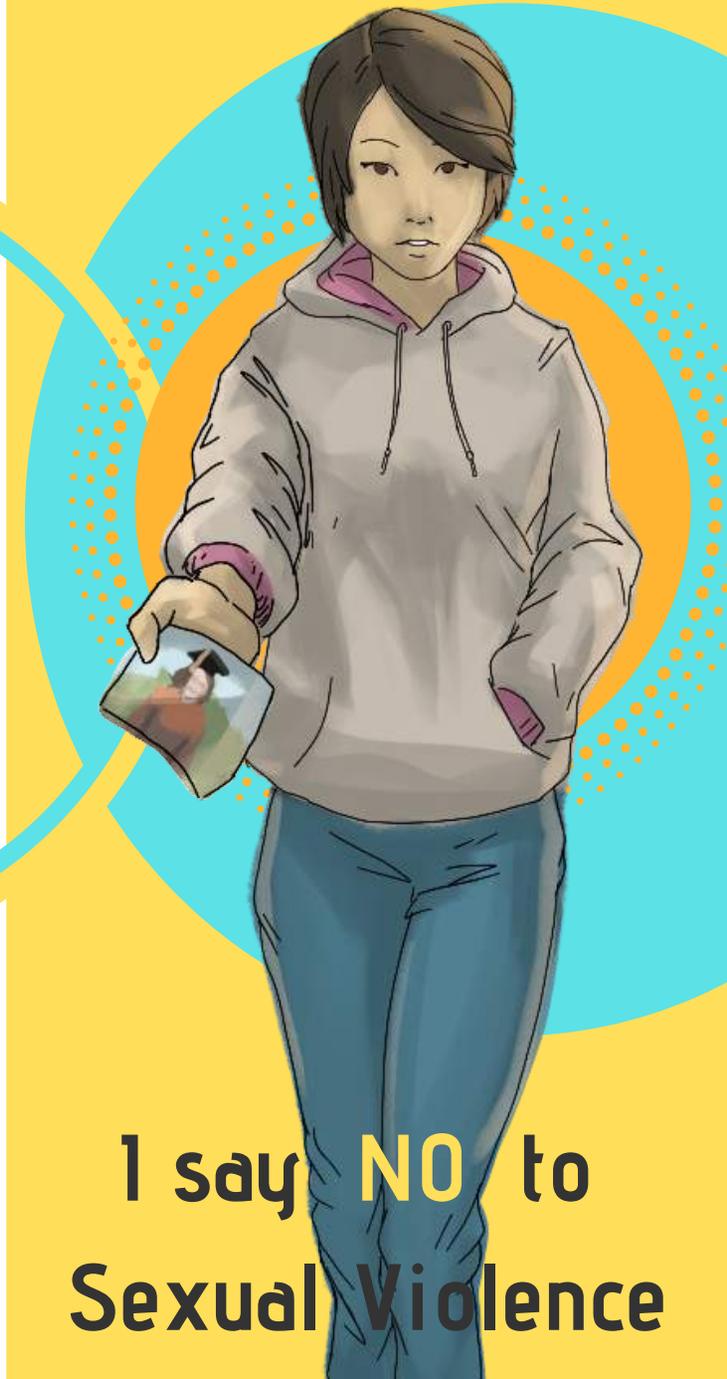


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I say **NO** to  
**Sexual Violence**

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## CONVEY PROJECT

### Digital Education for Gender Equality



The CONVEY project aims to prevent sexual violence and harassment against women using online creative and interactive educational tools.

Objectives:

1. Develop a peer-to-peer approach to education and awareness-raising on sexual violence and harassment against women by training and empowering young people;
2. Educate and contribute to behavioral change of young people through a simulation game and a pilot creative programme on gender equality and sexual education.
3. Foster the respect of women's rights in school settings through a train-the-trainer programme for teachers and educators.



### Pilot Programme: Local workshops for young people

The creative workshops on sexual education, gender equality and critical digital media literacy, targeting 50 school students and young people (aged 14-18), is implemented by trained teachers and educators in each partner country.

Engaged in various interactive activities based on the developed online simulation game, CONVEY Not a Game, the workshops are supporting the youngsters to make informed decisions, develop better coping mechanisms, contribute to positive behavioral change and prevention of gender stereotyping and gender based violence.

### CONVEY, Not a Game



CONVEY-Not a Game is an interactive educational resource that aims to raise awareness about Gender Based Violence (GBV).

The player is challenged to join an investigation adventure with mini-games, flashbacks of memories and testimonies of violence survivors, while being responsible for the discovery of the crime and its author: 5 chapters with more than 3 hours of game-play with 11 mini-games; Team set-up "invite friends into your team" feature; Collection of single player and team point as well; 9 video stories with real testimonies of survivors of sexual violence and GBV; 4 languages: English, Greek, Italian and Bulgarian.

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