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THE PARTNERSHIP:



A non-profit in Düren, Germany, Low-tec offers vocational training and employment opportunities, especially for the low-skilled and disabled. They provide work and study opportunities abroad, utilizing their location near the Netherlands, Belgium, and Luxembourg.



OvarForma, located in Ovar, Portugal, manages the Vocational School of Cortegaça, offering vocational training in Psychosocial Support. They focus on trainees from low socio-economic backgrounds and provide adult education and certification, with partnerships in African countries.



A training company in Córdoba, Spain, INDEPCIE specializes in attitudinal training and human performance improvement. Their expertise covers coaching, Emotional Intelligence, soft skills, and NLP, aiming to enhance individual and organizational effectiveness.



Headquartered in Dublin, Ireland, with offices in the US and UK, the 4Civility Institute is a not-for-profit organization specializing in civility, ethics, and alternative dispute resolution. They offer training and support to manage conflict and foster personal and professional growth.



Operating from Nicosia, Cyprus, CIP is a non-profit organization focusing on global education, social innovation, entrepreneurship, STEM, and sustainable growth. They contribute to educational development and community engagement in Cyprus.



A non-profit association in Ibi, Spain, Blue Beehive focuses on non-formal training in new technologies, arts, and social topics, emphasizing diversity and inclusion. They work with disadvantaged groups, including those with disabilities, offering innovative education through ICT tools like VR and AR.



The Vienna Association of Education Volunteers, located in Vienna, Austria, focuses on community service and modernizing education. They provide non-formal education, emphasizing AI, VR, and IoT, and implement socially-focused projects for inclusion and equality.



Based in Espinho, Portugal, SPEL is a network of schools serving socio-economically excluded communities. They specialize in innovative teaching for children, adults, and individuals with disabilities, and engage in European projects and collaborations with African countries.



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GAMING DISORDERS

UPSKILLING SCHOOL STAFF
RESPONSIBLE FOR
PSYCHOLOGICAL AND SOCIAL
SUPPORT TO IDENTIFY,
REPORT AND PREVENT
“GAMING DISORDERS”

ABOUT THE PROJECT:

This initiative, spanning from 2023 to 2025, aims to equip teachers and educational staff with the essential competencies and tools to navigate challenges arising from digital transformation, focusing specifically on Gaming Disorders. Our objectives include educating young individuals on digital identity, fostering responsible online gaming, and creating evidence-based pedagogical programs for enhanced prevention and identification of gaming related disorders.



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OBJECTIVES:

1

Equip teachers and educational staff with the necessary competencies and tools to effectively handle challenges arising from digital transformation, specifically focusing on Gaming Disorders (GD);

2

Educate young individuals on the concept of digital/virtual identity and help them differentiate it from their real-life identity;

3

Educate youngsters about building a healthy relationship with online gaming and the internet, emphasizing responsible and balanced usage;

4

Create an evidence-based pedagogical program tailored for educational staff to enhance their ability to prevent, identify, and report risk behaviors and Gaming Disorders;

5

Organize a sensitization campaign targeted at students to raise awareness about responsible internet use and the importance of cultivating healthy online habits.

EXPECTED RESULTS:

- Publication: "Epidemiology of Gaming Disorders in the Schools: its impact and socio-pedagogical suggestions on how to address it";
- Psycho-Pedagogical Guide for Educators;
- Pedagogical Materials for Awareness Campaigns about Gaming Disorders;
- Enhanced Preparedness of Educational Staff.



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