

Let's play the ENHAGA Game

The ENHAGA project comes to its final destination and all team members, representing partner organisations from Italy, the United Kingdom, Cyprus, and Greece, are happy to announce the **release of the ENHAGA Game!**



[The ENHAGA game is now available online!](#) Its aim is to educate young girls on what cyber sexual harassment is and how to react to cases and further report incidents.

The ENHAGA game is a **single player game** which includes engaging activities that encourage players to identify **cyber sexual harassment** and respond to it. Players can learn what cyber sexual harassment is, how different games and platforms take actions against it and how users can use these features to protect themselves. The game will be shortly translated to all partners' languages.

Aims of the project:

- Preventing and combating 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

Partners:

- ITALY: Cooperativa Sociale San Saturnino onlus [SANSAT]
- GREECE: Kyttaro Enallaktikon Anazitiseon Neon [KEAN]
- CYPRUS: Ten Ton Train LTD
- UNITED KINGDOM: Restorative Justice for All cic
- GREECE: Symplexis
- CYPRUS: Center For Social Innovation Ltd [CSI]
- ITALY: Alternata S.i.lo.s. Societa' Cooperativa Sociale