Packages.

The Plenary Meeting is always an opportunity for the Consortium to get together and present the project's latest updates and upcoming developments, as well as receive information or clarifications by the Project Coordinator.

The Meeting welcomed over 50 participants joining in from all over Europe!

Other News

Upcoming Events to which partners can participate and/or contribute with publications or exhibition presentations include:

SeriousPlay Conference

13-17 June 2022 in Orlando, Florida

4th International workshop on Research & Innovation for Secure Studies & COMM 2022

16-18 June 2022 in Bucharest, Romania

19th International Conference on Content-Based Multimedia Indexing (CBMI 2022)

14-16 September 2022 in Graz, Austria

European Conference on Game Based Learning

6-7 October 2022 in Lisbon, Portugal

Clustering Activities

LAW-GAME is currently in liaison with other H2020 projects falling under the same thematic objectives as LAW-GAME for the set-up of potential synergies, such as cross-links of projects on respective websites, sharing posts on social media, joint webinars during events, common recommendations based on respective project results, participation/coordination of joint events/workshops.

Should you be interested to join our efforts and discuss potential synergies please do not hesitate to contact our Project Coordinators & Communication & Dissemination Manager [here](#).

LAW-GAME Consortium

The Members of the LAW-GAME Consortium are:



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