

T-GAMES - ENGAGING GAME DESIGN IN BULLYING PREVENTION

As part of the Erasmus+ programme and international cooperation, we are implementing a project focused on bullying prevention. The aim of the Games4Tolerance (T-Games) project is to contribute to the reduction of bullying and its prevention in children aged 4 - 10 years. Together with partners we are creating easy to apply and user-friendly tools and games for educational institutions, teachers and educators working with children. Our intention is to combat the growing rate of bullying by equipping those interested with the necessary knowledge and skills in gamification and game-based approaches.

The topic of bullying is an ongoing problem in contemporary education. Bullying should be addressed by a trained school staff member or an external expert invited by the school. The school acts as coordinator of the investigation, ensuring communication between pupils, teachers, school management and parents. Teachers are often faced with a lack of clarity or unwillingness to address the problem, not only from pupils but also from parents or school management.

We see potential in the possibility of directly supporting teachers who are interested in the issue of bullying and focusing on its prevention. We use gamification and game design as tools to motivate and actively engage children. By targeting prevention at young children, we want to help reduce the number of bullying incidents.

Our international team of experts will create a database of educational games, a handbook on bullying and a game methodology to prevent and tackle bullying. Our intention is to equip kindergarten and primary school teachers with the knowledge and skills necessary to apply game-based methods.

Project objectives:

- Better trained teachers, educators and support professions to be able to face bullying in all its forms. Better informed children, parents and communities.
- Greater confidence in the use of games, in and out of the classroom, in nursery and primary schools, to create a safe environment to discuss bullying and other serious issues.
- Enhancing the content of bullying prevention programmes in kindergartens and upper primary schools through the use of play principles and methodologies.

- Reduce the differences in knowledge, skills and understanding of bullying and its impact between partner countries.

The project outputs will be available at: <http://misehero.cz/t-games/>.