



CLASH BACK

MANAGE CONFLICT SITUATIONS WITH TEENAGERS

RESEARCH PARTNERS



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TARGETS

Medical staff; teenagers and their families

PROJECT CALENDAR

Project beginning: Q1 2012
Project ending: Q4 2014

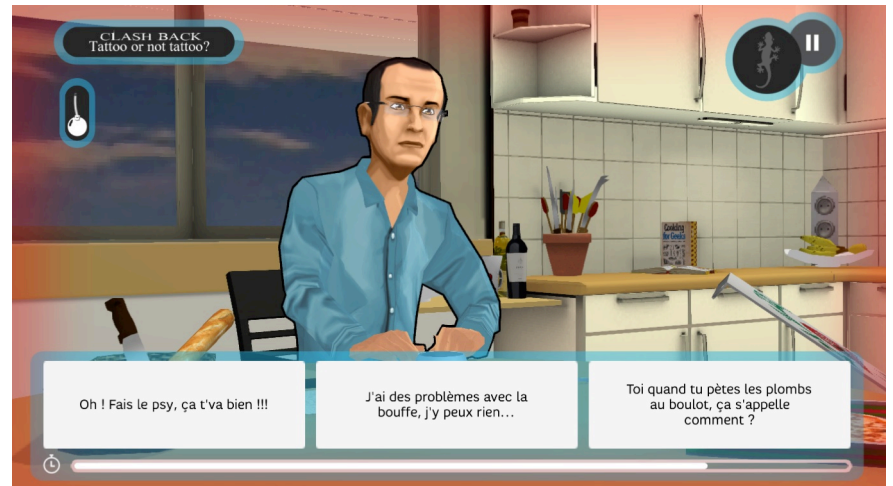
FORMATS



IN THE PRESS

la Nouvelle
République.fr

Le Républicain
Lorrain



THE PROJECT

This project aims at providing a mediation tool to professional staff caring for teenagers undergoing psychological or behavioral difficulties. The goal is to increase communication between parties, in order to better manage conflict situations with these young patients.

CLASH BACK is a **behavioural conflict simulator** between teenagers and their parents on everyday-life topics.

It features:

- situations, characters and places from everyday life
- missions with clear objectives (accept an outing request, sign a report card...)
- emotional state management (characters feel anger, tension, empathy...)
- a vocabulary of colours, shapes and lights that modify the virtual environment: anger reddens the scene, for example.