

Psychological simulator for verbal confrontation features a game interface for selecting the type of virtual interlocutor, with an integrated module for generating dialogue scenarios involving conflictual interaction, which is sequentially linked to means for the user to verbalize emotions in text, voice, or video form, and a mechanism for the virtual character to respond to emotional signals. The means of verbalization and the response mechanism are linked to a system for recording and analyzing the player's emotional dynamics to guide them toward a constructive resolution of the conflict, and the analysis system is linked to in-game motivational elements such as rewards, achievements, and progress.