GAMING DISORDERS

NEWSLETTER N.4

JANUARY 2025

Co-funded by the European Union

New year, new opportunities!

We have officially entered the year in which our project will end! However, we still have plenty of work ahead - new activities, new materials, and new opportunities to engage with the educational community! In fact, in just a couple of months, our team will be in schools in Portugal, Spain, Ireland, Austria and Germany to test our the pedagogical guide we are preparing, as well as materials for school campaigns against gaming disorders. But first... let's take a look back!

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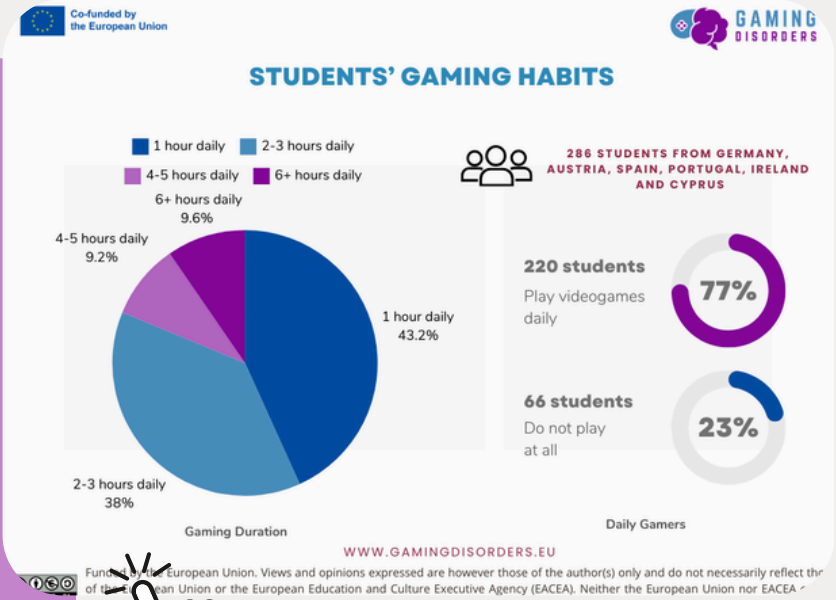
PUBLICATION ALERT!

"Epidemiology of Gaming Disorders in the Schools: its impact and socio-pedagogical suggestions on how to address it" is the title of the comprehensive report based on extensive research carried out within the framework of our project, including desk research, student and teacher questionnaires, interviews with game designers, and roundtable discussions with educational experts.
It is available in English, with the Executive Summary in Portuguese, German, Greek and Spanish.



Click the picture for more insights on the topic!

REVAMPED WEBSITE

Our website - gamingdisorders.eu - was updated with the results from Work Package 2! It now includes the full publication, as well as a series of infographics (in English, Portuguese, German, Greek and Spanish) that you can use to spark debate and promote awareness for gaming disorders!

Soon, Work Package 3 materials will be uploaded and you will have them catered to you, whether you are a student, teacher or parent. Confused? Check the website to understand!

I am a teacher | I am a student | I am a parent

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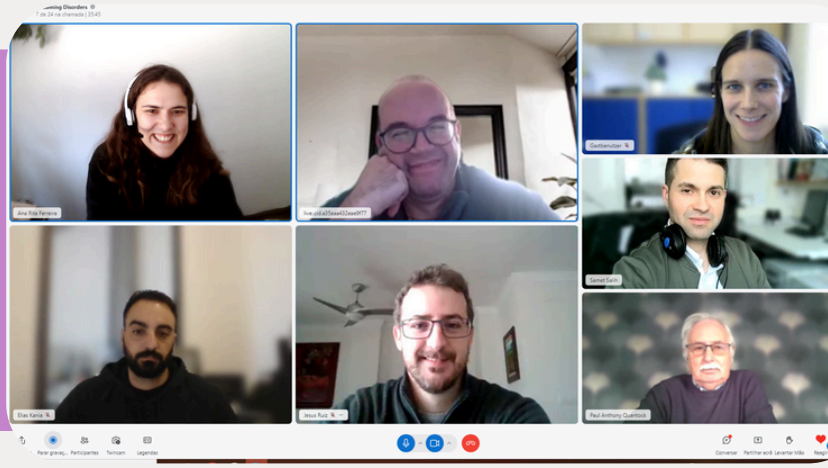
ONLINE MEETINGS

The consortium continues to meet monthly to discuss the project's next steps and define deadlines.
February and March meetings are already up on our agenda!



WHAT'S NEXT?

The next months will mark the start of our pilot testing - each partner will test the activities and resources aimed at raising awareness and tackling the issue of gaming disorders in two schools in their country.
This means we will have the chance to directly impact teachers, parents and students from **16 schools in Europe**!

Stay tuned for the next developments of our project!

DON'T MISS A BEAT

We continue to post about the project's outcomes on our social media, as well as sharing interesting news and pieces of information you may want to know.
Make sure to follow us and stay in touch!

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

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

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

http://www.gamingdisorders.eu/

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