



**GAMING  
DISORDERS**

# NEWSLETTER

**N.1**



Co-funded by  
the European Union

**XX JAN  
2024**

## 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.



Escola Profissional de Cortegaço  
OVARFORMA - Ensino e Formação Lda.

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### PARTNERS



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.



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.



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.



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.



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.



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.



### KICK-OFF MEETING ESPINHO, PORTUGAL

On December 5th and 6th, our partners gathered in Espinho, Portugal, for our first in-person meeting. After months of virtual collaboration, this face-to-face interaction allowed us to deepen our understanding of each other's perspectives, share insights, and strengthen our commitment to the project's objectives.



-  <https://www.facebook.com/gamingdisorders.erasmus/>
-  <https://www.instagram.com/gamingdisorders.erasmus/>
-  <http://www.youtube.com/@GamingDisorders.Erasmus>

Before the meeting, each partner conducted desk research on the prevalence of Gaming Disorders and the digital landscape in their respective countries. These reports laid the foundation for informed discussions, ensuring a comprehensive understanding of the challenges we aim to address.

Building on the desk research, we are now entering a crucial phase of the project - conducting inquiries with students, parents, and educators. By engaging directly with the community, we aim to gather firsthand insights into the realities of gaming in students' lives and assess the level of awareness among parents and educators.



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