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NEWSLETTER — ISSUE 2

Funded by the Rights, Equality  
and Citizenship (REC) Programme  
of the European Union



# Read ENHAGA's newly published e-Book and Training Toolkit & Package!

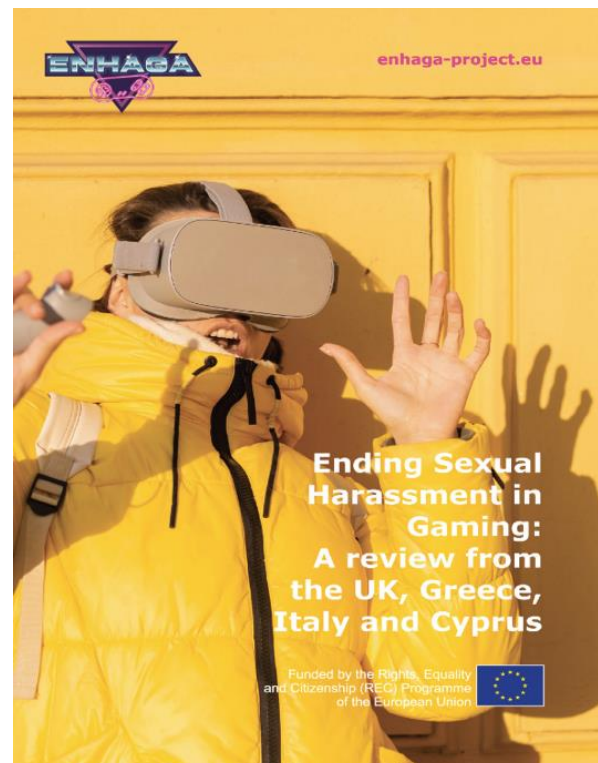
Our cutting-edge two-year project "ENHAGA – End Sexual Harassment in Gaming", funded by the Rights, Equality and Citizenship (REC) Programme of the European Union, keeps evolving! Our team members, representing partner organisations from Italy, the United Kingdom, Cyprus, and Greece, have been working creatively together to complete two key outputs of the project, the *ENHAGA e-Book* and the project's *Training Toolkit and Package*.

## The ENHAGA e-Book

All partners have collaborated to develop **ENHAGA's e-Book "Ending Sexual Harassment in Gaming: A review from the UK, Greece, Italy and Cyprus"**, that has been published by Restorative Justice for All (RJ4All).

The e-Book was based on thorough desk research examining the national legal framework on online sexual harassment in the 4 participating countries and on online focus groups and interviews that were conducted with female gamers and relevant professionals working in gender equality bodies, gaming and technology.

The key research findings show that sexual harassment is prevalent in online gaming, with female gamers frequently feeling stereotyped and singled out by perpetrators of sexual harassment due to their gender, and it can occur in multiple arenas in online gaming, including through group chats and individual chat functions.



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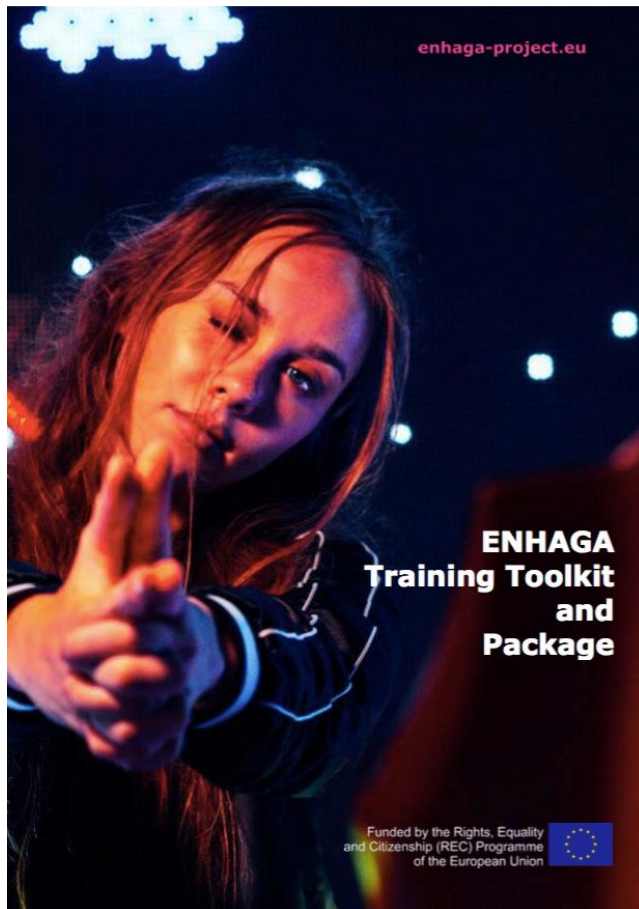
Furthermore, our findings highlighted the lack of knowledge on how to report harassment or abuse in online games. There is a severe lack of effecting mechanisms which could protect female gamers and raise awareness among members of the gaming community and stakeholders. Therefore, raising awareness training, particularly among younger gamers, appears to be the key in order to prevent such online behaviours and eliminate the

psychological impact on girls and young female gamers. This must involve the creation of online environments where an open discussion can take place.

[Read the e-book](#)

## ENHAGA Training Toolkit and Package

The ENHAGA Training Toolkit and Package aims to help to enrich and institutionalize the prevention of gender-based violence, while simultaneously develop critical thinking and increase awareness among gamers.



It includes four modules that apply to different target groups and fulfil different goals, involving both face-to-face and online activities. The modules consist of the following topics:

1. Definitions of gender-based violence and sexual harassment in digital settings (gamers)
2. Prevention of cyber sexual harassment (gamers and stakeholders)
3. Legal Framework (gamers and stakeholders)
4. Technical resources against digital sexual harassment (gamers).

The ENHAGA Training Toolkit and Package is developed to be used both for the training of gamers and stakeholders. Male and female gamers will be trained through the practice guide to understand and recognize abusive behaviour and psychological pressure. The aim is to reduce misunderstandings and gender-based hatred and enhance the quality of interaction in gaming settings encouraging an integrative environment for everyone involved. The toolkit has also been designed for the training of stakeholders, such as civil society agents and educators, offering guidelines and important tips for the implementation of the training.

[Read the Training Toolkit](#)



## Join us and spread the word!

As our partners are getting ready for the next steps of the project, there are plenty of opportunities in each country to get involved in the project!

The release of the *ENHAGA game* in the next few months will mark the start of the learning activities of the project, during which a series of *workshops* for young female gamers and professionals in the fields of gender equality, human rights, and gaming will be organized in all partner countries.

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