

POSITIVE



Prevention Of Stress by
exploring an Innovative
Virtual Environment

4-5 May, 2023

Transnational Project Meeting at Porto, Portugal

The Transnational Project Meeting took place face-to-face as planned on the 4th and 5th of May 2023, at Porto in Portugal. All partners were present and essential discussions took place. The meeting started with a presentation of the task results related to PR1, PR2, PR3 and dissemination. Analysis of piloting results followed and then, some changes were indicated in order to improve our environment and media visualisation further.



POSITIVE VW- Beta version

The Alpha version of the virtual world featured three scenarios (1, 2, 3) and a simple world environment designed for internal testing among partners. The language available was English, as scheduled.

With the release of the Beta version, the virtual world includes all seven scenarios and an extensively updated environment, offering students a more immersive experience. Additionally, the trophy mechanic has been finalized, adding a rewarding element to the virtual world. You can find out more about the Virtual World of the game [here!](#)

The first version of the user manual has also been released and the tutorial has been updated and translated into all partner languages.

3DVWLE testing



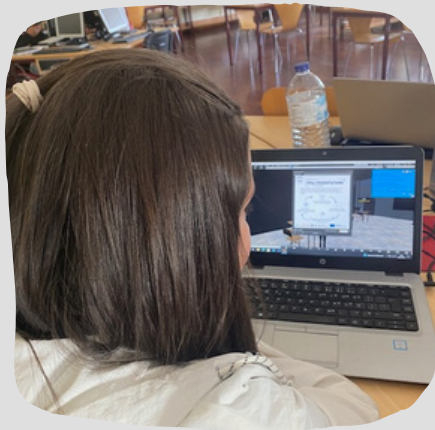
AGRUPAMENTO DE
ESCOLAS DE RATES



ΑΡΕΑΚΕΙΑ - ΤΟΣΙΤΕΙΑ ΕΧΟΑΕΙΑ
ARSAKEIA - TOSITSEIA SCHOOLS



Los Pinos



Students of different ages from all participating schools (Rates, Arsakeio, Kauno Jono ir Petro Vileisiu vidurine mokykla on behalf of eMundus, and LosPinos) entered the world and provided useful feedback. Students tested both the Alpha and Beta versions. The usability studies demonstrated that the game captivated the students, who were motivated to engage in different scenarios. From a pedagogical perspective, we happily concluded that the project fulfills its purpose, since the knowledge demonstrated was new and useful to the students for their academic journey, as they mentioned.

Next Steps

One and a half year in the project and everything proceeds as planned. Students' feedback on the Alpha version was successfully incorporated in the Beta version. Beta version is ready and piloting proceeds following the timeline. All partners are now working on preparing the final version of the project.



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