

A Lithuanian SME offers gamified virtual psychological assessment (personal strengths, multiple intelligence, preferences) tools (apps)

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Identificativo proposta: TOLT20191112001 **RICHIEDI MAGGIORI INFORMAZIONI**

A Lithuanian SME develops virtual psychological assessment games that allow evaluating various psychological constructs including personal strengths, cognitive functioning, decision-making, work values, etc. The software creates structured, standardized reports using decision trees. The tool can be applied for users in educational, clinical or human resource management settings. Commercial agreement with technical assistance or joint venture agreement are sought.

A Lithuanian SME (based in Vilnius) was established in 2008 with the mission to provide practical solutions with achievable, measurable benefits to people and organizations through the provision of a comprehensive range of innovative services. It has facilitated applied research, provided continuing education for professionals, coordinated community education programs. World Health Organization indicated that mental, neurological and substance use disorders make up 10% of the global burden of disease and 30% of non-fatal disease burden. Around 1 in 5 of the world's children and adolescents have a mental disorder. Depression is one of the leading causes of disability, affecting 264 million people. 3 of 4 people suffering depression are not getting the appropriate help. The global economy loses about US\$ 1 trillion per year in productivity due to depression and anxiety. In the last years the Lithuanian SME has developed a prototype of a virtual psychological assessment game that allows evaluating various psychological constructs including personal strengths, cognitive functioning, decision-making, values and preferences, etc., which helps modelling psychological well-being and self-development. The methodology integrates elements of tests registered on American Psychological Association Database. It has been tested with respondents (n=2774) aged 16-55. The system offers psychological assessment as an interactive gamified tool that enables integrative self- inquiry and best solution for one's life quality. The software creates structured, standardized reports using decision trees. The tool initially was developed for young age users (16-29 years old), but it can also be applied for other users in educational, clinical or human resource management settings. The software is also a platform solution that can be integrated in educational, health care or human resource management systems. Commercial agreement with technical assistance is sought with partners who work in the field of psychology, provision of psychology services, counseling or similar, who want to expand their portfolio of tools. Additionally, a joint venture agreement is sought with partners who want to enter new markets. In both cases the creators of the software would contribute to the agreement through maintenance and support of the tool.

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