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**GAMING
DISORDERS**

PRESS RELEASE

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EUROPEAN CONSORTIUM LAUNCHES PIONEERING EDUCATIONAL PROJECT ON GAMING DISORDERS

A collaborative effort led by Low-tec, together with partners across Europe, has launched the "Gaming Disorders" project, funded by the European Commission. This initiative, spanning 2023-2025, is dedicated to empowering teachers and educational staff with the skills and tools necessary to address challenges posed by digital transformation, with a specific focus on Gaming Disorders.

The project aims to educate young individuals on digital identity, encourage responsible online gaming, and create pedagogical programs for the prevention and identification of gaming-related disorders.


In a landmark meeting held in Espinho, Portugal, partners consolidated their research on the prevalence of Gaming Disorders in their respective countries, setting a foundation for the project's next phase. The upcoming stage involves direct inquiries with students, parents, and educators to gather insights on the impact of gaming.

This international project symbolizes a significant step towards fostering a balanced relationship between youth and digital technology. By equipping educational personnel with targeted training and resources, the project strives to ensure a safer and more responsible digital future for upcoming generations.

For more information and regular updates on the project, visit us:

 <https://www.facebook.com/gamingdisorders.erasmus/>

 <https://www.instagram.com/gamingdisorders.erasmus/>

 <http://www.youtube.com/@GamingDisorders.Erasmus>

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