



# GameOver Tools

## Are Taking Shape

The GameOver project continues to support students, teachers and families in recognising and preventing the risks of **Problematic Online Gaming (POG)**.

Over the past months, partners have finalised two key project results: the **Early Detection Instrument** and the three GameOver Toolkits, now available in all project languages.

At the same time, the educational content of the **Online Training Programme** has been completed, and partners are now working on the technical and visual development of the online course.

The next phase will focus on piloting, national trainings and awareness activities across the partner countries.

Let's take a look at what has been achieved and what comes next!



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# Project Results Update

The GameOver project is moving forward with its main results. The EDI and the three Toolkits are now available in all project languages, while the Online Training Programme is being finalised.

## Early Detection Instrument

The Early Detection Instrument (EDI) supports schools in recognising early signs of Problematic Online Gaming.

It combines student self-reflection with teacher observation, helping schools collect clearer information before deciding on the next steps.

The EDI is not a diagnostic tool. It supports early identification, dialogue and proportionate school support.

Access the EDI [here](#)



## Toolkits for addressing POG

The three GameOver Toolkits are now available in all project languages. They support the main groups involved in prevention and early response:

- Students: self-checks, mini-quests and real-life stories.
- Educators: classroom guidance, prevention ideas and early identification.
- Parents: practical advice on communication, routines and support at home.

Access the toolkits [here](#)

## Online Training Programme

The educational content of the Online Training Programme has been completed and is now moving into the next stage. Partners are working on the technical and visual development of the online course, including graphics, videos, quizzes and interactive learning elements. The program includes 7 modules and is designed for teachers, school counsellors, school psychologists, youth workers and other professionals working with children and adolescents. It will support professionals in understanding, preventing and responding to Problematic Online Gaming.



Coming soon...



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# Training in Greece

On **13–14 March 2026**, GameOver partners and educators met in **Nafaktos, Greece**, for a two-day training hosted by **EMVIO**.

The event brought together **22 participants**, including teachers and project partners, and focused on the practical use of the project results in school settings.

During the training, participants explored the **EDI** and the three **Toolkits**, for students, educators and parents.

A key part of the activity was the EDI simulation, where participants had the chance to see how the tool can be used to support early identification in a structured and non-stigmatising way.

The training also included practical examples and discussion on how the toolkits can be integrated into teaching, awareness activities and everyday school practice.

The meeting in Greece helped partners move one step closer to the next phase of the project: testing the tools with users and preparing schools to apply them in real educational contexts.



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# What's Next?



## Piloting of the GameOver Tools

The partnership will test the EDI, toolkits and training materials with users in the partner countries.



## National Trainings

Partners will organise national training to introduce the toolkits and support their use in schools.



## Final Project Meeting in Lithuania

Partners will meet in **Vilnius, Lithuania**, on **3–4 June 2026**, to review progress and plan the final implementation steps.



## National Conferences

National conferences will take place in **September and October 2026**, presenting the project results to schools, professionals, families and stakeholders.



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