



LaSSaL

A 3D application designed and developed by
la Maison des jeunes de LaSalle

Struck by measures related to the pandemic, the *Maison des jeunes de LaSalle* had to close its premises on March 12 and transfer its activities to different platforms. Although MDJ LaSalle is one of the busiest in Quebec, with over 30 kids in attendance daily, it has been difficult to bring our members back together on these platforms and maintain their interest. A *Maison de jeunes* wears several hats, but its main role remains to offer opportunities for socialization to the young people who attend it. However, the different virtual activities couldn't answer the teenagers need for autonomy or freedom of action. LaSSaL is a unique and innovative tool that will bring together users in a virtual universe offering them freedom and choices. The usual activities, workshops and support of the *Maison des jeunes* will be accessible to them, as will games and other social possibilities.

Partners

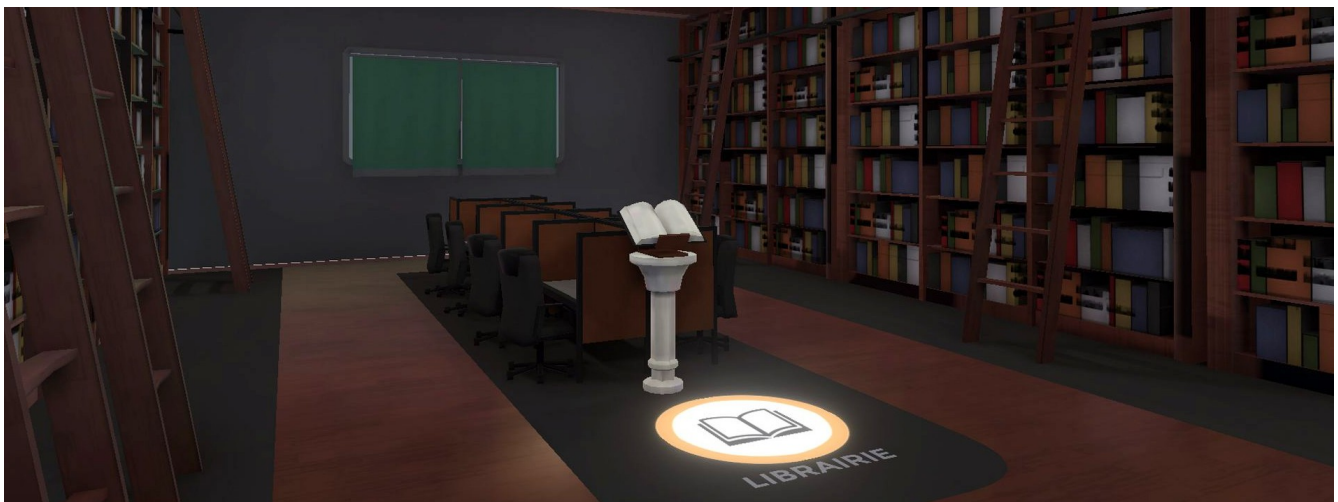


PHASE 1

» January 2021

Launch of a first version of the virtual Youth Center including:

- Customizable avatar.
- 3D environment explorable in third person.
- Voice and text interaction between users.
- Entertainment options: arcades, mini-golf, jukebox (with pre-selected songs).
- Support: punctual presence of social workers in the environment, and possibility to make an appointment with the Maison des jeunes social workers, but also with ACCESS (mental health support), Cumulus (substance addiction and consumption support), and to get in touch with the social workers from Tel-jeunes through a phone booth.
- Services: study hall (with tutors, on appointment), safe space for girls, career center with support for youth entrepreneurial projects (with possibility of financial support).



PHASE 2

» March 2021

Deployment and optimization, including:

- Implementation of a comprehensive schedule of preventive and educational activities/workshops inside the virtual environment.
- Presentation of workshops offered by external organizations (Société de recherche en orientation humaine, L'anonyme, Carrefour jeunesse emploi de LaSalle, etc.).
- Entertainment options: new games (drones, pool).
- Support: social workers dedicated to the virtual environment, access to a library with academic texts.
- Services: development of educational activities (cooking, gardening), development of parallel environment to be deployed in other sectors.



PHASE 3

» September 2021

Technological innovation and creation of links between reality and the virtual environment:

- Extension to other platforms (web, virtual reality headsets).
- Creation of links between the real MDJ and the virtual environment: luminosity and weather sensors; relations between in-life and in-game MDJ activities (for example, presentation of live images taken by the kids of the Drones club in the virtual cinema).
- Creation of links between the different virtual environment (for example, gathering of many Youth Centers for a special activity).
- Publication of advanced statistics to better understand teenagers' online habits.
- Support: development of a constant support presence through artificial intelligence.



OBJECTIVES

- To reach as many kids as possible, now and after the pandemic, through a tool similar to the games they are familiar with.
- To allow teenagers – isolated ones in particular – to have access to psychosocial support and services in a safe environment where they can communicate with each other and meet new friends.
- To promote academic perseverance through support, resources and tutoring.
- To offer complementary learning opportunities.
- To promote collaboration between different organizations in order to take advantage of each other's expertise.
- To allow community-based organizations to profit from technical means they normally don't have access to.

Pre-registrations are made through the website (www.lassal.ca) and must be individually verified for security reasons.

