

Newsletter 4

April 2017



Focus on... RESOLUTE Game-Based Training App



The Game Based Training App (GBTA), developed by RESOLUTE, is a smartphone-based application, which allows the user to learn how to behave in certain critical in situations.

In the RESOLUTE project, the GBTA was filled with learning contents that refer to flooding scenarios. However, the development consists in a framework that can easily be used to host any other learning content as well.

In order to ease its usability, the app has a very simple user interaction concept.

The course of the game follows a tree structure. You click through a story, which consists of a general storytelling, interrupted by decision points. Depending on the decision taken, the story proceeds in a different manner. The challenge is to take the right decision at all decision points.

Everyone from the age of 14 years can play. From the user's perspective, the game-based training app is meant to be a fun activity and to prepare the user for serious situations in real life.

All users motivated to complete all scenarios with success and thus test or improve their knowledge about what to do in crisis situations will be welcome to download and use the App.

Follow up the availability of all RESOLUTE Apps on <http://www.resolute-eu.org>



Meet RESOLUTE ...

at Major cities of Europe Conference

"A reusable example of a metropolitan wide data platform" is the topic of this conference held on 30 May & 1st June in Florence, Italy.

Meet us at our stand!

More info: http://www.majorcities.eu

New project deliverables available!

Deliverables concerning RESOLUTE Apps development soon available on the project website!



resolute-eu.org



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Resolute European Project



RESOLUTE



RESOLUTE publications available!

The RESOLUTE team already published a number of papers summarizing the work done until today. Publications are now available!

- Resilience Management of Transport Infrastructure and Demand: the case of the Athens Metro - Elsevier's Transportation Research Procedia, 2016 - A. Deloukas, E. Apostolopoulou - http://csum.civ.uth.gr
Analysis and assesment of a knowledge based smart city architecture providing service APIs - Future Generation Computer Systems, Elsevier, available 6 May 2017 - C. Badii, E. Bellini, D. Cenni, A. Difini, P. Nesi, M. Paolucci
Km'City Smart City API: An integrated support for mobility services - 2016 IEEE International Conference on Smart Computing - May 2016 - P; Nesi, C. Badii, P. Bellini, D. Cenni, G. Martelli, M. Paolucci
Rights enforcement and licensing understanding for RDT stores aggregating open and private data sets - IEEE International Smart Cities Conference - September 2016 - E. Bellini, P; Nesi, L. Cocone, E. Gaitanidou, P. Ferreira, A. Simoes, A. Candelieri
Postioning for estimating people flow as origin destination matrix for smart cities - 22nd International Conference on Distributed Multimedia Systems - November 2016 - P. Bellini, D. Cenni, P. Nesi



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