

# PRESS RELEASE



## MEANINGFUL OUTCOMES FOR THE SINAPSI FRENCH TRIALS

The first trials of the new tridimensional program “SINAPSI” have allowed expecting a bright future for this new way to learn. This project, partially financed by the European Commission has proved its efficiency through the development of each participant’s individual skills.

These trainings have involved people from different spots of the country, and one of them came from even further: The Reunion Island, a French island located in the Indian Ocean. The aim of this experiment was to test the team working by solving four enigmas, each one becoming more difficult than the previous other. So thanks to his Avatar\*, each participant got to the meeting point into the platform in order to succeed in the different mission he had to complete. The same tests have been done by the other partners of this project in Italy (ENTROPY), in Slovakia (PDCS) and by public and private institutions.

During these tests, several competences were assessed: problem solving, effective listening, team management and time management. Even if all the participants didn’t manage, as well as they wished to, express all their emotions, in real time, by exploring all the possibilities given by this new interface, they have admitted that the 3D world was an easier way to get to know each other and to come along between people who didn’t know each other before. The platform seemed to be a convenient universe for individual skills development. Moreover, the system has showed its performance by the growing success rate of the participants, even if the difficulty was increasing. With a prescription rate of 90% after four trials, the SINAPSI platform can be seen as a valued way to train somebody from any place in the world.

Another trial phase is scheduled in April in order to optimize the 3D platform. All the information about SINAPSI is available on [www.mfpartnersconsulting.com](http://www.mfpartnersconsulting.com) (European projects) and on the official CNR-ISTC website: <http://www.nac.unina.it/sinapsi>.

\***Avatar**: Virtual character embodying a web surfer or a video game player. It could be created just for fun or to represent an internet user, anonymously or not.



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