Innovation to End Violence Against Women in Moldova





Project Objective

Develop a Virtual Reality solution supporting the UN Women and other international NGO's to EVAW. The ambition is to develop a solution where women, social workers, police officers etc. can simulate situations that can help them to learn how to behave and act to EVAW.





POSITIVE DEVIANTS

In all communities there are individuals or groups, whose unusual behaviours make it possible to find better solutions to problems than their peers

though they have the same constraints and resources.



3

PD world map



Total lives impacted: 30 million

 Number of projects: 100 +

Number of countries: 50 +



Degrees of Freedom



Interaction





7

Virtual Reality simulations with AI human interactions are the future of behaviour change and learning.



Høgskolen i Innlandet

Example: user journey of the victim of intimate partner violence



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AI AND VR- BASED ON PD





Fig. 1. Sample images of the 22 categories in the database: (A) neutral, (B) happy, (C) sad, (D) fearful, (E) angry, (F) surprised, (G) disgusted, (M) happily disgusted, (J) saldy fearful, (K) sady angry, (L) sady surprised, (M) sady disgusted, (J) neufruly angry, (O) fearfully surprised, (F) fearfully disgusted, (J) angrily disgusted, (J) an

Personality

Facial Expression

ANDROID

RK800

Repeat, negotiator on site



Thank you!

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