



The Game-OFF project

The increased time spent online is prompting questions about whether children are in control of their internet usage and if they are aware of the side effects of excessive internet use.

The GameOFF project is developing a serious game that will be used to promote a more conscious attitude towards modification of Internet addiction activities.



Aims of the project

- Adopt a balanced attitude towards media and technology.
- Recognize the importance of face-to-face communication, in addition to online communication.
- Apply a thoughtful and intentional use of social media and technology.

Outcomes and results

- Development of a bespoke training approach and serious game.
- Support of an online network to promote communication and reflection between users from different countries.
- Increase awareness to the research community, youth organizations, health associations, educations, and general population.

Digital Products

During the course of the project, many different digital products will be being produced, have a look at our infographics and newsletters through our website and facebook!

GET INVOLVED!



Facebook:

[https://www.facebook.com/
GameOFFproject](https://www.facebook.com/GameOFFproject)

Website:

<https://gameoff.eu/>



GAME OFF



Project Partners



France
e-juniors.fr



Greece
aknow.eu



Portugal
rightchallenge.org



United Kingdom
civicuk.com



United Kingdom
ntu.ac.uk

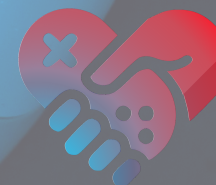


Spain
valenciainnohub.com



GAME OFF

Game-based approach towards moderating screen time



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