1ST NEWSLETTER | SEPTEMBER 2023



About the project

MINDSET is an Erasmus + KA2 project that aims to create tools to prepare youth organizations and youth workers to identify the early signs and prevent the development of gaming disorder among youth.



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Objectives

Prepare youth organisations and youth workers to identify the early signs and prevent the development of gaming disorder among young people;

Raise awareness about the negative effects of excessive gaming;

Provide youth workers and youth organisations with the knowledge to recognize the signs of gaming disorder and distinguish it from nonrisky gaming behaviour;

Equip youth workers with the tools to identify early signs of gaming disorder;

Raise awareness of the need for the development of new policies and initiatives to combat gaming disorder

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Results

Handbook for Youth;

Organisational Change Guide for Youth Organisations;

Elearning platform;

Policy Recommendations;

1 Publication: Preventing the prevalence of gaming disorder among youth.

What we have done so far

The consortium met in Athens in April to define the project's activities, and since then we have been meeting online every month to ensure the smooth development of all tasks.

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What's next?

The partnership is now close to completing the first two results! After extensive desk and field research conducted by all partners regarding the status of gaming disorder at the national level, a summary report will be developed to consolidate all this information,

providing the groundwork for the creation of both the Handbook and the Organisational Change Guide.

Additionally, in October, the partnership will meet in Nantes, France, to evaluate the results achieved so far and discuss the next steps.

Stay tuned for more!



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