



# Welcome

## to the GameOver Project!

Welcome to the first edition of the GameOver Project Newsletter!

GameOver is a European Erasmus+ KA2 initiative focused on tackling the emerging challenge of Problematic Online Gaming (POG) among students aged 12–16.

While online gaming offers creativity, entertainment, and social opportunities, excessive engagement can negatively impact students' academic performance, mental health, and social lives. Through the GameOver project, we aim to raise awareness, develop practical tools, and empower school communities to detect and prevent problematic gaming behaviours early.

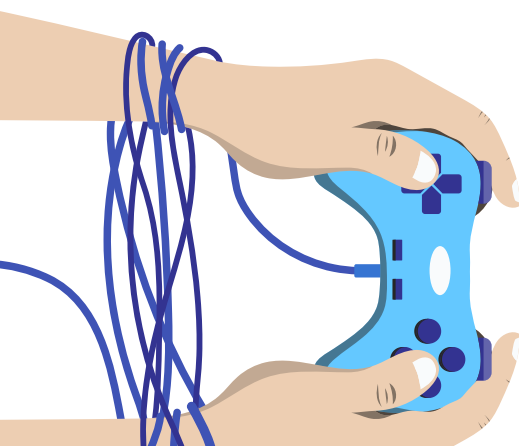
## Project Objectives

Promoting awareness of problematic online gaming within the educational community

Developing an Early Detection Instrument to help prevent problematic online gaming

Creating a Toolkit for educators to address issues related to online gaming

Organising awareness-raising activities for students with fewer opportunities to help prevent online gaming addiction



# Switch Off Addiction

## POWER UP LIFE!

# Project Results

Early Detection  
Instrument for  
Problem Online  
Gaming

Toolkits for  
teachers,  
students and  
parents

Online training  
course for  
professionals in  
educational  
institutions

GameOver brings together partners from Lithuania, Greece, Spain, and Bulgaria, working collectively to create sustainable solutions for digital wellbeing.



## What We Have Achieved So Far

### Kick-Off Meeting in Bilbao, Spain (April 2025)



The GameOver project officially launched with its Kick-Off Meeting on 3–4 April 2025, hosted by Centro San Viator in Bilbao, Spain. Partners gathered to discuss the project's objectives, action plans, and early activities.

Key topics included:

- Presentation of the field research results from surveys and interviews with teachers and students
- Introduction to the Early Detection Instrument (EDI) development
- Planning for the creation of training materials and educational resources
- Setting up project management guidelines

The meeting fostered strong collaboration and a shared commitment to helping students and educators navigate the challenges of online gaming responsibly.

### Field Research Insights

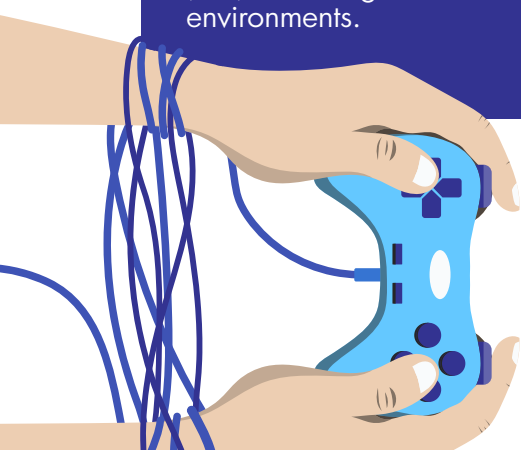
Between 26 March and 1 May 2025, all partners conducted field research across their countries:

- Online surveys for teachers and students
- Semi-structured interviews with teachers and students to capture deeper insights into gaming behaviours.

These findings will directly inform the development of the Early Detection Instrument (EDI), ensuring it is tailored to real school environments.



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# Why GameOver Matters



Problematic online gaming is an emerging issue in schools across Europe. It affects not only students' academic performance but also their emotional and social development. Teachers and families often feel unprepared to handle these challenges.

GameOver responds to this need by creating:

tools that are easy to use,

training that empowers educators,

and resources that support informed conversations between schools and families.

This is more than a project — it's an investment in student wellbeing and responsible digital citizenship.



## STAY CONNECTED!

Follow our journey as we work towards building stronger, healthier digital habits in school communities across Europe!



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## Partners



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