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NEWSLETTER — ISSUE 1

Funded by the Rights, Equality and Citizenship (REC) Programme of the European Union



The ENHAGA project has already started! LET'S COMBAT CYBER HARASSMENT FOR FEMALE GAMERS!

ENHAGA at a glance

“ENHAGA – End Sexual Harassment in Gaming” is a cutting edge two-year project (April 2020 – March 2022) that will develop and implement innovative practices to eliminate cyber harassment for female gamers through the development of an online game with associated tools to empower young girls on how to react to cases of cyber sexual harassment and further report incidents. The project will also promote awareness raising activities about the need to ensure harassment-free gaming environments for all.

Our main goals

- Preventing and combatting psychological online harassment especially for girls and young female gamers
- Promoting capacity-building for relevant professionals in the gaming sector
- Making provisions for gamers from diverse backgrounds by helping to spread knowledge about the need to combat violence based on gender
- Equipping relevant stakeholders with awareness, tools and empowerment in order to report cyber harassment and build cross-gender ecosystems of tolerance and respect.

To stay informed visit our official WEBSITE and follow us on Facebook & Twitter!

Project details

ENHAGA is funded by the Rights, Equality and Citizenship (REC) Programme of the European Union. The project's activities started in April 2020 and its duration is 24 months.

Stay tuned for more news and updates! The next newsletter is coming soon!

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Our progress

Despite the urgent restrictions and the challenges related to the Covid-19 pandemic, the partners managed to overcome the obstacles and make a noticeable progress related to the development of the "ENHAGA State of the Art and Ecosystem Mapping". In this context, national reports were prepared with the aim to investigate the current status, challenges and gaps in combating cyber sexual harassment, particularly towards female gamers. Unfortunately, due to the lack of extended and updated research data, both in partners' countries and at EU level, it is not easy to determine the extent or impact of cyber sexual harassment against women and girls. At the same time, the national framework is not yet fully supportive and many victims of cyber sexual harassment rarely bring their case before the judicial system.

Apart from the thorough desk research, the partners carried out a series of focus groups and interviews with female gamers and professionals

working in gender equality bodies, gaming and technology. The experiences of female gamers highlighted an online life within the game (especially fantasy role-playing games) full of devaluation mechanisms against female characters. Furthermore, our findings demonstrate that online sexual harassment and wider sexism is perceived as very commonplace in gaming. The moderation activities appear insufficient for the female gamers interviewed who often create male characters to protect themselves from sexual harassment online. All young women said that they would like to see a radical change in both online platforms and social networks, with functional mechanisms that ensure a real respect for privacy, control over false profiles and block offensive messages. In addition, the professionals underlined the need to educate people on what cyber sexual harassment is and take measures so that the gaming environment becomes a friendly place for all.

"many male adults do not know where is the crossline (...) where flirting stops and sexual harassment begins"

Expert/professional

The consortium



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Kyttaro Enallaktikon Anazitiseon Neon [KEAN]

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