


GAME FOR CHANGE - SERIOUS GAME - EDUCATIONAL TOOL FOR STRENGTHENING COMMUNITY RESILIENCE

CENTRE FOR SOCIAL INNOVATIONS (BLINK 42-21)

 NORTH MACEDONIA

 12 MONTHS



OVERALL OBJECTIVE

To strengthen community resilience by using 'serious game' as an innovative educational tool.

SPECIFIC OBJECTIVES

- 1 To establish the needs, constraints, and the appropriate methodologies regarding gamification as an educational tool to prevent radicalization leading to VE.
- 2 To produce and successfully test a serious game (SG) to be used as an educational tool for prevention of VE.
- 3 To teach the implications and risks associated with radicalization leading to VE to teachers, students, and CSO representatives through the serious game.
- 4 To increase awareness of the wider public about radicalization processes with gamification as an educational tool.

ACTIVITIES

1. *Assessment regarding the use of gamification as an educational tool to prevent radicalization leading to VE.*
2. *Production of serious game as an educational tool.*
3. *Dissemination of the serious game to the five target schools.*
4. *Dissemination and promotion of the game for the wider public.*

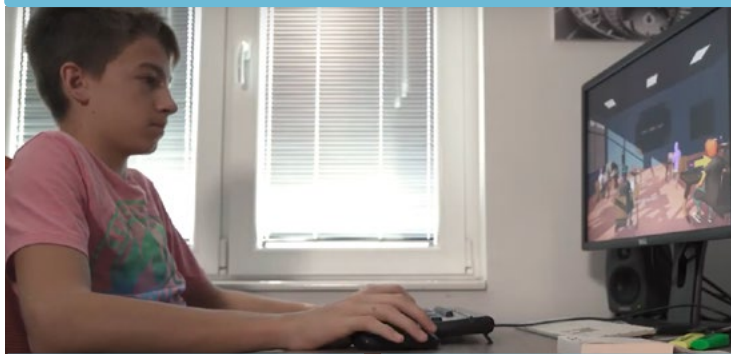
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ACHIEVED OUTPUTS



ACTIVITY 2

- 1** **SCENARIO** for serious game developed
- 1** **SERIOUS GAME** design document developed and produced
- 1** **WEB PLATFORM** developed (lunesol.eu) containing one video tutorial
- 1** **VIDEO TUTORIAL** presenting the game

ACTIVITY 3

- 3** **WORKSHOPS** and gaming sessions held
- 185** **STUDENTS, TEACHERS** participated
- 50** **CSO REPRESENTATIVES** participated
- 3** **WEBINARS** produced
- 2** **FOCUS GROUPS** for the evaluation of the game conducted with 20 teachers and students

PRELIMINARY ACTIVITY

- 1** **MEMORANDUM OF COOPERATION** signed by the Ministry of Interior Affairs
- 1** **SIGNED LETTER OF SUPPORT** from the National Committee For Countering Violent Extremism and Counter-Terrorism
- 1** **NEEDS ASSESSMENT REPORT** completed

ACTIVITY 1

- 23** **STUDENTS** participated in focus groups
- 1** **WORKSHOP** with CVE practitioners organized
- 24** **TEACHERS** participated in focus groups
- 14** **PARTICIPANTS** in CVE workshop
- 1** **REPORT** of the analysis of educational methodologies completed

ACTIVITY 4

- 117.3K** **PEOPLE** reached through a social media campaign
- 5** **PROMOTIONAL VIDEOS** produced and disseminated
- 200** **GIFT PACKAGES** distributed to the players



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