

GAMEOFF PROJECT NEWSLETTER 3



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

“GAMEOFF” PROJECT:

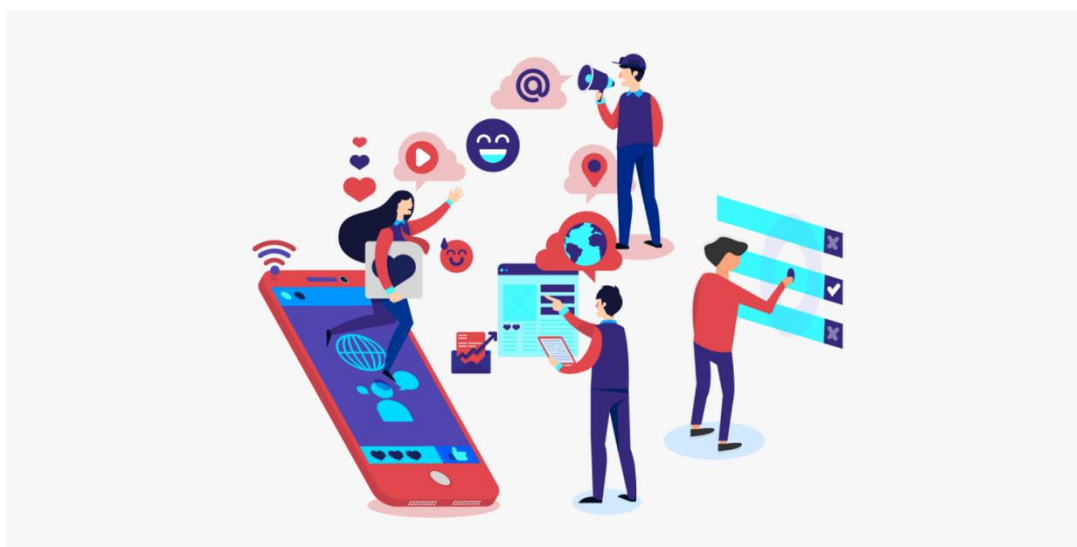
We would like to keep you updated and tell you about:

- The GameOFF serious game
- The GameOFF training material
- Our next steps

NEWSLETTER #3

August 2021

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.



GameOFF serious game

Training material

After identifying the appropriate training approach, partners created the training material for the GameOFF game. The material is divided into 6 categories:

1. Online Time Management
2. Emotional Intelligence
3. Self-care
4. Social Media and online chatting
5. Streaming and online gambling
6. Online detox

The game

The training material was integrated into the GameOFF educational game. The game is a digital boardgame where the user can choose their avatar the avatar's 'powers'. While playing the user is learning in a fun and engaging way about Internet addiction and how to develop a healthier relationship with technology.

At the moment the English version of the game is being tested by the partners. The final version will be available in the following weeks.

Stay tuned!

WHERE CAN YOU FIND US?

NEXT MEETINGS AND NEXT STEPS

Due to the COVID-19 pandemic, the partnership was not able to meet face to face so far, therefore they had their meetings online. The next one is in October and the projects next steps will be discussed. These include:

- The multilingual versions of the game
- The Trainers guide
- The Multiplier Events
- The Piloting activities

During the 3rd project meeting a Train the Trainers workshop will be held to train the project partners on how to present the GameOFF results in an engaging way.

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