

MINDSET

About the project

MINDSET is an Erasmus+ KA2 project that aims to create tools to prepare youth organizations and youth workers to identify the early signs and prevent the development of gaming disorder among youth.

The Partnership

















Want to find out more?

Visit our social media pages!



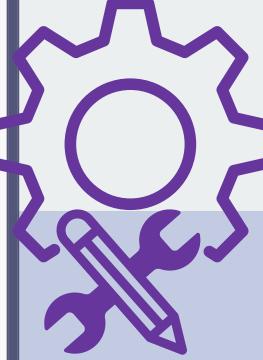




<u>Capacity Building</u> <u>Program for Youth</u> <u>Workers</u>

The main goals of this activity are to provide youth workers with the necessary knowledge on gaming disorder and to offer them useful tools that will assist them in the process of identification and prevention of gaming disorder.

The Capacity Building Program will train youth workers on the materials developed, besides providing Action Sheets and Self-Evaluation Questionnaires for youth and for youth workers.



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<u>LTTA – Learning, Training,</u> <u>Teaching Activity in Vienna</u>

Youth workers from all partner countries will attend the 2-day training event in Vienna, to test our Capacity Building Program, share insights and knowledge regarding youth gaming disorders, and the role of youth workers in addressing this in their youth work practice.



Next Meeting will be held in Vienna

At the end of the LTTA, the consortium will meet in their 3rd Transnational Project Meeting.

Looking forward to it!

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@mindseterasmusproject





What's next?

With the feedback received from the Youth Workers and Project Managers, about the training materials, during the Learning Teaching Training Activity, the consortium will finalize the Capacity Building Program.

In the summer we will implement the CBP with youth workers in each of the partners' countries.

We are thrilled to share our work with the end users and looking forward to get their precious feedback.

Things are looking bright for the prevention of Gaming Disorders in Europe!

Stay tuned for more!



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