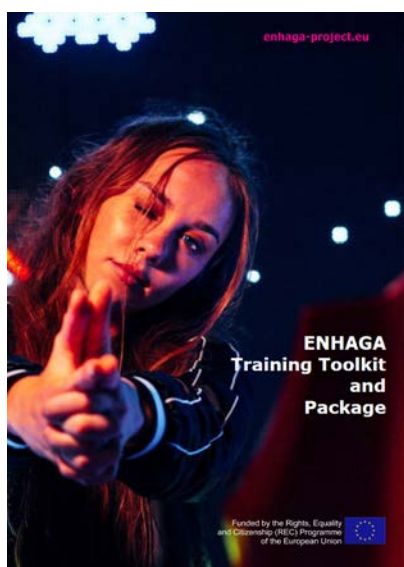


The ENHAGA Training Toolkit and Package is now available online!



ENHAGA Training Toolkit and Package

The ENHAGA Training Toolkit and Package is part of the final outputs of the EU project ENHAGA that will help to enrich and institutionalize the prevention of gender-based violence while simultaneously develop critical thinking and proper information literacy among gamers. The package, together with the ENHAGA game, will be used as useful resource and mentorship practice.

The ENHAGA Training Toolkit and Package includes four modules that apply to different target groups and fulfill different goals. The modules consist of the following topics:

1. Definitions of gender-based violence and sexual harassment in digital settings (gamers)
2. Prevention of cyber sexual harassment (gamers and stakeholders)
3. Legal Framework (gamers and stakeholders)
4. Technical resources against digital sexual harassment (gamers)

Each module is divided into units and each unit has a number of activities. All modules follow a similar format of blended learning including both face-to-face and online activities. Each module has a duration of 3 hours (2 hours of face-to-face activities + 1 hour for the online activities)

The ENHAGA Training Toolkit and Package is developed to be used both for the training of gamers and trainers. Male and female gamers will be trained through the practice guide to understand and recognize abusive behavior and psychological pressure. The aim is to reduce misunderstandings and gender-based hatred and enhance the quality of interaction in gaming settings encouraging an integrative environment for everyone involved. The toolkit is developed to be used by trainers, in the case of training stakeholders (civil society agents and educators), or gamers, offering guidelines and important tips that should be taken into consideration at the implementation of the training.

Table of Contents	Page
About the Training Toolkit and Package	6
Module 1: Definitions of gender-based violence and sexual harassment in digital settings	7
Module 2: Prevention of cyber sexual harassment	19
Module 3: Legal Framework	34
Module 4: Technical resources against digital sexual harassment	45
Appendices	60
References	79
Copyright Disclaimer	83



Press Release



Activity 3: Introductory Activity: Choose an image

Modality: The activity can be developed both face-to-face and online

Duration: 15'

Required materials: Electronic device with access to the internet if the activity is developed online

Description: The trainer asks the participants to choose an image from the internet or draw a symbol that they think represents the way the law should protect the individual from sexual harassment.



Each participant can, in a few minutes, comment on their suggestion by making a small presentation of his/her own legislation acts toward sexual harassment.

The theory of the ENHAGA project is to eliminate gender stereotypes that can lead to hatred and cyber bullying. This Training Toolkit and Package can be used as a tool to raise awareness, educate people and promote a harassment-free gaming environment for all. It can be applied not only to the countries where the partners of the project are based but also internationally.

You can download the ENHAGA Training Toolkit and Package [here](#).

