



LAW-GAME

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THE GAMER

The official newsletter of LAW-GAME
EU H2020 Project

Dear reader,

As the project undergoes its last year of term, we are proud of all the achievements and developments the Consortium has accomplished so far.

The project partners have been working tirelessly to achieve the project objectives and vision, and we are proud to present our latest updates in this issue of THE GAMER.

In this issue you will find the results of the hard work and commitment of the Consortium over the last year, setting the way for a successful completion of the project over the course of 2024.

We hope you enjoy reading *The Gamer!*

The LAW-GAME Team

Recent Developments

LAW-GAME Project revolutionizes the digital gamification methods and elevates 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.

Currently the project is undergoing year 3 of operation and the workings of the consortium are thriving. The consortium continues to work hard towards the development and design of the training system based on Serious Games (SGs) in Virtual Reality (VR) and utilizing Artificial Intelligence (AI) assisted procedures to improve LEAs core competencies within the project's game realm.

Various demo sessions and workshops have been presented to police officers and LEAs, as well as official agencies for Law Enforcement, including Europol.

We are proud of the Consortium's work thus far and look forward to presenting the complete gamification solution and training platform over the course of 2024!

Follow us on our online channels to stay up to date with our latest workings and insights.



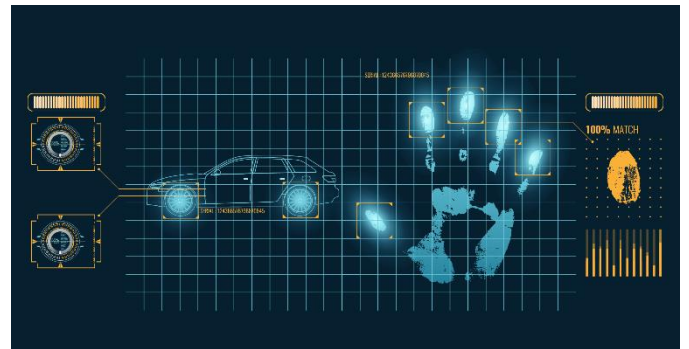
LAW-GAME has received funding from the European Union's Horizon 2020 research and innovation programme, under Grant Agreement No. 101021714.

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!

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](#) & [YouTube](#)



LAW-GAME Publications

An important milestone for our project has been the publishing of scientific articles and journals with findings stemming from the workings of the Project.

We are proud to see partners' work being published in recognised journals and articles presented at national and international conferences.

Check out the project's publications and successes on the dedicate page on our website [here](#).

Project Highlights

Game Demos

An important milestone for our project is the development and implementation of the LAW-GAME Training Platform.

The consortium has worked hard and focused over the last year to ensure that a top-quality training platform is developed for LEAs and has been successful in presenting the demo of the platform to end-users and other relevant entities.

Numerous police officers have already had the opportunity to experience the LAW-GAME Training Platform and Game Modes over workshops hosted by the partners.



An even more proud moment is the participation of LAW-GAME at **the Europol Industry and Research Days** event on 17th January 2023 in the Hague, Netherlands at which LAW-GAME had the unique opportunity to present in the “Emerging Platforms” category a demonstration of the solution.



Events

We are proud to report that our consortium has been very active in participating and/or organising and/or presenting at numerous local, national, European and international events over the course of the last year.

Presenting the outcomes of the Project not only raises awareness on the objectives of the Project but also provides a unique opportunity for the Project to be leveraged and presented to the international scene, enhancing the opportunities for its go-to-market and commercialisation prospects.

Below a sample of events to which partners have participated to, proudly representing the project.

Security Research Event 2023, Brussels - 24 & 25 October 2023

LAW-GAME, represented by Project Coordinators Katerina Margariti, Pantelis Velanas and KEMEA representatives Christos Mantzioros and Giorgos Triantafyllou, was a proud participant at the “Security Research Event 2023” which took place on 24 – 25 October in Brussels, Belgium.

The Security Research Event, hosted under the theme “*Societal transformation, digitalization and climate change – A new paradigm for Security Research?*” was organized by the European Commission and was a unique opportunity to bring together over 1200 participants from across Europe and the world to exchange ideas and debate on the role to be played, and contribution to be delivered, by EU security research.

CERIS - Fighting Crime & Terrorism/Resilient Infrastructure Annual Event 2023

LAW-GAME participated at the CERIS - Fighting Crime & Terrorism/Resilient Infrastructure Annual Event 2023 in Brussels.

From 14-15 December 2023 LAW-GAME representatives attended the CERIS FCT Annual Event, also having the opportunity to present demos of the technologies developed over the duration of the Project.

The CERIS event, organised by DG HOME, brought together security research practitioners, policymakers, researchers, civil society and industry to discuss cross-cutting topics that have a broad and horizontal impact on research and innovation in this domain.

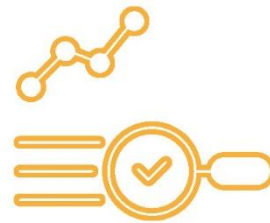
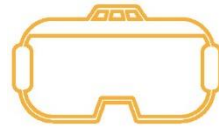
Well done to the event attendees for their participation and the demos!

RISE-SD 2023 Conference, Rhodes, Greece 29 - 31 May 2023

RISE-SD is an international EU Research and Innovation event in the field of Disaster and Crisis Management, Critical Infrastructure Protection, Fight Crime and Terrorism, Cybersecurity, Border Security and Defence Research. RISE-SD stems from previous initiatives, and aims to bring together the European R&D communities in Civil Protection & Defense. You can read more about the event [here](#).



LAW-GAME, representatives proudly attended the event and had the opportunity to present the project's technologies and innovations, in the development of core competencies of LEAs through a series of AI-assisted procedures for crime analysis and the prediction of illegal acts, all within the LAW-GAME game realm.



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

CERIS Event 2023 Brussels, 14 March 2023



LAW-GAME was among the projects invited to participate at the latest CERIS (Community for European Research and Innovation for Security) event on 14th March 2023 in Brussels, Belgium.

The event, organized by DG Home brought together representatives of Europol and of ongoing EU funded research projects related to the fight against crime and terrorism, under the title "Europol's new role in Horizon Europe".



The Project Coordinator Katerina Margariti and Deputy Project Coordinator Pantelis Velanas attended the event on behalf of LAW-GAME and had the opportunity to discuss with stakeholders and other EU funded project representatives on the possibilities of cooperation between Europol and the Horizon projects, in light of Europol's new role under the recently amended Regulation. Partners of the LAW-GAME consortium were also present at the event, including CERTH, SPP and KEMEA.



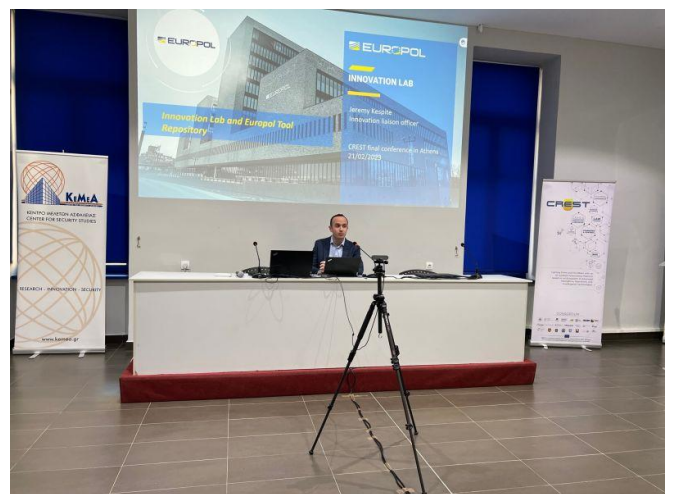
Find out more about our participation to this event [here](#).

CREST EU Project Final Dissemination Conference 21 & 22 February 2023

LAW-GAME participated and was represented by KEMEA at the CREST EU Project final dissemination conference that was held in Athens on 21-22 February 2023.

During the conference, Mr. Roussakis presented the objectives and actions of LAW-GAME to a wide audience of over 150 participants attending the event either physically or online.

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



NOTIONES Matchmaking Virtual Event 15 September 2023

On 15 September 2023 LAW-GAME Consortium members helvia.ai and Innov-acts participated at a Cluster event organized by [NOTIONES Project](#) together with [popAI Project](#) and [ETAPAS Project](#).

The Matchmaking Virtual Event was an opportunity for players in the security and intelligence fields from various EU funded projects to present their AI solutions, and services and explore potential synergies for collaboration with their counterparts, fellow solution providers, law enforcement agencies, policy makers and researchers, and benefit from the knowledge exchange.

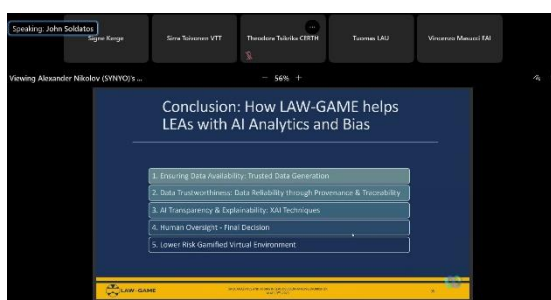
Many thanks to the cluster projects for organizing this unique event and we look forward to future collaborations.

Webinar “Data Analytics and AI bias in LEAs decision making” - 19 May 2023

We were pleased to be amongst the selected participants to the webinar "Data Analytics and AI bias in LEAs decision-making" hosted by our cluster project NOTIONES.

The webinar took place on Friday 19th May 2023 and hosted five EU H2020 projects active in the defense and counter fight against terrorism.

LAW-GAME AI results were presented by InnovActs, one of the partners of the project, focusing on trust worthy AI and explainable AI outcomes of the project; and how these can help law enforcement officers to mitigate AI bias and to



Blog Posts

As the project progresses and partners focus on the development of the LAW-GAME solution, significant findings arise as part of the research and development activities.

In their blog posts, partners explore the findings and/or outcomes of their work and provide thought-pieces on significant achievements and results.

Have a read on some of the Project's Blog Posts and make sure you bookmark our website for more insights!

- [LEAs capacity building and the importance of R&D in training](#)
By KEMEA
- [High Expectations: How serious game play can change car accident investigations](#)
by LTEC
- [Emotion Detection and AI technologies](#)
by Tecniaia
- [LAW-GAME and the detection of suspicious objects](#)
by SquareDev
- [Computer Vision in the context of LAW-GAME](#)
by SquareDev
- [AI-assisted Serious Games: Interrogating an Avatar in Virtual Reality](#)
by Helvia

Other News

Clustering Activities & Project Synergies

LAW-GAME has established synergies with fellow H2020 projects falling under the same thematic objectives as LAW-GAME and has successfully collaborated on the organisation and/or participation to workshops, webinars, online training sessions and joint dissemination activities.



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

LAW-GAME YouTube Channel

We have launched our dedicated YouTube channel on which you can find informative videos on the project's workings and the project's official videos.

Subscribe to our YouTube channel here: [@lawgame-project](#).

LAW-GAME Consortium

The Members of the LAW-GAME Consortium are:



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