

CYBERSAFE Newsletter February - May 2020

CYBERSAFE is a 2-year project funded by the European Union. Nine project partners in 8 European countries aim to develop, promote and disseminate innovative experiential as well as playful educational ICT tools that facilitate behavioural change among teenagers (12-18) on cyber violence against women and girls.



CYBERSAFE steering committee meeting takes place in Tartu

On March 4th and 5th, the partners of the CYBERSAFE project met in Tartu, Estonia. The project partners are working together to guarantee the successful implementation of an educational online tool to be used in schools, in order to

Prevention Programme for teenagers, while [Serious Games Interactive](#) updated the partners on the development of the online tool. The University of Tartu is following the preparation of pilots in schools in Greece (done by [Σύνδεσμος Μελών Γυναικείων Σωματείων Union of Women Association](#)), Italy (done by Retesalute Azienda Speciale) and Northern Ireland (done by [Nexus_NI](#)) and Estonia ([Women's Support and Information Centre](#)). The [WAVE Network](#) informed the partners about the dissemination of the project results, while University of Ljubljana supported the partners with content-related work, such as the report on online violence against girls. The second day was used for a train the trainer workshop on how to conduct structured pilot intervention and evaluations in the partner countries. The online tool, as well as the project outputs, will be available online for all the interested stakeholders/schools/organisations.

Project extended until April 2021

Due to the COVID-19 restrictions, different activities planned for the Cybersafe project, such as trainings in schools, could not take place. For this reason, the project has been extended for another six months, until April 20.

Online Violence: Useful Resources for Parents During the Pandemic

Children are at increased risk of experiencing online violence according to UNICEF

“Under the shadow of COVID-19, the lives of millions of children have temporarily shrunk to just their homes and their screens. We must help them navigate this new reality,” said UNICEF Executive Director Henrietta Fore. UNICEF has released a press release and technical note aimed at urging governments, ICT industries, educators and parents to be alert, take urgent measures to mitigate potential risks, and ensure children’s online experiences are safe and positive during COVID-19. Read the press release and download the technical note [here](#).

COVID-19 Parenting: Keeping Children Safe Online

COVID-19 has abruptly pushed children’s daily lives online. Many are introduced to remote learning and through social media and online games they stay connected with friends and family during isolation. Increased online

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content. As a parent, it is - now more than ever - important to be aware of these risks and to invest in a trusting, open conversation with your child about their online behaviour and experiences. By following [this link](#) you will find a useful graphic which illustrates how parents can keep their children safe online.

New Campaign by End Violence Against Children: Stay Safe At Home. Stay Safe Online.

COVID-19 and related isolation measures have led to children spending more time socialising, learning and playing online. End Violence Against Children has teamed up with their partners in the technology industry, including Microsoft, Facebook, Google, Twitter, Roblox and Snapchat, to develop [a new campaign to help keep children safe](#) in this rapidly changing environment. Five practical steps and resources to help you do just that, including: talk with children about online risks, stay involved in their digital world, know who they're connecting with online, use privacy and security settings, and block and report people who make them feel uncomfortable.

Introducing CYBERSAFE partners



Women's Support and Information Center

There is a way out of violence!

[Women's Support and Information Centre](#)

Women's Support and Information Centre (WSIC) is a non-profit organization, founded in 2002 as a first shelter in Estonia that focused on supporting women suffering from violence.

WSIC focuses on creating conditions for stopping the mechanisms of domestic violence, to enable rehabilitation and resocialization of survivors and reduce the risk of repeated violence by offering comprehensive assistance to victims.

WSIC unites people who are committed to making the world a better place - we work every day to help those in need and grow the community not to tolerate violence and to come to the rescue if necessary. Our goal is to achieve (basic) human rights to all community members: to live free from fear and to be able to decide for oneself, to offer children a happy childhood and a content life.

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SERIOUS GAMES INTERACTIVE

[Serious Games Interactive](#)

Serious Games Interactive (SGI) specialises in creating digital learning experiences with game elements that are educational, engaging and entertaining.

They can both deliver the poetry (game design, behavioural design, social engineering, etc.) and the plumbing (programming, graphics, etc.). SGI incorporates cutting-edge game technology and mechanics, research insights and social interaction in its solutions to drive higher engagement, improve knowledge transfer, and increase learner retention. In other words, SGI makes games that are designed for great impact.

All developments are tailored specifically to the individual client's needs.

It start by understanding the key learning objectives, along with the parameters around them. Then, SGI and clients co-create the solution to ensure they make the right choices. Following that, SGI designs it in detail, produce it and finally deploy it.

With 200+ successful projects in its portfolio and status as a key partner in 10 major, European research projects, SGI has the foundation to always deliver on budget, time and quality.

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Check out CYBERSAFE social media!

Thank you for signing up for the newsletter, which is sent twice a year. If you would like to keep updated on the project, but also on the latest news regarding online violence against women and girls, follow CYBERSAFE on social media!

You can find us on:

- [Facebook](#)
- [Twitter](#)
- [Instagram](#)

And check out our official hashtags: [#cybersafespace](#) [#endcyberVAWG](#)



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Bacherplatz 10/6, 1050 Vienna, Austria**

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