

ENHAGA at a glance

4 National Needs Analysis and State of the Art Reports

An Online Game (ENHAGA Game)

1 Training Toolkit

4 series of workshops for implementation and pilot testing of the game

4 series of training sessions for at least 200 professionals

1 digital flip book Guide for Gamers and Trainers (ENHAGA eBook)

20 press releases

2 Social Media pages

1 dedicated website

20 published news items

An EU-wide network of relevant stakeholders

1 final conference



Consortium

4 EU countries – 7 partners



coopsansaturnino.org



tentontrain.com



kean.gr

symplexis

symplexis.eu



alternatasilos.blogspot.com




rj4all.info




csicy.com

Project Duration: Apr. 2020 – Mar. 2022

enhaga-project.eu

 @ENHAGA.Project

 @enhaga_project

End Sexual Harassment in Gaming



Challenging cyber harassment, bullying and discrimination to make online gaming a safe and more inclusive space for female gamers



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

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The project

ENHAGA is a cutting-edge two-year project funded by the **Rights Equality and Citizenship (REC) Programme of the European Union**, which is implemented in Greece, Cyprus, Italy and UK with the aim to respond to **cyber-harassment** and empower victims to claim their rights specifically targeting young female gamers (adolescent and adults). To do so, the partners from the four participating countries will co-develop an **online game** with associated tools to educate young girls on how to react to cases of cyber sexual harassment and further report incidents, while raising awareness about the need to ensure **harassment-free gaming environments**.

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 [@enhaga_project](https://twitter.com/enhaga_project)

Impact

Benefit at least **20,000** EU citizens from the ENHAGA tools

Empower at least **400** young people and particularly women in 4 EU countries

Train at least **200** professionals in the field of gender equality, human rights and gaming.

Target groups

- | Adolescent and young people in the EU
- | Victims of cyber violence and online harassment due to gender
- | Players of online games, the so called "gamers community"
- | Educators and trainers
- | Academic and research institutions
- | Civil Society and Volunteer Organizations.

ENHAGA activities aim at:

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

