



# ADDRESSING COMMUNITY CORRECTIONS: APPLYING GAMEFUL DESIGN AND SIMULATION TO SUPPORT OFFENDER REINTEGRATION WITH “REBUILD”

**Department:**

English Language and Literature

**Project type:**

Government Partnership

**Project funded by:**

Correctional Service Canada

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Correctional Service Canada (CSC) and the Games Institute are collaborating on multiple projects designed to help offenders successfully reintegrate back into society after release.

CSC officers and Games Institute researchers jointly developed the interactive tool, “Rebuild,” which will be used after offenders have served their custodial sentences. The game is targeted at increasing players’ capacities for obtaining and keeping employment.

Rebuild is part of a five-year collaboration with the CSC to research, design, and build serious games that address each risk factor for reoffending (beginning with the risk of unemployment). For example, Rebuild includes interview simulation modules that score the user’s performance upon completion. The project is based on extensive research on recidivism (the tendency to re-offend), simulation games, world-building, gameful design, and gamification mechanics.



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