



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



CITIZENS
IN POWER



Want to find out more?

Visit our social media pages!



@mindseterasmusproject

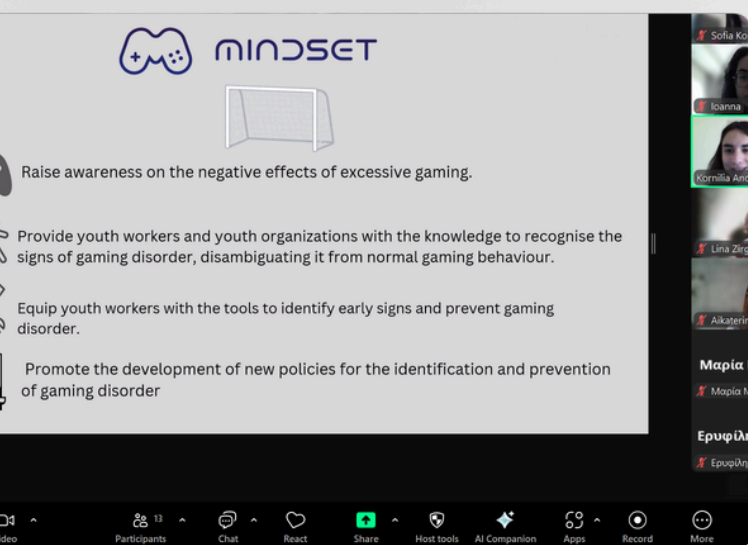
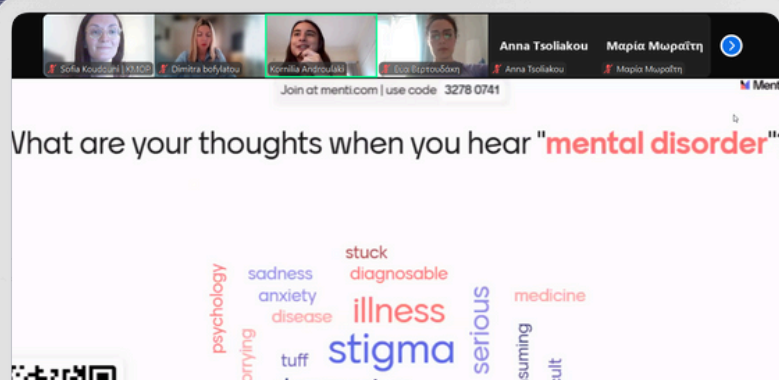
Policy Recommendations and Roadmap

We held **Policy Workshops** with stakeholders in almost all partner countries. These workshops used collaboration and diverse perspectives to generate insights that informed policy development. Activities included brainstorming and discussing policies to prevent gaming disorders among young people:

- Identifying actionable policies to enhance the early identification of gaming disorder.
- Building a roadmap for implementing these policies with input from youth organisations, policymakers and NGOs.

We are finalising the **Experience Roadmap** based on the data collected, along with some suggestions and proposed interventions:

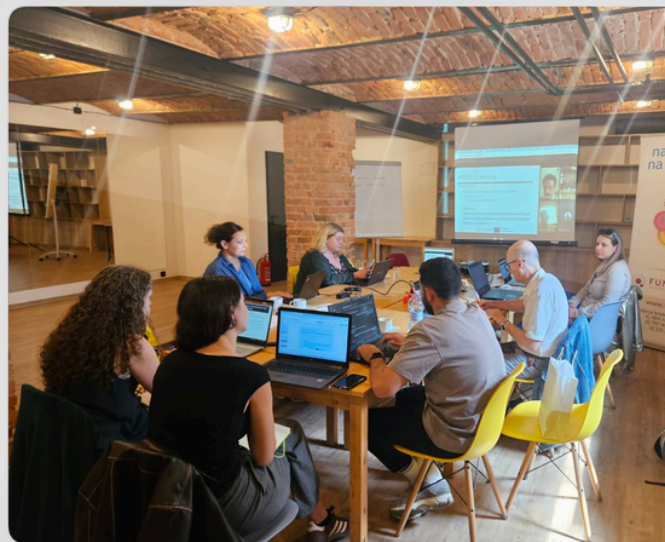
- case studies and good practices for the usability of the materials developed in Work Package 3;
- suggestions and reflections from participants in the pilot tests.



5th Transnational Project Meeting

In June, all partners travelled to Warsaw (Poland) for the fifth and final Transnational Project Meeting.

With the project due to conclude in September 2025, this final face-to-face meeting provided an opportunity to discuss all outstanding tasks and organise the remaining time to ensure a successful conclusion to the project.



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Understand & Prevent YOUTH GAMING DISORDER

Date: 18 September 2025

Time: 15.00-16.30 CET

Platform: Zoom

Language: English

Who should join?

Youth workers • Educators •
Policymakers • Health
professionals • Anyone
interested in digital well-being

AGENDA HIGHLIGHTS

- ✓ Introduction to the MINDSET Project
- ✓ Tools for youth workers & youth organisations
- ✓ EU Policy Recommendations

All participants will receive a
Certificate of Attendance!



Register
here !



More Information

mindseterasmusproject.eu

Upcoming Online International Event

At this event, stakeholders and policymakers will be informed of the project's key findings and outcomes, and of the experiences gathered during its implementation.



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What's next?

The next steps in our MINDSET project are to finalise the development of the **Experience Roadmap** and the **Policy Recommendations**.

We will present these results at the **Online International Event** on 18 September 2025.

Also in September, all partners will hold Multiplier Events in their respective countries to raise awareness and disseminate project materials and activities.

Please contact us if you would like to participate.

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

Stay tuned for more!

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