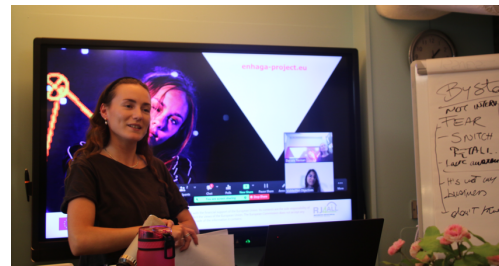


Empowering stakeholders to empower victims

ENHAGA training with UK professionals

In June 2022, a total of 42 professionals took part in two separate training sessions delivered by RJ4All through the ENHAGA project, aiming to eliminate cyber sexual harassment in online gaming.

The sessions were hybrid - first held online, followed by an in-person training in London – uniting stakeholders mainly from the education sector or involved in youth or gaming communities in some way.



14/6/22 In-person Training 1

What did the training entail?

The facilitator encouraged all participants to take stock of the current situation and reflect on how different stakeholders can take steps to safeguard victims and contribute to prevention strategies.

A key focus of the session was on the identification of the problem of harassment in digital and gaming settings, as participants had expressed a lack of confidence of the various forms that harassment can manifest in a digital setting and specifically within a game.

Reflecting on before the training, a participant – volunteer youth worker – expressed the feeling that:

"I [didn't] know anything about gaming let alone the harassment that might occur...I wouldn't be able to know it was happening, nor what I should do about it. So how could I offer any support?"

KEY THEMES RAISED & ENGAGED WITH

- The reality of the experience of harassment experienced online, with emphasised empathy to female players, that is often unknown or dismissed



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- The necessity for coordinated action amongst stakeholders to strengthen a preventative response, including awareness raising activities in educational settings and applying pressure to games developers and national governments to ensure accountability
- The recognition that all stakeholders can help by raising the profile of the issue

KNOWLEDGE IS POWER

Looking forward, the education and youth related professionals expressed that they would like to implement their new understanding in their day-to-day work, such as bringing up the topic of cyber sexual harassment in gaming with other staff members as well as parents, so that all parties can be aware. They suggested that could also even be started more subtly, by strengthening the kinds of education given to youth of all ages.

"I hadn't really heard of this problem before and can see how beneficial [the ENHAGA game] will be for gaming, especially for children and young adults who may be using online gaming platforms indecently for the first time and have trouble navigating safe spaces and ways to communicate. ... If this was to be pushed out to schools, it would be a really effective tool to help children and young people find a safe and secure place online." Training Participant - teacher

The session closed with a sense from participants that the visibility of the ENHAGA project in turn has helped **raise the profile of the problem it was addressed to and equipped them with tools to use in future.** While it is evident that more work can always be done, the training has constituted important steps that will hopefully last through individuals' own efforts.

Check out the ENHAGA Project [Website](#), where you can find more information about the ENHAGA [game](#) and tools developed throughout the project; in particular, its [innovative plug-ins](#) with anti-harassment functionalities, as well as the [e-book](#) that maps out cutting edge research undertaken in the UK, Greece, Italy and Cyprus.

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