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## **Targeted (sub)topics**

*SU-AI02-2020*

*SU-BES02-2020-Open*

*SU-DRS01-2020*

*SU-DS02-2020-c*

*SU-DS03-2020-a*

*SU-DS03-2020-b*

*SU-INFRA01-2020*

# Competencies

- *Organisation competencies*
  - **Serious Games (bespoke / off-the-shelf; e.g. Strategy Games, Role-Playing Games);**
  - **Social Games, (Virtual) Escape Games, (Online) Board Games;**
  - **Gamification Design;**
  - **Innovative Technologies (e.g. proprietary Game Engine, Game Management System, Authoring Tools – Scenarios, Dialogues, Graphic; game tracking & analytics; next: adaptive scenario based on user profile)**
  - **Multiplayer / -device / -platform delivery (mobile / console / desktop - OpenGL / HTML5; VR / AR)**
  - **Interoperability with LMS / LCMS.**
  - **Familiarity (e.g. Projet C.U.B.E. → cyber; BRIGADE → LEA; WATTOU, HAPPY NIGHT, 24H d.V. → prevention)**
- *Organisation experience in the European project*
  - **Beaconing, mEducator.net, CDTMOOC**
  - **+ personnel experience under other affiliations (15+ years, e.g. L4S, LEILA)**
- *The skills you can bring*
  - **Design Thinking approach, Co-creation;**
  - **Training, Competence development, Performance Measurement;**
  - **Community engagement and involvement (attention retention), Raise awareness;**
  - **Game design applied, UX: interactive, dynamic, real-time;**
  - **High Technical skills (graphics; animation; CMS, SW development; online / offline / blended).**

## Project idea

Call	Project Idea	What we offer	Missing Skills / partners
SU-AI02-2020	Early detection of potential threats at borders through enhanced (via adversarial AI) automated screening of persons under control.	automated screening at borders through touch screens. Virtual customs officer. Detection of micro-emotions.	<i>Academic Institutions</i> <ul style="list-style-type: none"> <li>• Risk management,</li> <li>• Business Impact,</li> <li>• AI / predictive analytics</li> </ul>
SU-BES02-2020-Open	Comme SU-AI02-2020 mais sans adversarial AI	Comme SU-AI02-2020 mais sans adversarial AI	<i>Municipalities</i>
SU-DRS01-2020	Develop <b>models</b> and <b>tools</b> to foster <b>citizenship's resilience</b> while facing occurring threats and to prepare people to have the good reflexes with or without the help of LEA, first responders and civil society organisations.	<b>serious game</b> to 1) <b>raise awareness</b> about current threats for citizenship, 2) <b>train citizens</b> to prevent, identify and respond to occurring threats, 3) <b>train LEA, first responders and civil society organisations</b>	<i>Law Enforcement Agencies</i> <i>Civil society organisations</i> <i>Sensitive infrastructure(s) and services</i>
SU-DS02-2020-c	Development of a sound <b>authoring tool for SW developers</b> , able to <b>prevent security vulnerabilities</b> in the editing and delivery phases, mitigating "zero-day" threats and breaches by design.	Designing and developing an automatic code generation platform supported by NLP	<i>First responders</i> <i>Security Tech providers</i> <i>IoT providers</i>

## Project idea

Call	Project Idea	What we offer	Missing skills / partners
SU-DS03-2020-a	<b>Methods</b> and <b>tools</b> to 1) foster citizenship's <b>awareness</b> and <b>resilience</b> while facing occurring or potential threats against their digital identity and to 2) <b>prepare</b> them to have the good reflexes with or without the help of security experts or LEA.	A <b>digital serial escape game</b> for 1) raising awareness of citizenship, and for 2) <b>training</b> citizenship <b>preparedness</b> to prevent potential threats and to identify and mitigate occurring ones.	<i>Academic Institutions</i> <ul style="list-style-type: none"> <li>• Risk management,</li> <li>• Business Impact,</li> <li>• AI / predictive analytics</li> </ul> <i>Municipalities</i>  <i>Law Enforcement Agencies</i>
SU-DS03-2020-b	Comme a) mais SMEs&MEs	Comme a) mais SMEs&MEs	<i>Civil society organisations</i>
SU-INFRA01-2020	<b>Models</b> and <b>tools</b> to <b>detect</b> and <b>address</b> occurring threats to city / regional key infrastructures and being able to <b>anticipate</b> new potential ones	<b>Gamified sim</b> to: 1) <b>test</b> designed models, 2) <b>anticipate</b> threats' potential evolutions, 3) for <b>training</b> purposes.	<i>Sensitive infrastructure(s) and services</i>  <i>First responders</i>  <i>Security Tech providers</i>  <i>IoT providers</i>