**Spring 2015 Senior Design Competition Registration**

Friday, May 15, 2015  
8:30 a.m. – 12 p.m.

**Please Note:**

* Student teams must be currently enrolled in a CU Denver College of Engineering Senior Design Course to participate.
* Any team wishing to participate must submit a completed registration form and abstract by e-mail no later than **9 a.m. on Monday, April 20, 2015** to [Erica.Lefeave@ucdenver.edu](mailto:Erica.Lefeave@ucdenver.edu).
* All fields must be completed to submit this form. *Incomplete or late submissions are not accepted.*
* Received registrations will be posted online at [engineering.ucdenver.edu/seniordesign](http://engineering.ucdenver.edu/seniordesign) by Wednesday, April 22, 2015. If you do not see your team posted by then, please contact us ASAP.
* Judging will begin promptly at 8:30 a.m.\* Late teams may not be judged if time does not allow.

*\*start time may change based on number of entries*

**Registration Form**

**TEAM INFORMATION**

Team Name/Project Title:

Team Pluvali - Coping Skills Game

Department:

Computer Science and Engineering

Faculty Advisor(s):

Dr. Debra Parcheta

Primary Team Contact, email:

Gregory Martini gregory.martini@ucdenver.edu

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 the event program.

The Coping Skills Game 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***.

The Coping Skills Game 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, Python, Django, and SQLite. HTML and CSS 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 SQLite database, as well as update/store data about problems, coping skills, and players' choices.

**Illustration:**

If you want 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).



**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. **Accommodations not accounted for on the registration form may not be available on the day of the event, so please plan accordingly**. Extension cords and power outlets may be shared with other teams.

\_X\_ Additional easel(s)

\_X\_ Power Outlet(s)

\_X\_ Extension Cord

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

\_\_\_ Other:

\_\_\_ Check here if you do NOT need a table

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