



NEWSLETTER

N.5





GAMING DISORDERS IN SCHOOLS: THE TIME TO ACT IS NOW!

The Piloting Phase Has Begun! Our team is now actively working in, with, and for schools to bring students, educators, and parents together around the important topic of Gaming Disorders. The educational materials - developed in response to the needs identified earlier in the project - are currently being tested in Portugal, Spain, Ireland, Austria, Cyprus, and Germany.

Scroll down to discover what's happening in each country and get a closer look at our pilot activities!

















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PORTUGAL

In Portugal, three out of four activities have been successfully tested, involving more than 120 students thus far! The first activity was the "Annual Digital Day", where Wellness students organized a digital-free day for their colleagues, prioritizing traditional play. The second consisted of an impactful talk on Gaming Disorders. Finally, a student-run awareness campaign was prepared under the motto "Pause the screen. Play in real life". Thank you to all!



SPAIN



In Spain, students and teachers joined forces to test out two incredible activities prepared by our partner, INDEPCIE.

It was a day filled with learning, collaboration, and fun!

A big thank you to the two schools involved for making this event such a success!



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GERMANY

Low-Tec, our German partner, has conducted the activity "Talk about it - Circles" in collaboration with a local school. The activity aimed to promote healthy digital and gaming habits. *Danke schön!*



CYPRUS



Our partner CIP successfully carried out the pilot implementation of two key activities at two schools across Cyprus:

Teacher Training Workshop – Equipping educators with knowledge and strategies to identify and address gaming disorders.

¶ Gaming Awareness Day for Students – Engaging students in interactive reflection on gaming habits and digital well-being.

NEXT UP

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