



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



Updates from Our Meeting in Cyprus

We recently held a productive meeting in beautiful Limassol, bringing together project partners. The gathering provided an invaluable opportunity to share insights, discuss our progress, and brainstorm new ideas for radicalGAME.

Attendees participated in discussions that focused on the development of the game mechanics and set the foundation for the digitised version of the game. We are excited to implement the ideas generated during this meeting and look forward to the next steps in our project journey!

Exploring Game Mechanics

The game is a cooperative role-play card game, designed to engage players in meaningful discussions about radicalization and solutions to social issues. It incorporates a scoring system that ranges from negative to positive impacts, encouraging players to think critically about their choices.

Each round involves scenario cards that present players with real-life situations where they must navigate challenges while collaborating with others. By fostering teamwork and critical thinking, radicalGAME aims to empower youth to resist radical influences and promote positive dialogue.



Guide for Facilitators: Empowering Effective Sessions

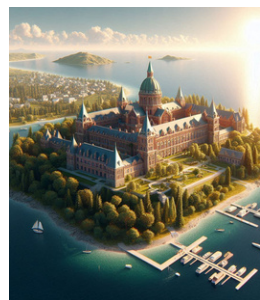
To ensure that facilitators can guide players effectively, we are developing a comprehensive facilitator guide. This resource will provide facilitators with essential tools, tips, and best practices for conducting engaging and impactful sessions. The guide will include an explanation of the game's rules and a glossary for resources and a learning matrix. It also includes tips to navigate each challenge and facilitate the dialogue among players by equipping facilitators with the right resources, we aim to enhance the overall experience for players and maximize the game's educational potential.



Exploring the Imaginary Countries in radicalGAME

radicalGAME takes players on a journey through unique imaginary countries, each facing complex social, economic, and political challenges. The countries will focus on the following specific themes; Democracy, Environment, Education, Employment, Sport, and public transportation.

These settings provide the backdrop for scenarios where players must find solutions to prevent radicalization and foster resilience. Here's a look at each country:



Demostinet: Known for its peaceful communities, Demostinet hides growing discontent. Youth feel underrepresented, and corruption seeps into institutions. A divisive ideology threatens democracy by favoring select groups. Players need to empower the young, promote fair representation, and reinforce democratic values.

Balwana: An island nation in the Southern Ocean, where mass tourism drives up living costs, leaving local communities struggling. The government focuses on wealthier districts, neglecting many citizens. The goal is to advocate for fair policies, address resource inequality, and improve living standards.

Corelandic: A service-sector economy with a strong focus on education but limited international influence and modest GDP. Sports and arts are valued, yet economic vulnerabilities persist. Players must explore ways to enhance Corelandic's global presence and strengthen social cohesion.

Alda: An island paradise grappling with severe desertification. Rising temperatures, droughts, and wildfires threaten agriculture and the economy, leading to food insecurity and social unrest. Extremist groups exploit the crisis, offering protection to struggling communities. The challenge is to strengthen resilience and ensure safety for both residents and tourists.

Sciencelands: A country built on education, hosting numerous schools and universities. Despite its reputation, the system has become fragile, with discrimination, unequal funding, and lack of proper evaluation. As conflicts grow, players must reform the system, promote active participation, and restore the culture of learning.

INNOVA: A technologically advanced society plagued by social inequality and workplace discrimination. Efficiency is prioritized over social justice, causing wage gaps and burnout. Activists push for change, and players must help build a fairer society with inclusive practices.