



# ENHAGA project is officially launched!

## ENHAGA – End Sexual Harassment in Gaming

“ENHAGA – End Sexual Harassment in Gaming” is a cutting edge two-year project, which started in April 2020 and will be completed in March 2022, and is funded by the Rights, Equality and Citizenship (REC) Programme of the European Union. Its aim is to 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.

### ENHAGA’s main goals

ENHAGA’s main goals are:

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

### ENHAGA at a glance

During its life-cycle, the ENHAGA project will directly and indirectly positively impact at least:

- ✓ 400 young citizens and particularly women in 4 EU countries
- ✓ 200 professionals in the field of gender equality, human rights and gaming
- ✓ 20000 EU citizens benefiting from the ENHAGA tools

### The consortium

ENHAGA’s consortium consists of 7 partners from 4 different countries: Cooperativa Sociale San Saturnino onlus [SANSAT] & Alternata S.i.lo.s. Societa’ Cooperativa Sociale from Italy, Kyttaro Enallaktikon Anazitiseon Neon [KEAN] & Symplexis from Greece, Ten Ton Train LTD & Center For Social Innovation Ltd [CSI] from Cyprus and Restorative Justice for All from the UK.