

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 develop community resilience to radicalization and violent extremism.

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.

PRELIMINARY ACTIVITY

Baseline assessment to determine the needs and constraints of the target group concerning the use of 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.*

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

CENTRE FOR SOCIAL INNOVATIONS (BLINK 42-21)

 NORTH MACEDONIA

 12 MONTHS

ACHIEVED OUTPUTS



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

- 20 **STUDENTS** participated in focus groups
- 20 **TEACHERS** participated in focus groups
- 1 **REPORT** of the analysis of educational methodologies completed

- 1 **WORKSHOP** with CVE practitioners organized
- 14 **PARTICIPANTS** in CVE workshop

ACTIVITY 2

- 1 **SCENARIO** for Serious Game developed
- 1 **SERIOUS GAME** design document developed and produced

"I think the game really needs to be liberated by nationalities, time and space... and it should not be identified specifically with Macedonia"

- Teacher, after a focus group



Hedayah
countering violent extremism

funded by

