

# "Gamer Girls": Group Groundwork needed

## ENHAGA pilot training with UK gamers

**Across the month of July 2022, gamers united online to participate in a series of training sessions hosted by RJ4All as a part of the collaborative project, ENHAGA. The innovative project has addressed cyber-harassment for female gamers through the development of a game with specialised tools to empower young girls.**

### What did the training entail?

An overarching aim of the ENHAGA project is to develop and implement innovative practices to eliminate cyber harassment for female gamers. The sessions did just that; grounded in the project Toolkits and research outputs, participants were invited to share and reflect on personal experiences, while being informed of support networks and strategies available.

**Emphasis was placed on the prevention of gender-based violence and harassment in a digital setting, the tools to mitigate their impact and the potential routes to find solutions.**

The varied discussions with current and former gamers covered the following key themes:

- the challenges in how to define and recognise harassment in an online setting;
- the challenges encountered in how (un)able they felt to respond to cases of harassment;
- related to this, the reality that the perpetrators of cyber sexual harassment in gaming appear inaccessible;
- the wider "culture" of a misogynistic and "macho" culture that they felt these challenges were related to.



# Press Release

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## LOOKING AHEAD

The sessions concluded with participants underlining the **necessity for groundwork** to be done amongst the gaming community, but also society – including games developers – **to hold perpetrators accountable.**

Participants were provided with a handout sheet that contained a list of resources, including UK charities and organisations who they could turn to or refer others to for further support and advice.

**Visit the ENHAGA Project [Website](#), where you can find more information about the ENHAGA [game](#) and tools developed throughout the project; in particular, its [innovative plug-ins](#) with anti-harassment functionalities, as well as the [e-book](#) that maps out cutting edge research undertaken in the UK, Greece, Italy and Cyprus.**

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