



Co-funded by
the European Union



GAMING
DISORDERS

PRESS RELEASE

JUNE
2025

EUROPEAN PROJECT ON GAMING DISORDERS LAUNCHES PILOT PHASE ACROSS SIX COUNTRIES

The European project *Gaming Disorders*, dedicated to raising awareness and fostering prevention of gaming-related problems among young people, has officially entered its piloting phase. The initiative is currently being tested in schools across Portugal, Spain, Ireland, Austria, Cyprus, and Germany, engaging students, educators, and parents in a series of innovative educational activities.

Developed in response to the specific needs identified during the initial stages of the project, the pilot activities aim to promote healthy digital habits and encourage dialogue around the risks associated with excessive gaming.

In **Portugal**, three of the four planned activities have already been successfully implemented, reaching over 120 students.

In **Spain**, students and teachers collaborated closely to implement two dynamic activities. The sessions combined learning, creativity, and teamwork, resulting in a highly successful experience for everyone involved.

Meanwhile in **Germany**, partner Low-Tec facilitated the activity “Talk about it – Circles” in cooperation with a local school. This reflective exercise encouraged open conversations about digital use and gaming habits among students.

In **Cyprus**, two key activities were piloted in two schools: a Teacher Training Workshop and a Gaming Awareness Day.

Further piloting is ongoing in **Ireland** and **Austria**, with results to be shared in the next update. Project teams are actively sharing insights and progress through social media — stay connected and follow the journey as we work together towards a more balanced digital future for young people across Europe.

For more information and regular updates on the project, visit us:

-  <https://www.facebook.com/gamingdisorders.erasmus/>
-  <https://www.instagram.com/gamingdisorders.erasmus/>
-  <http://www.youtube.com/@GamingDisorders.Erasmus>
-  <http://www.gamingdisorders.eu/>

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

