Detection and intervention in adolescent consumption and violence through an Augmented Reality program

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Abstract

School violence and substance use are two behaviors that are closely related and that, according to the scientific literature, are frequently initiated in the Secondary Education stage. On the other hand, emotional intelligence is a variable that has been broadly related to impulse control and antisocial behavior. Based on this, the objective of this work is to describe a computer program of Augmented Reality for the detection and prediction of problematic behaviors, as well as for the intervention on these risk behaviors, through the observation of the associated consequences in a virtual environment, mediated by Emotional Intelligence. This program, which is currently under development, will allow to know and define in greater depth the behaviors of consumption and violence in Secondary Education students, favoring at the same time the elimination of behaviors and variables that may favor said risk behaviors. That is to say, the project of an instrument that seeks to alleviate two serious public health problems among the adolescent population, such as the consumption of substance and episodes of violence, is presented [Acknowledgments: This work has been developed thanks to the Project Violence among peers and alcohol and tobacco consumption in Secondary Education: a program based on augmented reality for detection and intervention (Reference: EDU2017-88139-R), funded by the State Program of Research, Development and Innovation Oriented to the Challenges of Society, within the framework of the State Plan for Scientific and Technical Research and Innovation, and co-financing with Structural Funds of the European Union].

Key words: consumption; violence; Augmented Reality; emotional intelligence.