

# GAMEOFF PROJECT NEWSLETTER 2



Project Number: 2020-1-FR02-KA205-017382

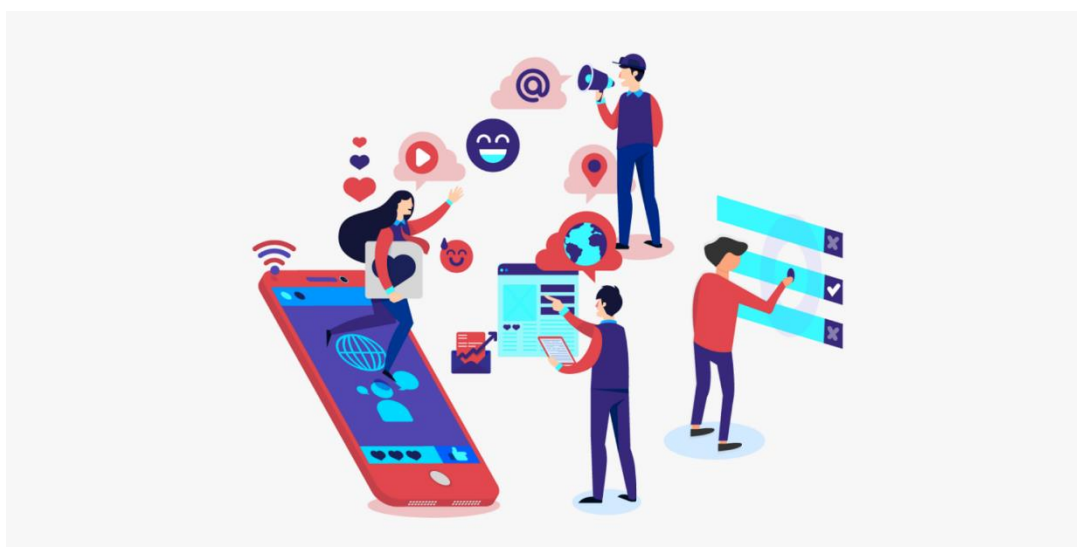
## “GAME OFF” PROJECT: CHECK OUR SECOND NEWSLETTER!

### NEWSLETTER #2 January 2021

We would like to keep you updated and tell you about:

- The surveys we conducted to gather data
- The schedule for the next meetings and next steps
- The partnership

The main aim of the GameOFF project is to produce tools to help young people adopt a balanced approach to technology use by gaining a deeper understanding and interpretation of causes, risks, and effects of constant online commitment. The partnership has been discussing and designing the first tools and materials to gain a deep understanding of the situation in the countries of the consortium.



# DISTRIBUTION OF SURVEYS

## QUESTIONNAIRES TO YOUNGSTERS

To gather information about the general use of Internet applications, we conducted a survey for youngsters from 16 to 25 years old, asking them how much time they are spending online, if this has caused them negative consequences, and finally, how they perceive themselves in terms of five personality traits: Neuroticism, Extraversion, Openness, Agreeableness, Conscientiousness. We gathered more than 230 answers from youngsters across Europe. This will give us a deep insight on Internet addiction among youngsters, and the results will be used for the development of tools and materials.

## THE PARTNERSHIP

The project is developed by eight partners from six different EU countries:

- E – Juniors (France)
- The Nottingham Trent University (UK)
- Asociación Valencia Inno Hubuture In Perspective (Spain)
- Asserted Knowledge Omorhythmos Etaireia (Greece)
- Rightchallenge – Associação (Portugal)
- Civic Computing Limited (UK)

The organizations have different characteristics and fields of specializations, which helps to develop a very effective cooperation.

## WHERE CAN YOU FIND US?

## NEXT MEETINGS AND NEXT STEPS

Due to the COVID-19 pandemic, the partnership will not be able to meet face to face, but there is another online meeting scheduled between January and February! In this meeting we will discuss about the next steps such as:

- The results of the survey
- The final design and training content for the serious game.
- The dissemination efforts and next publications.
- Internal administrative issues such as quality management and reporting.

# CIVIC



ASSERTED KNOWLEDGE  
THE ICT EQUALISERS

RightChallenge

Inno Hub  
Valencia

NOTTINGHAM  
TRENT UNIVERSITY



Visit our website:

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<https://www.linkedin.com/groups/89>

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