

September 18 2021 Online Event

About Play Your Role

Play Your Role uses the strong potential and attractiveness of video games to create spaces for dialogue on the messages circulating in this complex universe, which can have significant repercussions on the way young people construct their representations of the other, and behave when facing stereotypes. Video games are used as a pedagogical vector to address the issues of discrimination underlying hate speech, to give tools to handle conflicts and to promote citizenship in a way that speaks directly to teenagers.

Main Actions

- **Research**
- **Creation of [toolkits](#)**
- **Organization of a European hackathon to produce games against hate speech.**
- **Creation of a resource portal**

Closing event of the European project Play Your Role

Conference & workshops "Games against hate speech"

Because video games are both the problem and the solution

What can be done to prevent our young people from being regularly exposed to online hate speech and help them cope with it? While many initiatives have taken up the issue on social media, little has been done in the context of video games. Yet it is urgent to act and to create counter-narratives as well as to encourage game creators to imagine mechanisms that stimulate the knowledge of how to live online together. Play Your Role has focused for two years on the use of video games to develop young people's critical thinking and to help them fight against online hate speech. How does it work? The originality of the project is to use video games as an educational tool to carry out its actions.

A project that provides answers and tools

This event will present the results of the work conducted by German, French, Italian, Lithuanian and Polish partners: a research, a pedagogical toolkit with 15 educational courses based on existing games, games developed within the project...

For everyone involved in the fight against hate speech

Experts in Media Education, institutions, elected officials, video game creators, educational mediators...

The international conference will present the outcomes of the project. It will be followed by national workshops dedicated to educational mediators. These workshops will allow participants to appropriate some of the project's resources to carry out their own actions with the young people they supervise.



PARTNERS



About Savoir*Devenir

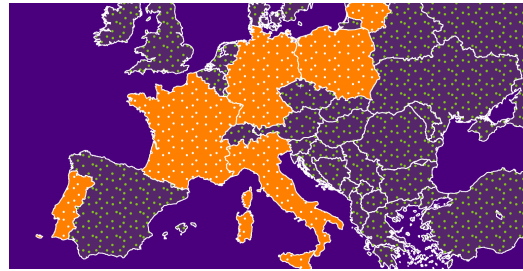
Savoir*Devenir is a non-profit association founded in January 2017 and backed by the UNESCO Savoir*Devenir Chair located at Sorbonne Nouvelle University.

Its vocation? Promoting the development of Media and Information Literacy and supporting the media and digital transition in an ethical, participatory, solidarity-based approach through initiatives in the following areas:

- Media and Information Literacy (MIL in the digital world)
- Digital literacy (Reading, writing and creating on all media)
- Internet Governance (Decoding to influence future decisions)
- Citizenship and Digital (Thinking and mastering one's digital rights and duties)

<https://www.savoirdevenir.net>

PROGRAMME



Plenary conference 11:15 am - 12:30 am

- **Introduction – Media & Information Literacy and hate speech:** Divina Frau-Meigs, Professor Sorbonne Nouvelle & President of Savoir Devenir
- **Insights and actions of the national French Observatory on Hate Speech:** French TV and radio regulatory body, Carole Bienaime-Besse, Member of the CSA.
- **Presentation of the Play Your Role European project**
Overall achievements by Silvia Ferreira Mendes, Project manager at Centro Zaffiria, the Media Education Center coordinating the project
Focus on research results - CIAC - Centro de Investigação em Artes e Comunicação, University of Algarve, Portugal
Virtues of gamification to tackle sensitive issues: Alexis Deschamps, Director of the Film, Animation and Video Games Bachelors at E-Artsup School, Toulouse, Creative Director at Freya Games.
- **The answer of the French Defender of Rights to counter discrimination:** George Pau-Langevin, deputy of the French Defender of Rights in charge of the fight against discrimination and the promotion of equality.

The conference will be held online both in English and French with simultaneous translation

INTERNATIONAL WORKSHOPS

"Let kids play against hate speech" 2:00 pm – 3:00 pm

- **Workshop 1 – Italian workshop “Hate Speech and Toxicity in Video Games, Chat Rooms and Blogs”, tackling hate speech in the social spheres around video games on the examples of the Play Your Role developed games.** In this workshop, the two video games “**Divide & Impera**” and “**All Among us**” will be presented. They are two examples of gamification to counteract online hate speech by activating teenagers' skills and bringing the issue to the centre of their gaming practices – **Centro Zaffiria** (Alessandra Falconi, Zeno Menestrina, Cecilia Piazza) with **COSPE**. The workshop will be held in Italian.
- **Workshop 2 – Polish workshop: Are we prepared to encounter online hate speech? Do we know how to respond to it? Can we recognize a pathological situation quickly enough? It is not always easy.** During the workshop, **Fundacja Nowoczesna Polska** will present to teachers and educators pedagogical itineraries and we will try them out in practice. The goal is to try to prepare young people for various types of difficult communication situations related to one of the most important forms of cultural activity – computer games. The workshop will be held in Polish.
- **Workshop 3 – German workshop: “Experiencing and tackling Hate Speech” – How does it feel to be discriminated against?** In this workshop **JFF–Institute for Media Education** will present the interactive blog-game “**Among all of us**” and a virtual **Minetest** world designed for groups to experience discrimination first hand and discuss hate speech in a playful yet safe way. Minetest is an open source variant of the popular creative game Minecraft. If you download the free game beforehand you can join and “walk” with JFF in the interactive world. The workshop will be held in German.
- **Workshop 4 – Lithuanian workshop – “Tools to tackle violence, cyberbullying and hate speech online”.** In this workshop, **Vsi Edukaciniai Projektai** will present and try out in practice games developed throughout the project – “**YouTuber Simulator**” and “**Among all of us**” and other good practice examples on the European level. The workshop will be held in Lithuanian.

[Online conference registration link \(registration is required to get access to the online conference\)](#)

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