

***RECOMMENDATIONS
FOR***

***RESPONSIBLE VIDEO
GAMING IN YOUTH WORK***



ABOUT THE PROJECT
RESGAME-RESPONSIBLE VIDEO GAMING FOR
PROTECTION AND
SAFETY OF YOUNG PEOPLE IN NEET SITUATION IN YOUTH
WORK
PROGRAMS

THE PROJECT HAS THE AIM TO EQUIP YOUNG PEOPLE IN NEET SITUATIONS
AND YOUTH WORKERS WITH THE NECESSARY DIGITAL SKILLS TO NAVIGATE
THE ONLINE WORLD SAFELY AND TEACHING THEM ABOUT SAFE ONLINE
PRACTICES, RESPONSIBLE VIDEO GAMING, AND THE RISKS ASSOCIATED WITH
ONLINE INTERACTIONS IN VIDEO GAME ENVIRONMENTS. SOURCES FOR THE
PROJECT ARE FROM UNICEF, COE POLICY DOCUMENTS AND RESEARCHES
FROM EU ABOUT VIDEO GAMES AND YOUTH.



**RECOMMENDATIONS WERE MADE
ON A TRAINING COURSE HELD IN
VRŠAC IN MAY 2025, SERBIA, BY PARTICIPANTS
COMING FROM
CROATIA, ROMANIA, SPAIN, SERBIA, NORTH MACEDONIA
AND BULGARIA**

**THE AIM OF THE RECOMMENDATIONS IS TO HELP YOUTH
WORKERS AND YOUNG PEOPLE
TO
RESPONSIBLY USE VIDEO GAMES IN YOUTH WORK PROGRAMS
ESPECIALLY IN TERMS OF BETTER PERSONAL
AND SOCIAL DEVELOPMENT OF YOUNG PEOPLE
IN NEET SITUATIONS AND GENERALY WHO PLAY VIDEO GAMES**





TIME MANAGEMENT: LIMIT THE TIME FOR GAMING, USE ASSERTIVE COMMUNICATION AND ESTABLISH THE AGREEMENT TOGETHER.

CHOOSE THE TYPE OF A GAME, FOLLOW PEGI MARKINGS AND BASE IT ON LEARNING NEEDS.

DO NOT GIVE PERSONAL INFORMATION IN CHATS IF MULTYPLAYING.

READ TERMS AND CONDITIONS AND PRIVACY POLICY ALWAYS BEFORE PURCHASING GAMES.

MAKE A REFLECTION AS A MUST AFTER PLAYING GAMES- WHAT IS GAINED BY PLAYING CERTAIN GAME AND WHAT WERE EMOTIONS AND THE EXPERIENCE?



USE VIDEO GAMES FOR MAKING CONNECTIONS THROUGH PLAYING.

MAKE BREAKS, PROMOTE PHYSICAL ACTIVITIES, EAT AND SLEEP REGULARLY, MAKE A BALANCE IN SOCIAL ACTIVITIES AND GAMING.

PLAN GAMING SESSIONS FORWARD WITH SET AIMS.

RESEARCH ABOUT THE GAME CONTENT ONLINE.

MAKE A SAFE SPACE AND TECHNOLOGY ERGONOMIC AND ACCESSIBLE AS MUCH AS YOU CAN.

REPORT HATE SPEECH AND HARRASMENT ONLINE TO ADMINS AND TO PEERS/COLLEAGUES.

DISCLAIMER:
**CO-FUNDED BY THE EUROPEAN UNION. VIEWS AND OPINIONS
EXPRESSED ARE HOWEVER THOSE OF THE AUTHOR(S) ONLY AND DO NOT
NECESSARILY REFLECT THOSE OF THE EUROPEAN UNION OR THE
EUROPEAN EDUCATION AND CULTURE EXECUTIVE AGENCY (EACEA).
NEITHER THE EUROPEAN UNION NOR EACEA CAN BE HELD RESPONSIBLE
FOR THEM.**

FOR FEEDBACK OR SHARING INFORMATION, PLEASE CONTACT:
OOCG.ORGANIZATION@GMAIL.COM

**OR VISIT
WWW.OKOORG.RS**

BIG THANK YOU TO OUR PARTNERS IN THE PROJECT!



„Organizacija kreativnog
okupljanja” - OKO



Co-funded by the
European Union