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



4 EU countries - 7 partners



coopsansaturnino.org



tentontrain.com



kean.gr



symplexis.eu



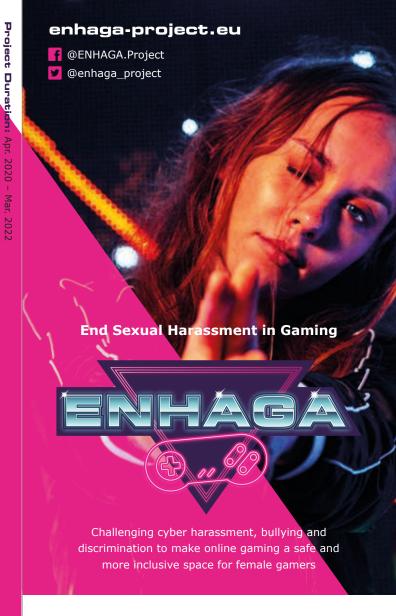
rj4all.info



alternatasilos. blogspot.com



csicy.com





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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 harassmentfree gaming environments.

enhaga-project.eu

@ENHAGA.Project

@enhaga_project

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.

Impact

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

young people and particularly women in 4 EU countries

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

