

## The Pilots

InLife deploys two Serious Games in four pilots for demonstration and validation of the InLife Open Framework. The two interactive demos are addressed respectively to support pro-environmental behavioural change and social inclusion education.

- 1** *Environmental awareness for children*  
Primary/High school  
Ayuntamiento de Valladolid  
Municipal Library "Adolfo Miaja de la Muela"  
Valladolid – Spain
- 2** *Environmental awareness for students and employees*  
ICCS/SECE-NTUA Buildings  
Engineering Buildings National  
Technical University of Athens  
Athens – Greece
- 3** *Environmental awareness for children*  
Primary/High school AVAG:  
Association for Living the  
Self-Governance  
Les Ulis – France
- 4** *Social inclusion and autonomy for autistic kids*  
ALMA PanHellenic Association  
of Adapted Activities  
Athens – Greece

## Project coordinator

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## InLife consortium

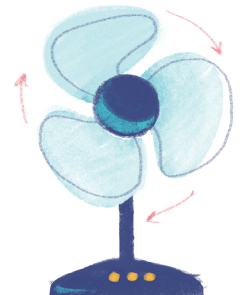


## Pilot Advisors



# Incubate a New Learning and Inspiration Framework for Education

[www.inlife-h2020.eu](http://www.inlife-h2020.eu)



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## The project

H2020 InLife Project provides an innovative gamification framework targeting both typical as well as special education and social inclusion activities based on Serious Games.

InLife enables the development of Serious Games that can support various educational and behaviour change goals, by linking IoT-based real-life events with in-game elements and mechanics. The InLife projects join forces with gaming industries, IoT products and emerging technologies to boost innovation in ICT and education.

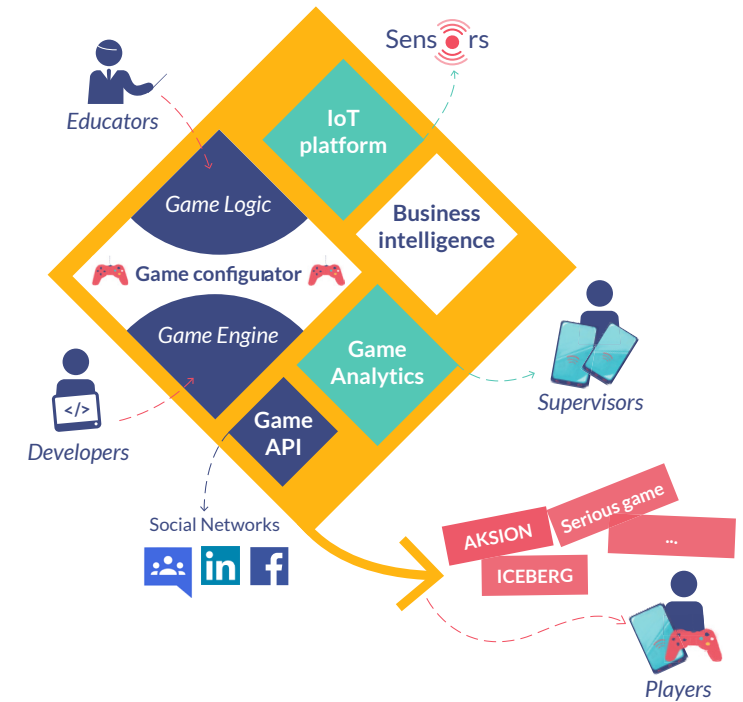
## Goals

- 1. Deliver an innovative, open and easy-to-use serious games design framework**  
InLife offers a flexible gamification framework for serious games, based on open-source, modular and reusable software components embracing key-technology enablers brought by the IoT paradigm.
- 2. Create synergies between the IoT and the Gamification domains**  
InLife allows serious games to progress and evolve through actions, choices and attitudes made and adopted in real life.
- 3. Develop two serious games demos**  
InLife demonstrates the capabilities of its open framework by developing and integrating two complete serious games, i.e. ICEBERG and AKSION.
- 4. Support the persistent change of user behaviour to ensure sustainable results**  
InLife leverages on personalized learning analytics and actionable gaming insights combined with a robust tracking and monitoring platform that ensures the sustainability of desired outcomes in behavioural change.
- 5. Define concrete gamification business model opportunities**  
InLife bridges IoT and reality-driven games by defining concrete business models and plans for exploiting project outcomes, contributing in parallel to emerging standards and roadmap initiatives.

## Concept

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.

## InLife framework



## Core elements

- Motivate Education**  
Gamification can trigger a more positive lifestyle and have a positive impact in motivating people's engagement;
- Typical and special education**  
InLife game mechanics and tools are explicitly designed to support different educational domains;
- Open framework**  
Layered architecture enabling the bidirectional, real-time communication between serious games and user's surrounding environment;
- Internet of Things**  
Real-life data streams bring the player in the center of the game while living the reality;
- Compatibility**  
InLife pursues the widest compatibility with existing standards in the fields of IoT and Gamification.

## Simple steps to InLife

InLife framework aims to be a design tool for educators, teachers and people interested in implementing gamification, IoT interaction and education in their activities.

- Step 1 • **Create your serious game**
- Step 2 • **Connect real-life objects**
- Step 3 • **Set your objectives**
- Step 4 • **Start and play**
- Step 5 • **Track your real-life impact**

## Project timeline

