



GAME-BASED PEDAGOGIES FOR
YOUTH-LED DIALOGUE AND
ACTIVE CITIZENSHIP TO PREVENT
DISCRIMINATION AND
RADICALIZATION



INVOLVED PARTNERS

Six European countries have teamed up to make radicalGAME a reality. Together, we're committed to achieving our project's goals and making a lasting impact!

ABOUT THE PROJECT

radicalGAME is an initiative under the Erasmus+ program, and it's all about making a difference! Our project is focused on empowering youth, helping them develop their skills, and building networks that go beyond cultural differences. We're dedicated to tackling radicalization and promoting active citizenship. By providing tools and knowledge, we aim to help individuals navigate these important areas successfully.

Rinova Málaga S.L. (Spain), a learning and development company dedicated to promoting social innovation through cultural, educational, digital, and economic inclusion in Spain.

Symplexis (Greece), a non-profit organization, strives to enhance social cohesion, address the needs of vulnerable populations, and advocate for human rights.

RESET (Cyprus) aims to "create prosperous and inclusive societies" through Research, Education and Dialogue.

PRISM Impresa Sociale srl (Italy), a non-profit Social Enterprise fostering equal opportunities for societal progress.

JKPeV (Germany), a non-profit focused on culture, arts, and education, offers opportunities for various groups, including youth, educators, artists, and those with fewer opportunities.

Stimmuli (Greece), a non-profit, inspires education and drives positive societal change through projects fostering change-makers, entrepreneurial thinking, and sustainable behaviors.



OUR OBJECTIVE

Our project is on a mission to:

- **Foster collaboration** across policy, research, and practice to prevent youth radicalisation through cross-sectoral and transnational efforts.
- **Boost youth engagement**, participation, and combat the spread of radical ideologies using game-based learning methods.
- **Democratize the co-creation of new knowledge on civic engagement** and prevention of radicalization through participatory action research.



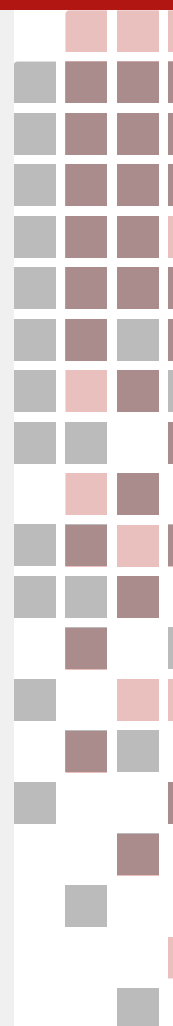
HOW WILL WE REACH OUR GOALS!

Active Involvement: Let's get creative together! We're teaming up with youth professionals and young people to design our project activities in a fun and interactive way!

Game On: We're gearing up to deliver an educational pack that's not only fun but tailored to your unique preferences and interests!

Interactive Digital Platform: We're cooking up a platform designed to match your awesome interests and style, coming soon!

Social Media Dialogues: Join us as we host discussions on social media about active citizenship, kicking radicalization to the curb, and spreading love instead of discrimination! Coming your way soon!



USER REVIEW PANEL

The User Review Panel is how we **ensure active engagement in the game's development, review, and execution.** We aim to apply participatory action research methods to project activities through co-creation and a user-led approach.

With a feedback loop of 25 youth practitioners, Preventing Violent Extremism experts, Psychologists, and game creators, the panel will offer helpful views and suggestions for enhancing the game. The diverse perspectives and expertise of the panel members will contribute to a well-rounded and inclusive game design process.



ALIGNMENT WORKSHOPS

At the heart of this endeavor lie the alignment workshops, where youth practitioners, policymakers, and experts in youth and Preventing Violent Extremism (PVEs) converge to shape the radicalGAME's scenarios, design, and rules. These workshops, were conducted across our partner countries, and they hold immense promise in fostering collaboration and innovation.

Utilizing methodologies such as the World Café Method, we aspire to harness the collective wisdom of our participants. By engaging in **collaborative dialogue and knowledge sharing**, we seek to generate insights that will shape the radicalGAME into a potent tool for promoting **active citizenship and preventing discrimination and radicalization.**

