

## OVERALL OBJECTIVE

To build resilience of society to radicalization leading to violent extremism through interactive theatre and media outlets in Jordan.

## OUTCOMES

- 1 To raise awareness of youth to causes and impact of violent extremism using interactive theatre and arts.
- 2 Increased awareness of the public of impact of violent extremism on society.

## PRELIMINARY ACTIVITY

### *Baseline Study*

- Investigation of key causes leading to radicalization of youth
- Identification and selection of key issues to be included in the script

## ACTIVITIES

1. Development of interactive theater play.
2. Touring of Interactive Play to 5 governorates.
3. Filming and dissemination.

## ACHIEVED OUTPUTS



### PRELIMINARY ACTIVITY

**1,726** STUDENTS attended the performance

*“I just watched the performance, it really affected us and we saw characters that we know exist in real life. It is very important that we know how to deal with these characters in real life.”*

- Abdel Hameed Tawalbeh, Male, University Student, Irbid

### ACTIVITY 1

**3 MEETINGS** with experts in the fields of media literacy, cyber crimes, and PVE

**1 SET** designed and constructed

**1 FOCUS GROUP** shared feedback and input on play content

**1 SCRIPT** produced

**20 REHEARSALS** conducted by actors and theatre director

**COSTUMES AND SET** designed and produced

### ACTIVITY 2

**1 TOUR** scheduled in schools and CBOs

#### INTERACTIVE PLAY PERFORMED AT:

**15 HIGH SCHOOLS**

**2 UNIVERSITIES**

**3 CBOs**

### ACTIVITY 3

**3,200 FLYERS** printed

**4 ROLL-UP BANNERS** printed

