



Platform guidelines



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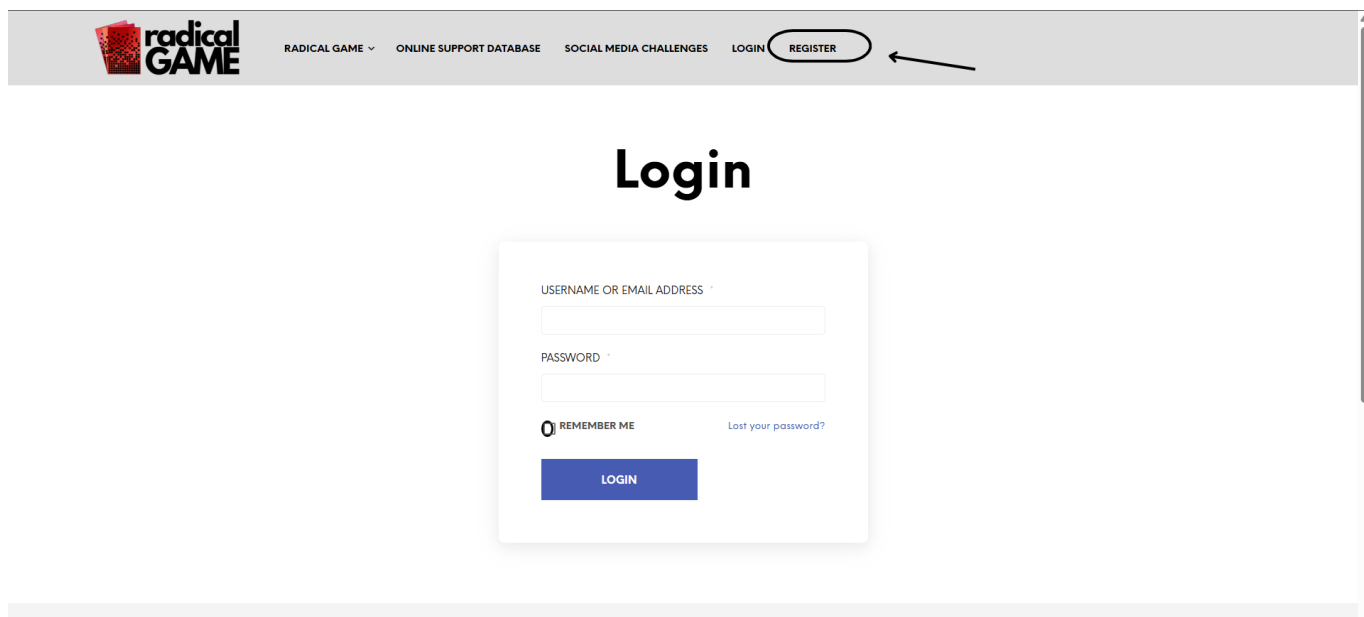


Aim of this document:

The aim of this document is to provide a detailed description on the access and use of the radicalGAME platform as well as detailed guidelines for playing the radicalGAME in an online context.

How to access the platform:

1. You can access the radical GAME through the following link: <https://radicalgameplatform.eu/>
2. In order to access the materials available, you need to register on the platform. You can do so by clicking here.



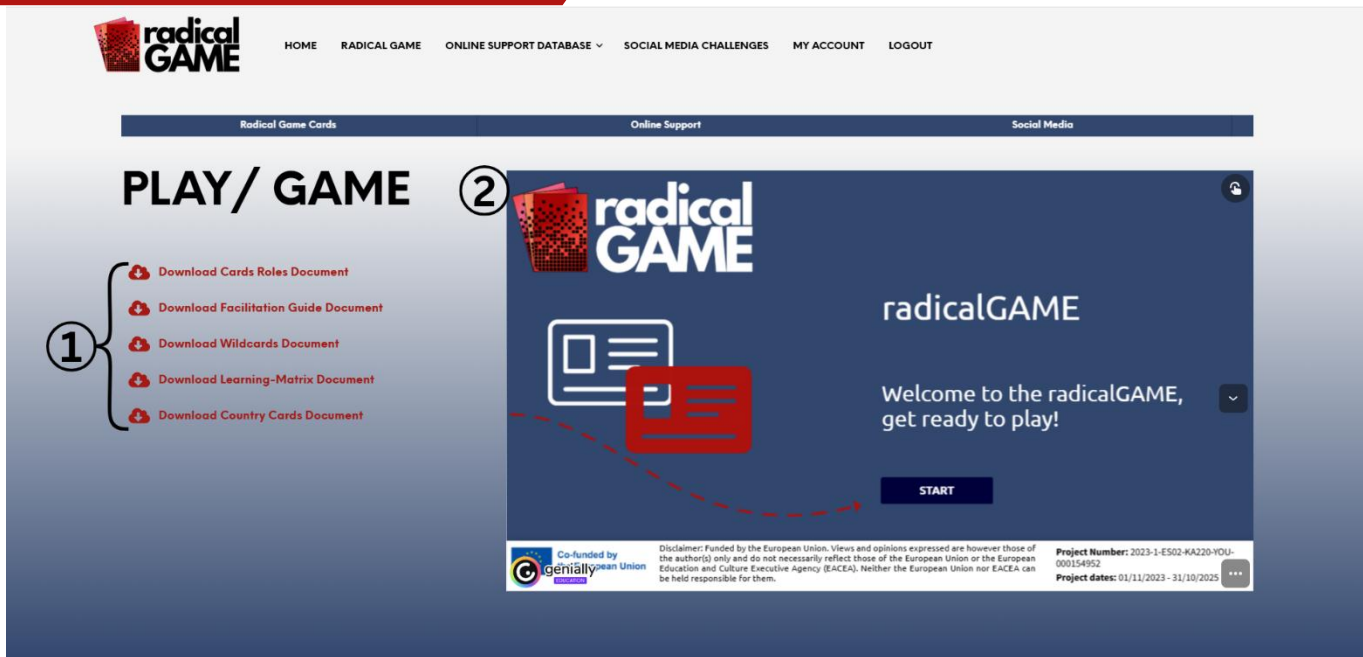
The screenshot displays the radicalGAME platform's login interface. At the top, the radicalGAME logo is on the left, and navigation links are on the right: RADICAL GAME, ONLINE SUPPORT DATABASE, SOCIAL MEDIA CHALLENGES, LOGIN, and REGISTER. The REGISTER link is highlighted with a red circle and an arrow. Below the header, the word 'Login' is centered in a large, bold font. Underneath, there is a white login form with the following elements: a text input field labeled 'USERNAME OR EMAIL ADDRESS', another text input field labeled 'PASSWORD', a 'REMEMBER ME' checkbox, a 'Lost your password?' link, and a blue 'LOGIN' button.

- Once you click on the register button, you will land on this page where you will need to fill in your details and click submit.

- Once you click the submit button, you will automatically logged in and landed onto the platform's home page. If not, please click on the login button and add your details. Once you are logged in the platform it will look like this. On the top you can see the 1- Radical Game, 2 - Online support database, 3 - Social media challenges and 4 - Account tabs.

radical GAME:

- Once you click on the radical GAME tab you will be landed in this page. You can access both the analogic version of the game with its downloadable materials (please see #1). In addition, you can also play the digital version of the game (please see #2).



Online support database:

1. To access the online support database materials, click on the online support database tab. Once you click the support services and counter-radicalisation narratives option will appear.



<https://radicalgameplatform.eu/#>

2. Once you place your mouse on the support services option you will see all countries that the support information is provided.



The screenshot shows the radicalGAME website interface. The navigation menu includes: HOME, RADICAL GAME, ONLINE SUPPORT DATABASE (with a dropdown arrow), SOCIAL MEDIA CHALLENGES, MY ACCOUNT, and LOGOUT. The 'ONLINE SUPPORT DATABASE' dropdown menu is open, showing 'Support Services' (circled in red), 'Counter Radicalisation Narratives', and a list of countries: ITALY - Support Services, GERMANY - Support Services, SPAIN - Support Services, CYPRUS - Support Services, and GREECE - Support Services. The main heading reads 'GAME-Based Pedagogies For Youth-Led Dialogue And Active Citizenship To Prevent Discrimination And Radicalisation'.

<https://radicalgameplatform.eu/#>

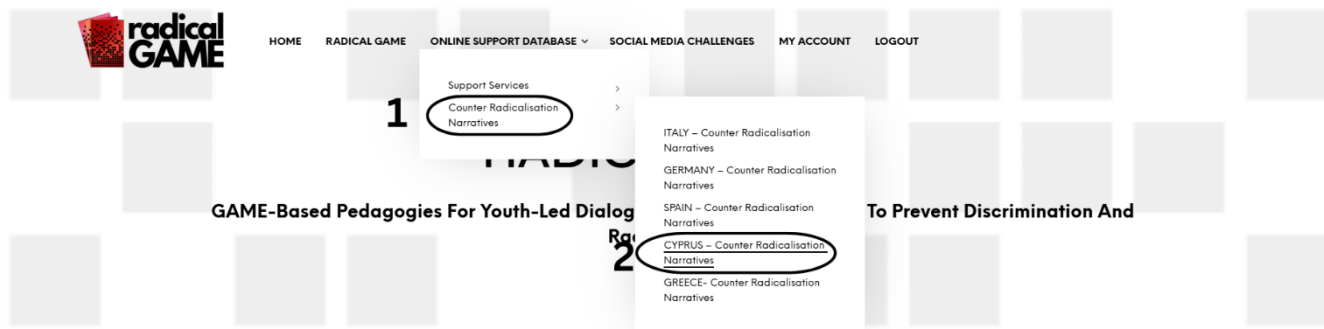
- In order to access the information in each partner country you should click on the country you will read the support services information. You can see below the example of Cyprus. You also have the option to download the information by clicking on the download button.

The screenshot shows the 'Cyprus - Support Services' page on the radicalGAME website. A red arrow points to a 'Download Document' button. The page title is 'Cyprus - Support Services'. Below the title is a table with 4 columns: NO, RESOURCE TYPE, DESCRIPTION, CONTACT DETAILS, and LINK. There is also a search bar.

NO	RESOURCE TYPE	DESCRIPTION	CONTACT DETAILS	LINK
1	Police	Cyprus Police – Emergency services	199/112	https://www.cypruspolice.com/archives/6341
2	Cyprus Association of Psychologists	List of psychologists in Cyprus	Contact telephone: +357-7001260 Email: info@cypsa.org.cy	https://www.cypsa.org.cy/directory/
3	Social Welfare Services	The Social Welfare Services are a Department of the Ministry of Social Welfare.	central.sws@sws.dmsw.gov.cy+357 22406611	http://www.dmsw.gov.cy/dmsw/sws.nsf/home_el/home_el?opendocument
4	SIKESO	The Family Support Counseling Center (SYKESO) was founded in	sikeso@cytanet.com.cy	https://sikeso.com/



4. In order to access counter-radicalisation narratives the same process will be taking place. Once you click on the online support database tab you should place your mouse on the counter-radicalisation narratives option (see #1). Once you do so, the counter-radicalisation narratives information per partner country will appear where you can choose the country's information that you wish to (see #2). The example of Cyprus will be provided below.



Download Document

Cyprus - Support Services

NO	RESOURCE TYPE	DESCRIPTION	CONTACT DETAILS	LINK
1	Police	Cyprus Police – Emergency services	199/112	https://www.cypruspolice.com/archives/6341
2	Cyprus Association of Psychologists	List of psychologists in Cyprus	Contact telephone: +357-7001260 Email: info@cypsa.org.cy	https://www.cypsa.org.cy/directory/
3	Social Welfare Services	The Social Welfare Services are a Department of the Ministry of Social Welfare.	central.sws@sws.dmsw.gov.cy +357 22406611	http://www.dmsw.gov.cy/dmsw/sws.nsf/home_el/home_el?opendocument
		The Family Support Counseling Center (SYKESO) was founded in	sikeso@cytanet.com.cy	https://sikeso.com/

5. Once you choose the country you will be landed to this page. You also have the option to download the materials.



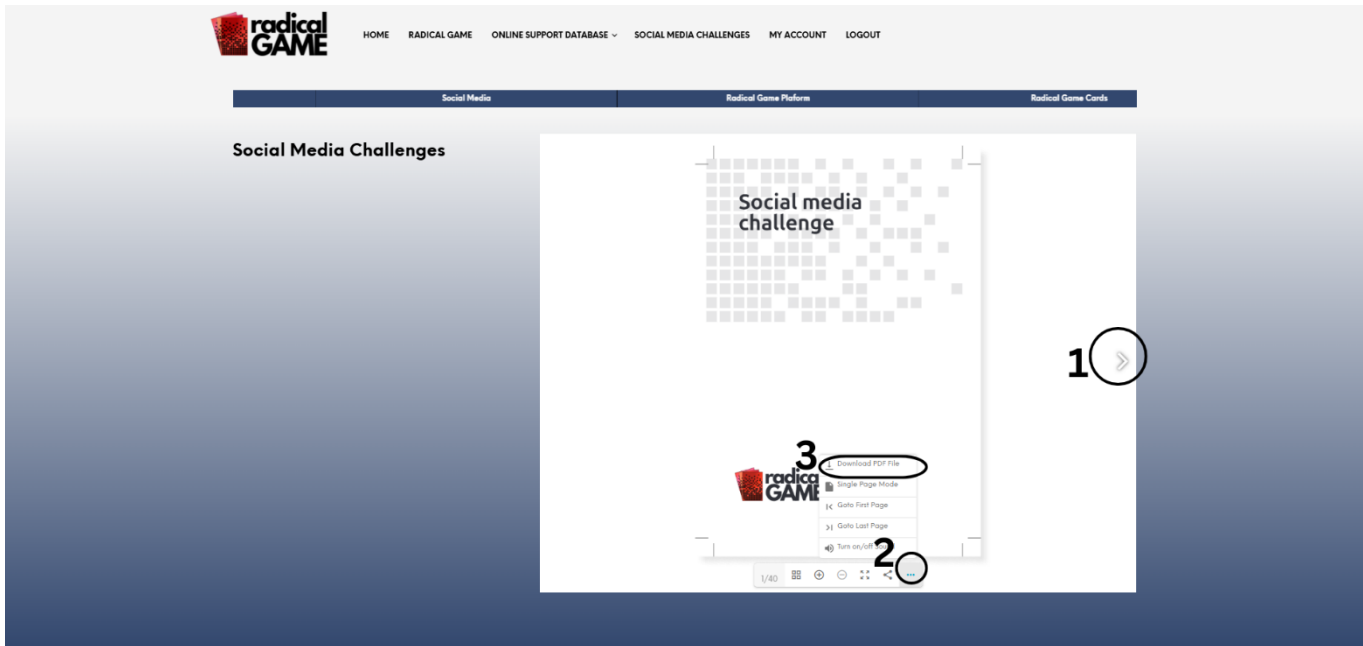
Download Document

Cyprus - Counter Radicalisation Narratives

NO	RESOURCE TYPE	DESCRIPTION	CONTACT DETAILS	LINK
1	Look for the Story' campaign	The 'Look for the story' campaign aims to raise awareness of all 5 forms of racism such as: religion, LGBTQ+ rights, immigration, sexism and nationalism.	ahdra@hdr.info +357 22445740 and/or +90 533 853 7470	https://youtu.be/Yf0DmJ9owbg
2	SISTEMA Kimpou	Social Orchestra Music Program	info@sistemacyprus.com 57-7001260 Email: info@cypsa.org.cy	https://www.sistemacyprus.com/
3	HADI!	Multicomunal youth initiative	hadi.cyp@gmail.com	https://www.facebook.com/hadecyp/

Social Media Challenges

1. To access the social media challenges, click on the dedicated tab and you will land in this page. You can swipe through the social media challenges you can click on the arrow (see #1). You can also click on the three buttons (see #2) for more option where you can also download the pdf which includes the social media challenges (see #3).

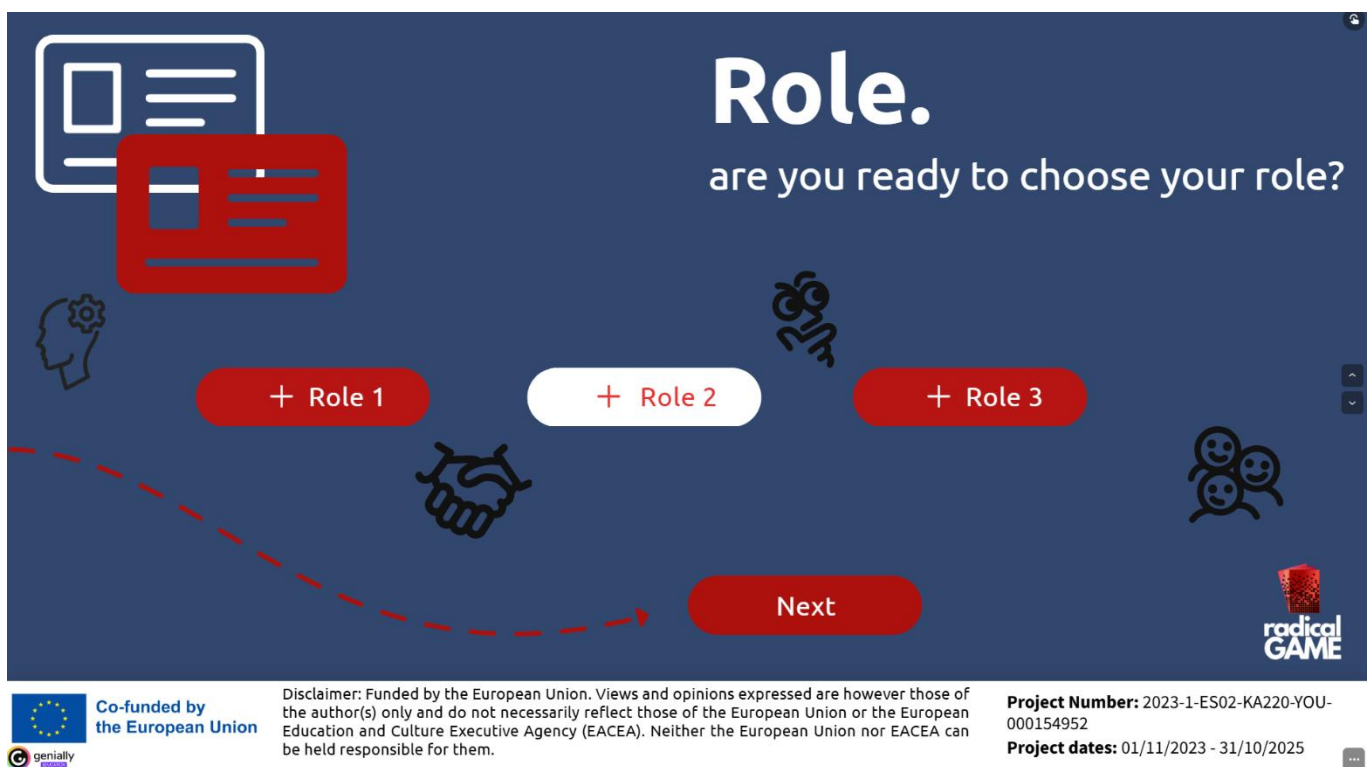


How to play the radical GAME online

1. Once you click on the radical GAME tab to access the game (see previous section). You can see the digital version of the game. you can begin the game by clicking start (see #). You can also see all the interactivity elements by click the button (see #2) and other options at the bottom right of the screen (see #3).



2. You will be then directed to the role's slide. Once you click on the role button (see #1)



3. Once you click on the role that you will like the description will appear. To move to the next slide click on the next button.

Role

This person embodies conscientiousness, responsibility, peace and a deep commitment to collective actions, understanding diverse perspectives. They actively engage in democratic dialogue, listening actively, asking thoughtful questions, and responding with empathy. Their goal is to foster mutual understanding and resolve conflicts through collaboration, prioritizing unity over division.

Keywords: Active listening, empathy, conflict resolution, emotional intelligence, advocacy, and civic engagement.

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4. The next page includes the different levels of the game. When you click the info button the description of the level will appear (see #1) and when you click on the level number it will direct you to the level slide (see #2).

LEVEL 1,2 & 3

2

1
Level 1
+ Info

2
Level 2
+ Info

3
Level 3
+ Info

Back

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Level 1:

1. Once you click on the level description this is the slide that should appear. Please see level 1 as an example and note that the same process should be adopted for all levels.

Level 1

6 countries with 5 scenarios, which one will you choose? Get ready to guide the players and hope that they find the best solution for each scenario! Decide whether you will be playing the easy, medium or difficult one. A reminder for the difficulty levels:

Easy: Go through only 3 countries and complete one scenario per country

Medium: Go through 2 countries and complete all scenarios per country

Hard: Go through 6 countries and complete 2 scenarios per country

Legendary: Go through all countries and scenarios

There is more than that! After the players can finished with the scenarios everyone (including you) should reward each other with the wildcard that each one deserves based on their performance.

For further information please see the facilitation guide!

Back

radical GAME

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2. Once you choose **Level 1**, the first slide that will be presented will include all of the countries to choose from. In order to choose the country, you wish you just click on it (see #1). As an example the Country of Balwana will be chose. In order to return back to the slide with all the levels, you can click to the 'back to the levels' button (see #2).

LEVEL 1
Countries

1

Balwana

Sciencelands

Corelandic

Inovva

Demostinet

Alda

2

Back to the levels

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3. After you choose the country, you would like to proceed with, you will find on the next slide the description of the country (see #1), the different scenarios of the country that you can choose from (#2). Once you have decided which scenario to proceed with you can click on it so that you are directed to it. On the bottom left (see #3) you can click the 'back to the countries' button to direct you back to all the countries. In addition, when you click on 'back to the roles button' (see #4) you will be taken to the slide with the roles and when you click on 'back to the levels button' (see #5) you will be directed to the slide with the information on the levels. Lastly, at the bottom right you can see the 'wildcards' button (see #6) where you will be directed to the wildcards.

1
Balwana

Balwana is a country located in the Southern Ocean. The south of Balwana has some amazing nature with crystal clear waters which is only where the attention of the government is focused on. Due to the mass tourism, the prices in Balwana are extremely high with only the owners of the hotels and resorts benefitting from it. Wages are quite low for the locals as they barely have enough for necessities such as rent, electricity, nutrition, and transportation while many of them are forced to share accommodation for lower rent especially in the urban areas of the country. Since, there is not much touristic appeal the government ignores the needs of the population but only focuses on urban areas where richer habitants are living. As a result, the majority of urban cities of Balwana are overcrowded without any glimpse of governmental help, unless they are inhabited by privileged residents.

2

MILES TO GO: "HENRY'S STRUGGLE FOR A NEW BEGINNING"
FORCED OUT: SUZANNE'S STRUGGLE IN A CHANGING CITY"
HENRY'S COASTAL CONUNDRUM: A RACE AGAINST TIME TO FIND A HOME"
ARIEL'S CYCLING STRUGGLE: BALANCING WORK, SAFETY, AND HEAT IN A GROWING TOWN"
URBAN CHALLENGES: THE SEARCH FOR FOOD SECURITY IN BALWANA"

3 BACK TO THE COUNTRIES
4 BACK TO THE ROLES
5 BACK TO THE LEVELS
6 WILDCARDS



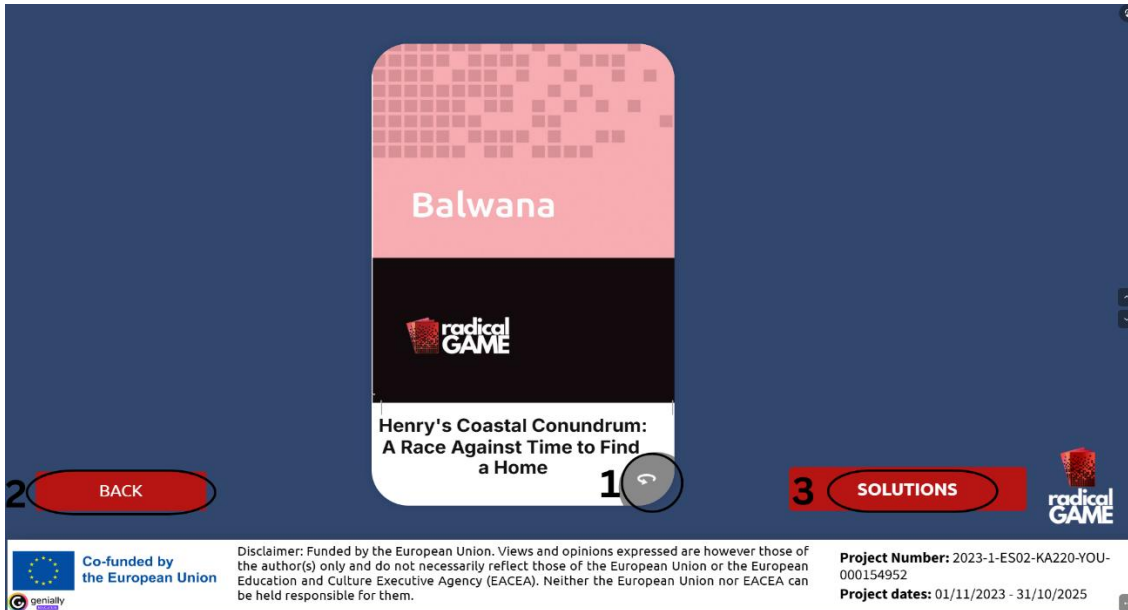
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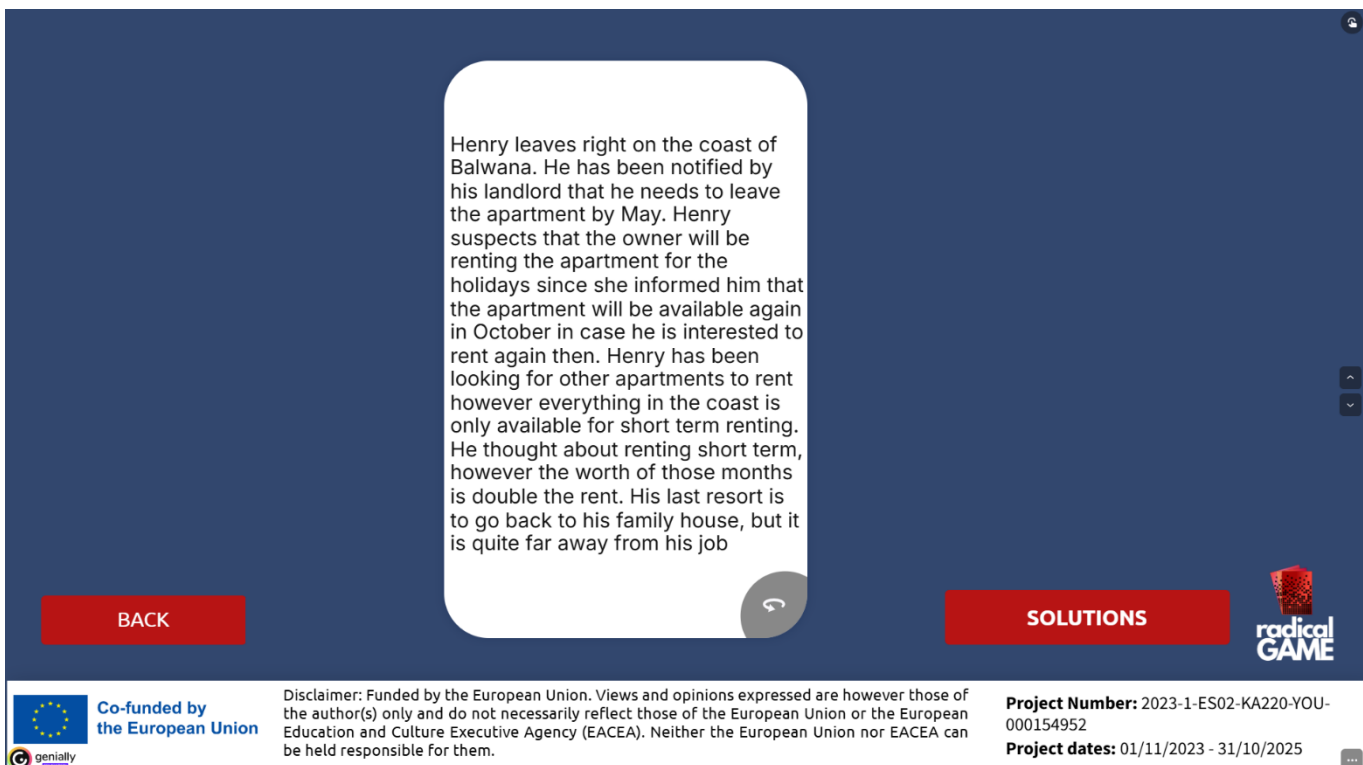
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- Once you click on the scenario you wish you will be directed to this slide. In order to read the scenario, click on the arrow (see #1). You can go back to the country description by clicking the back button (see #2) and you can also proceed to the solutions of the scenario by clicking on the solutions button (see #3).



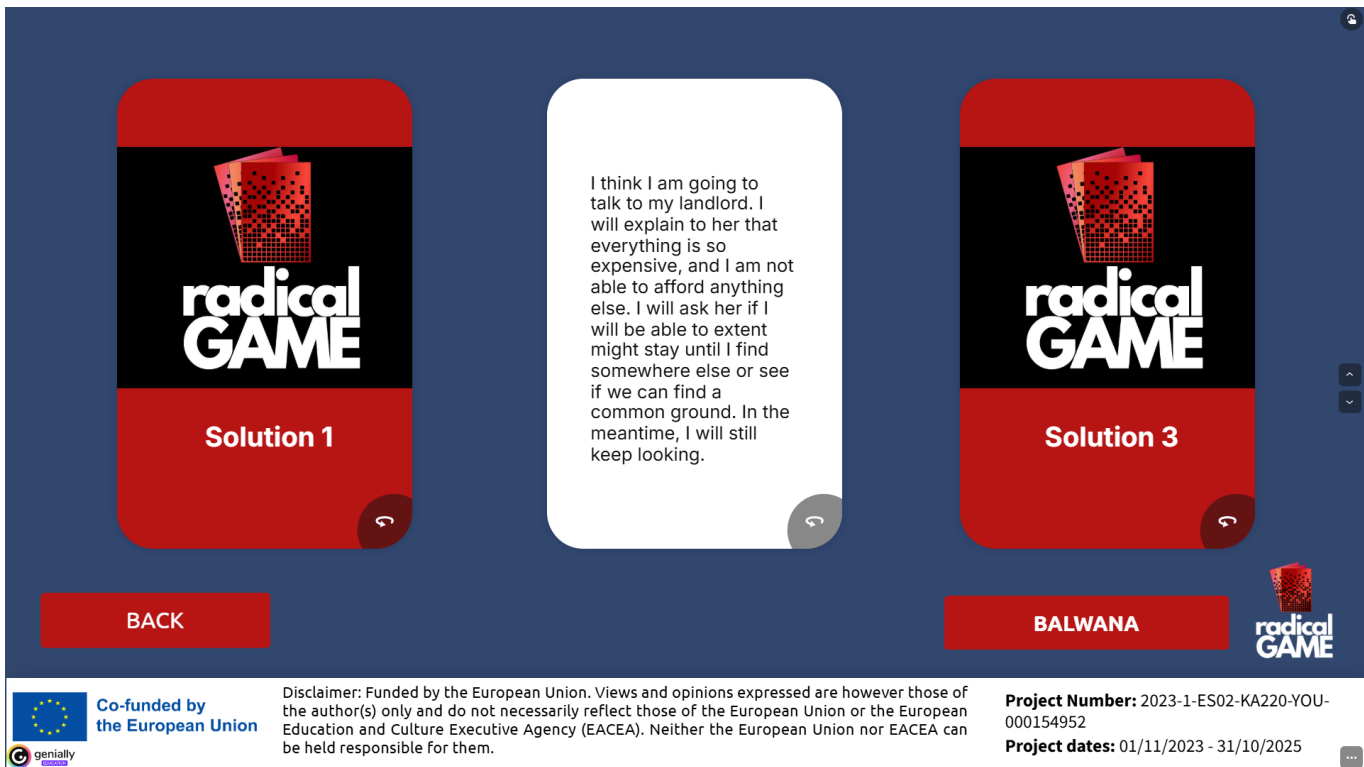
Once you click on the arrow to read the scenario this is what you will see.



- Once you click on the solutions button you will be directed to this slide. In order to see the solution you can click on the arrow on the card. In order to go back to the country slide, you can click on the respective button.



Once you click on the arrow of the solution card, this is how it will appear.



- Once you finish with the scenario you are playing with you can access the wild cards, by going back to the country slide and clicking on the wildcards button (also mentioned above). Once you click on the wildcards button, this is what the slide will look like.



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To read the description of each of the competency click on the cards and you can close the window by clicking the close button. You can go back to the levels slide by clicking on the 'back to the levels button'



The wildcards

Media Literacy and Critical Thinking: Media literacy encompasses the ability to access, analyse, evaluate, and create media in various forms, including news, social media, and entertainment. It involves understanding how media messages are constructed, recognizing biases and perspectives, and deciphering the intentions behind the content.

Back to the

Wildcard
Civic Participation
and
radical GAME

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Level 2:

1. Similarly to Level 1, in order to read the information to level 2 you should click on the info button (see #1) and click on the level button (see #2) to play level 2.

LEVEL 1,2 & 3

1
Level 1
+ Info

2
Level 2
+ Info

3
Level 3
+ Info

Back

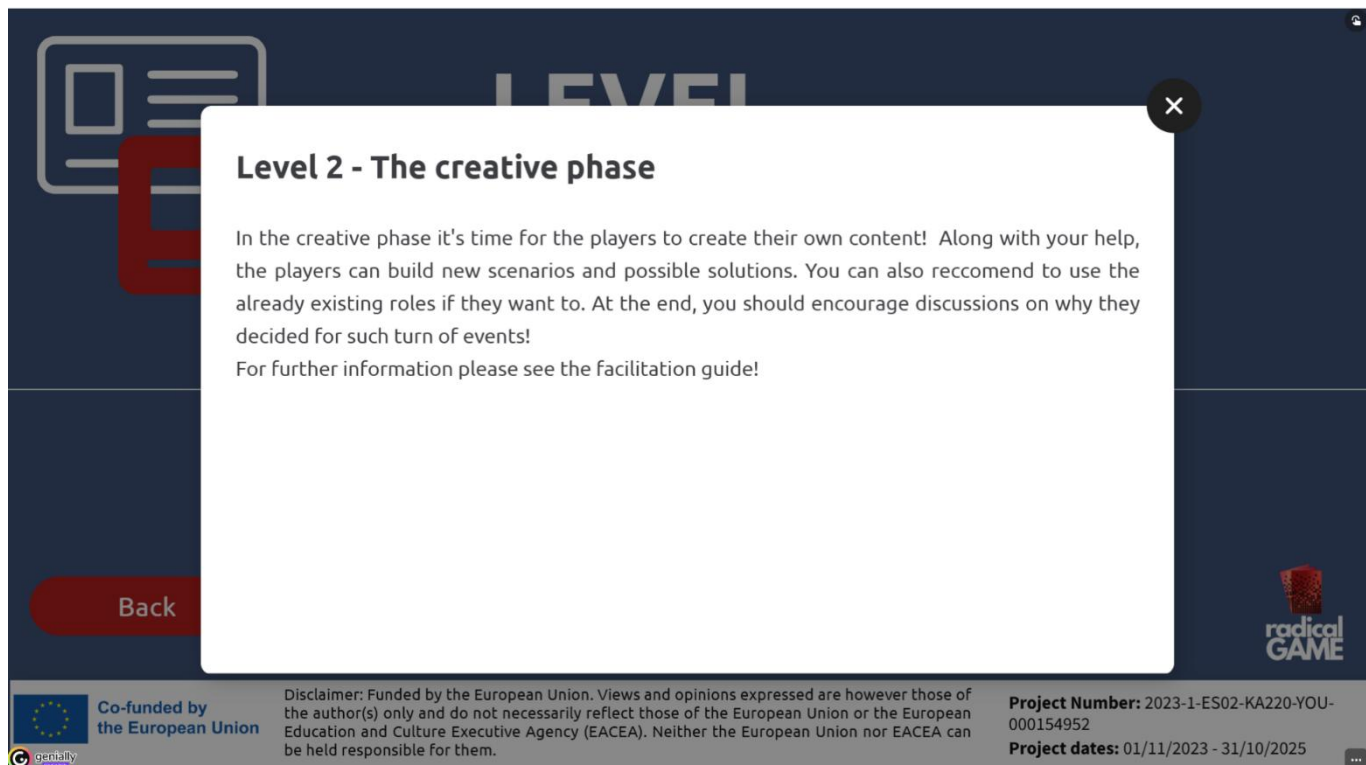
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2. Once you click on the information button (see #2) you this slide will appear



The screenshot shows a presentation slide with a dark blue background. A white modal window is open in the center, titled "Level 2 - The creative phase". The text inside the modal reads: "In the creative phase it's time for the players to create their own content! Along with your help, the players can build new scenarios and possible solutions. You can also recommend to use the already existing roles if they want to. At the end, you should encourage discussions on why they decided for such turn of events! For further information please see the facilitation guide!". Below the modal, there is a red "Back" button on the left and the "radical GAME" logo on the right. At the bottom of the slide, there is a footer with the following information: "Co-funded by the European Union" (with the EU flag logo), a disclaimer: "Disclaimer: 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.", "Project Number: 2023-1-ES02-KA220-YOU-000154952", and "Project dates: 01/11/2023 - 31/10/2025".

3. Once you click on the level 2 button (see #1 on the previous slide) this slide will appear. To read what is written in the cards you should click on the arrows at the bottom right of the cards (see #1) and to go back to the levels button you should click on the 'back to the levels' button (see #2).

LEVEL 2 – CREATIVE PHASE

Time to create your own scenario!

2

Back to the levels

What scenario will you think of?

1

radical GAME

radical GAME



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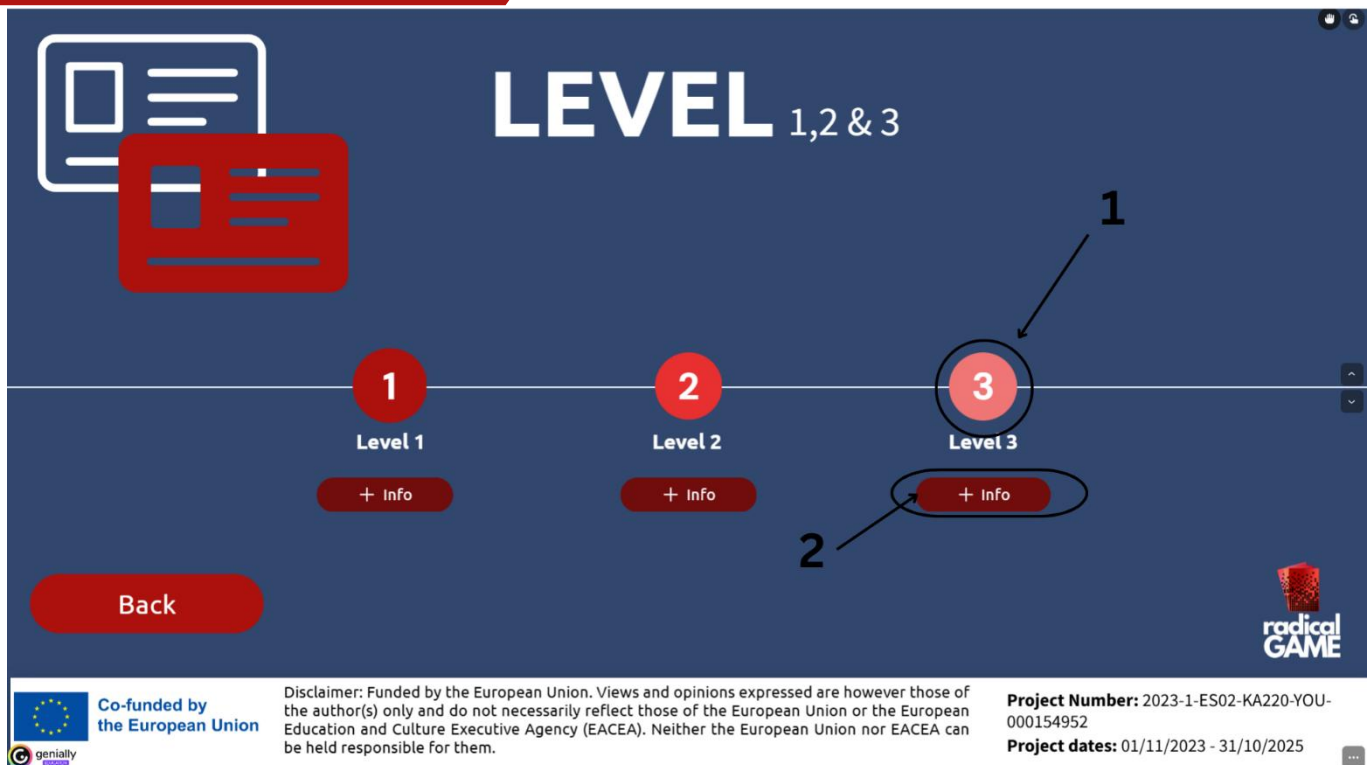
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Level 3:

1. Similarly to Level 2, in order to read the information to level 3 you should click on the info button (see #1) and click on the level button (see #2) to play level 3.





2. Once you click on the information button (see #2) you this slide will appear



3. Once you click on the level 3 button (see #1 on the previous slide) this slide will appear. To skim though all the cards you should click on the arrows on the left and right (see #1). You can also scan the QR code on the bottom right of the slide where it will provide you links to be directed to the Facebook, TikTok and website of the project (see #2). To go back to the levels, slide, you can click on the 'back' button (see #3).

LEVEL 3 Social Media Challenges

1

2

3

Back

Scan Me



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