



## The European project “ENHAGA”: the products developed and results achieved

Last Friday, 17 June, the final conference of "ENHAGA - End Sexual Harassment in Gaming", was held in Rome. ENHAGA is a pioneering European project aimed at developing innovative practices and tools for the **prevention and elimination of cyber-harassment against young female gamers**, and to make girls more aware and able to react appropriately to this kind of violence. The project also promoted awareness-raising activities on the need to ensure online harassment-free gaming environments for all.

The event was attended by the seven partners from Italy, United Kingdom, Cyprus and Greece to present the pathway realised, the products developed and the results achieved during the 30-month project activity.

After the opening of the works by **Marilena Nocente**, President of the Cooperativa Sociale San Saturnino, the lead organisation, **Valentina Iacono Quarantino**, also on behalf of the Cooperative, presented the Project as a whole, illustrating the different actions.

**Theo Gavrielides**, RJ4All - Restorative Justice for All, United Kingdom, presented the **e-Book "Ending sexual harassment in online gaming: A review from the United Kingdom, Greece, Italy and Cyprus"**, a publication resulting from an in-depth research on the phenomenon of online sexual harassment, conducted both at European level and at the level of the four countries involved in the project. The research was developed on the one hand as desk research on the legal framework in Europe and in the four countries and on the other hand was approached by listening to the experiences and opinions of gamers and professionals working in gender equality, gaming and technology bodies. To this end, focus groups and in-depth interviews were organised in each country.

After the presentation of the eBook, **Giovanna Natali**, from the Differenza Donna Association, spoke about the activities and services of the association, which was established to highlight, prevent and overcome gender-based violence. The Association participated in ENHAGA's activities, in particular in the training/information meetings addressed to stakeholders.

Next, **Sotiris Themistokleous** from CSI - Centre for Social Innovation, Cyprus, presented the products of Work Package 3:

- - the **ENHAGA Training Package and Toolkit**, developed to be used for training both players and stakeholders to understand and recognise abusive behaviour and psychological pressure online,
- - the **ENHAGA game**, a game for individual gamers that, through different activities, encourages them to identify and react to cyber sexual harassment. With this innovative tool, players can learn what cyber sexual harassment is, learn how different games and platforms take action against it, and understand how users can use these features to protect themselves,
- - the **Plug-ins**.



Finally, all the partners in the persons of **Thanos Theofilopoulos** (who spoke remotely) and **Raina Melissinou**, both from KEAN, Greece, **Alexandra Kofouli** from SYMPLEXIS, Greece, and **Chiara De Conca** from Alternata Silos (Italy) presented the training activities and seminars carried out and the results achieved in their respective countries.

A debate followed with questions and interventions from the audience.

