

PARTNERS



VISAGINO DRAUGYSTES PROGIMNAZIJA
Lithuania



149TH SCHOOL SOFIA
Bulgaria



CENTRO SAN VIATOR
Spain



EMVIO
Greece



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.

Together, we can prevent
GAMING ADDICTION
and create healthier,
more resilient
educational environments.



Scan for more



gameover-project.eu



game
OVER



Switch Off Addiction
POWER UP LIFE!

PROJECT NUMBER:
2024-1-LT01-KA220-SCH-000247500



Co-funded by
the European Union

THE PROBLEM

Online gaming is a significant part of young people's lives, offering entertainment and opportunities for social interaction. However, excessive gaming can lead to problematic behaviours, negatively affecting academic performance, social relationships, and mental health. Problem Online Gaming (POG) is particularly concerning among youth aged 12-16, as they are more vulnerable to developing addictive behaviours.



DID YOU KNOW?

- POG can result in increased unjustified absence from school and poor academic performance.
- Students facing socioeconomic challenges are more at risk of gaming addiction.
- Early intervention can prevent long-term negative effects on young people's development.

OUR APPROACH

GameOver takes a multi-pronged approach to combat POG:

- Raise awareness in the educational community about online gaming.
- Develop an Early Detection Instrument to identify early signs of gaming addiction.
- Create evidence-based Toolkits for teachers, students and parents about gaming disorder
- Awareness-raising activities for students with fewer opportunities who are more vulnerable to gaming addiction.

By combining research, practical tools, and professional development, GameOver seeks to empower school communities and create lasting solutions.



WHO BENEFITS?

GameOver supports:

- **Teachers** seeking strategies to address gaming addiction.
- **Students aged 12-16**, particularly those with fewer opportunities.
- **Parents**, empowering them with strategies to assist their children at home.

DELIVERABLES

- **Early Detection Instrument (EDI).** A tool to identify risk factors and early signs of gaming addiction.
- **Toolkits.** Tailored resources for teachers, students and parents.
- **Online Training program.** A course for professionals on prevention, screening, and intervention of gaming addiction.



WHY IT MATTERS

Problematic gaming not only impacts individual students but also affects families, schools, and society at large. GameOver ensures that:

- Teachers and training professionals have the skills to detect and address gaming-related issues.
- Students are informed about the risks and empowered to make healthier choices.
- Parents are equipped to support their children in maintaining balanced digital habits.