**Registration Form**

**TEAM INFORMATION**

Team Name/Project Title:

Pluvali/Coping Skills Game

Department:

Computer Science and Engineering

Faculty Advisor(s):

Dr. Debra Parcheta

Primary Team Contact: E-mail:

Gregory Martini gregory.martini@ucdenver.edu

Additional Team Members (first name, last name, and e-mail):

Steven Kosovich steven.kosovich@ucdenver.edu

Timothy Leikam timothy.leikam@ucdenver.edu

Alexander Davis alexander.davis@ucdenver.edu

**PROJECT INFORMATION**

**Description:**

Provide a one-sentence, ***25 words or less*** description of the project. This will be printed in a pamphlet, so please keep it short.

Pluvali (Latin; to cope) is an educational web game that displays positive choices and rewards disabled individuals for choosing appropriate coping skills for certain problems.

**Abstract:**

Provide a brief summary of the project, ***250 words or less***.

Pluvali is a web game that aims to teach players with disabilities new coping techniques.

As the player plays the game, they will be presented with a variety of problems. Each problem will have three different coping techniques that the user can choose from as a way to deal with the situation. All of the possible coping techniques are correct. The game is not punitive. It shows and reinforces positive techniques that players can learn and use in everyday life.

As the player plays the game they earn tokens. These tokens can be used to unlock aesthetic customization options for the user (background colors, text colors, etc) encouraging the player to play the game multiple times in order to gather enough tokens to unlock what they desire, while being exposed to more and more coping techniques to learn and use.

This web game was created using HTML, CSS, Javascript, Python, Django, and MySQL. HTML, CSS, and Javascript were used to design and format the web pages. In addition, the web pages contain Python code which is used to interact with the Django framework. This framework gives us a way to get data from our MySQL database, as well as update/store data about problems, coping skills, and players' choices.

**Illustration:**

If you would like to add a picture to your project description please email in .jpg format to [erica.lefeave@ucdenver.edu](mailto:erica.lefeave@ucdenver.edu) (Limit 20 MB).

You should find a picture that represents coping in some clear way.

**ACCOMMODATIONS:**

Each team is provided:

* 6’ table with a black tablecloth
* immediate floor space in front of the table
* one (1) easel

If you require additional easels, more space, power outlets, or other accommodations, please indicate below.

\_**X**\_ Additional easel

\_**X**\_ Power Outlet(s)

**\_X\_** Extension Cord

\_\_\_Extended Floor Space (area required (xx ft by xx ft):

\_\_\_Other:

Teams are required to make their own accommodations for the following equipment: computers, TV/VCR/DVD, projector, and power strip (if multiple outlets required).