



# GAMING DISORDERS

## NEWSLETTER

### N.3



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## OCTOBER 2024

### PROJECT ACTIVITIES ARE RUNNING FULL SPEED!

We're excited to share the latest updates from the Gaming Disorders project! Since our last newsletter in May 2024, the team has been hard at work implementing key activities under Work Package 2 (WP2), focusing on interviews and roundtable discussions with educational experts and game designers. These activities have allowed us to gather invaluable insights into the intersection of gaming, education, and mental health.



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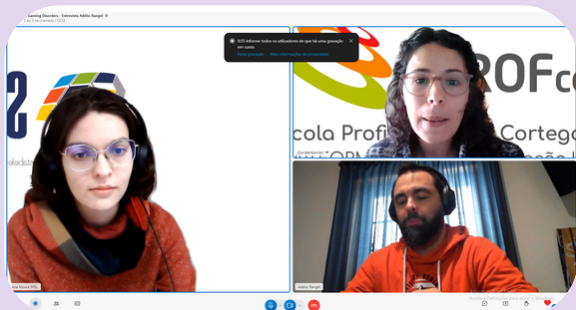
## OCTOBER 2024



START

1

### INTERVIEWS WITH GAME DESIGNERS



The consortium has recently completed a series of interviews with game designers across our partner countries. These interviews have proven to be a critical step in understanding the inner workings of the video game industry, offering valuable insights into the strategies used to captivate players and maintain high retention rates.

### INTERVIEWS WITH TEACHERS

2



the consortium has conducted in-depth interviews with 80 teachers and educational psychologists across our partner countries. The aim of these interviews was to gather practical suggestions on how schools can raise awareness of gaming disorders and better support students who may be more affected by excessive gaming. These valuable recommendations will directly inform the development of our pedagogical tools, helping schools create a supportive environment where students can balance gaming with their academic and personal lives.

WINNER

3

### ROUNDTABLES WITH EDUCATIONAL EXPERTS

Roundtable discussions with educational experts were implemented across our partner countries. These roundtables served as an important platform to present the findings from previous interviews with game designers, teachers, and educational psychologists, and to gather further input on strategies to create awareness of gaming disorders in schools.



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### MONTHLY ONLINE MEETINGS

Since the start of the Gaming Disorders project, the consortium partners have met on a monthly basis to ensure the project's smooth progress and effective coordination. These regular meetings serve as a vital touchpoint for tracking ongoing activities, sharing updates, and aligning efforts across the partner countries.



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

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

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

<http://www.gamingdisorders.eu/>

### TRANSNATIONAL PROJECT MEETING IN GERMANY

On October 8-9, 2024, the consortium partners of the Gaming Disorders project met in Düren, Germany for a face-to-face meeting. During the two-day meeting, partners shared key findings from the various work packages, including insights gathered from interviews, roundtables, and other activities. The discussions focused on how these outcomes can be used to shape the project's next phase.

Together, we also defined and prepared the activities to be carried out under Work Package 3 (WP3) in the coming months, ensuring that all partners are aligned and ready to move forward.



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