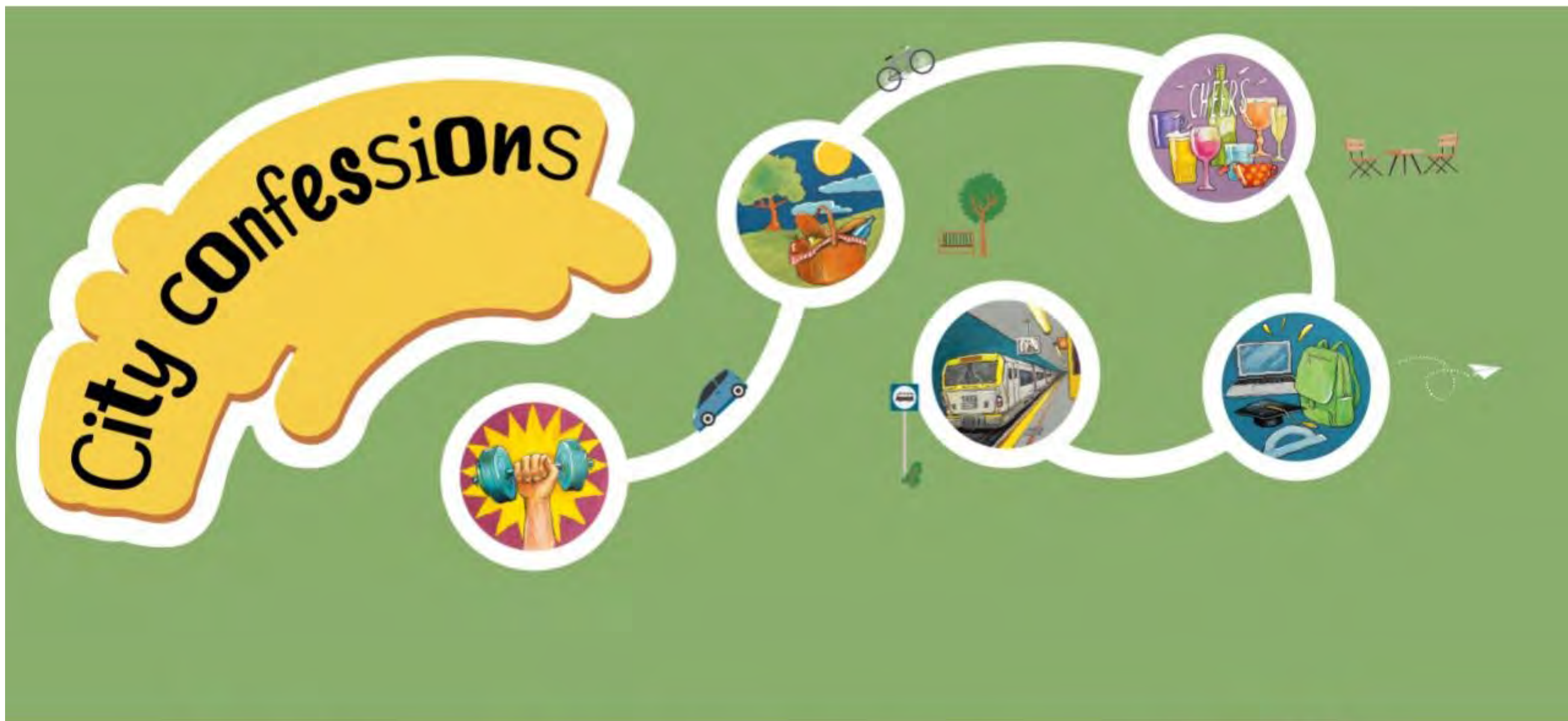


Citizen-led Co-creation
of a Board-Game
for Sexual Violence
Prevention

Danielle Fernandes, Vrije Universiteit Brussel



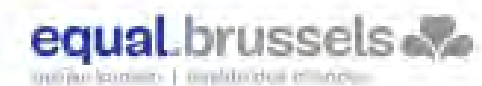
zijkant
de progressieve
vrouwenbeweging



GENDER, DIVERSITEIT
& INTERSECTIONALITEIT
EXPERTISE CENTRUM



The Backstory



How to create **safer** cities for girls & women?



- Better infrastructure
- Facilitate girls claiming public spaces
- **Sensitisation about harassment**

The Idea!

How can we sensitise people about sexual violence?



Bystander training though... a Game!

- Bystander training is more effective through active learning & interaction.
- Low-cost & independent resource.
- Make learning fun.

Community-based **by the community for the community**

The Community



with funding
from:



The Co-creation aims

Of the Project

- the aims & final goals what should the bystander training game teach? to whom?
- the engagement what should citizen engagement look like?

Of the Intervention

- design of the game what kind of game?
- content & mechanics what should it teach? how?

The Co-creation process



The Co-creation workshops

Understanding sexual violence topics

- what does violence look like?
- what is consent?
- how does privilege & disadvantage influence?
- how can bystanders respond?

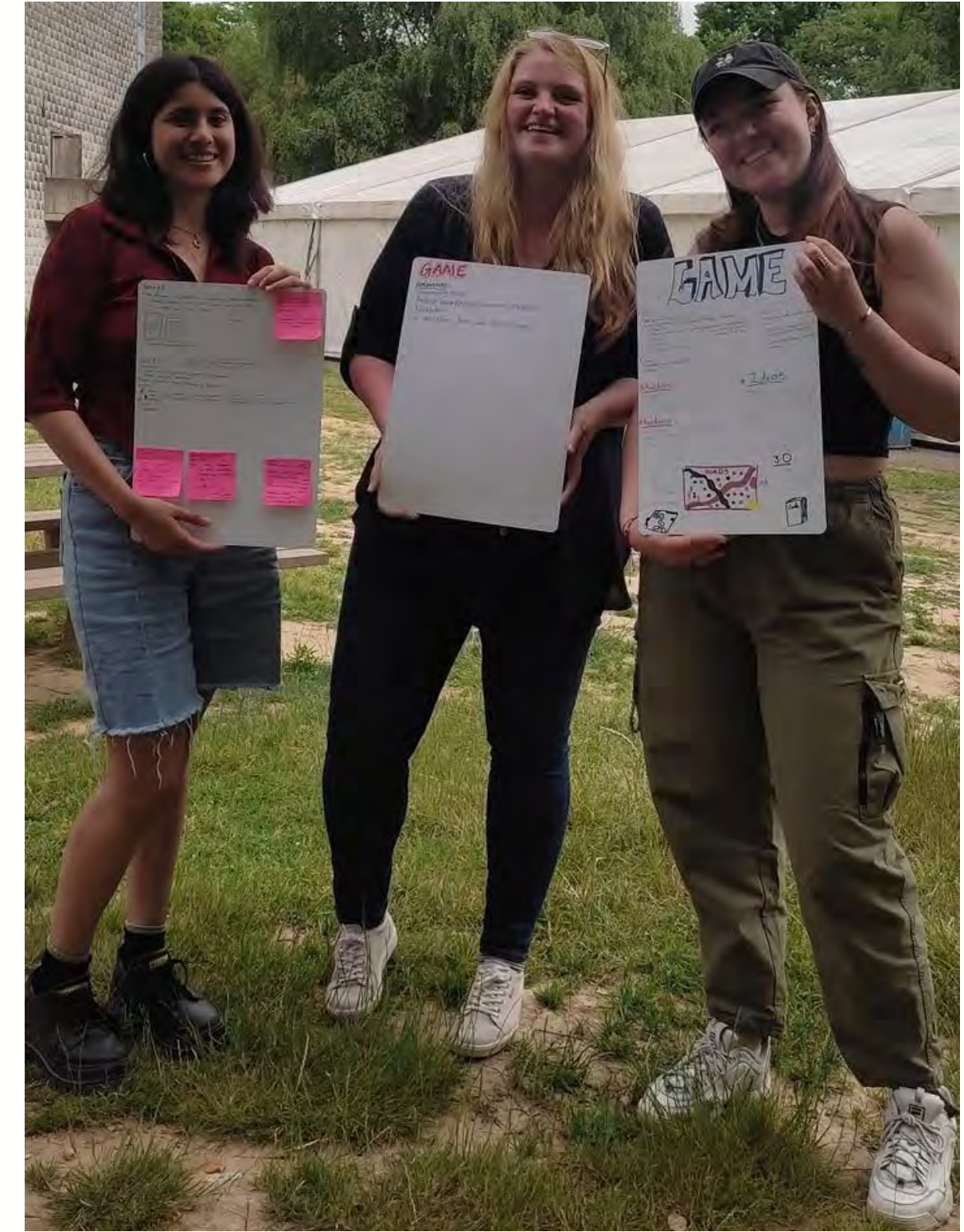
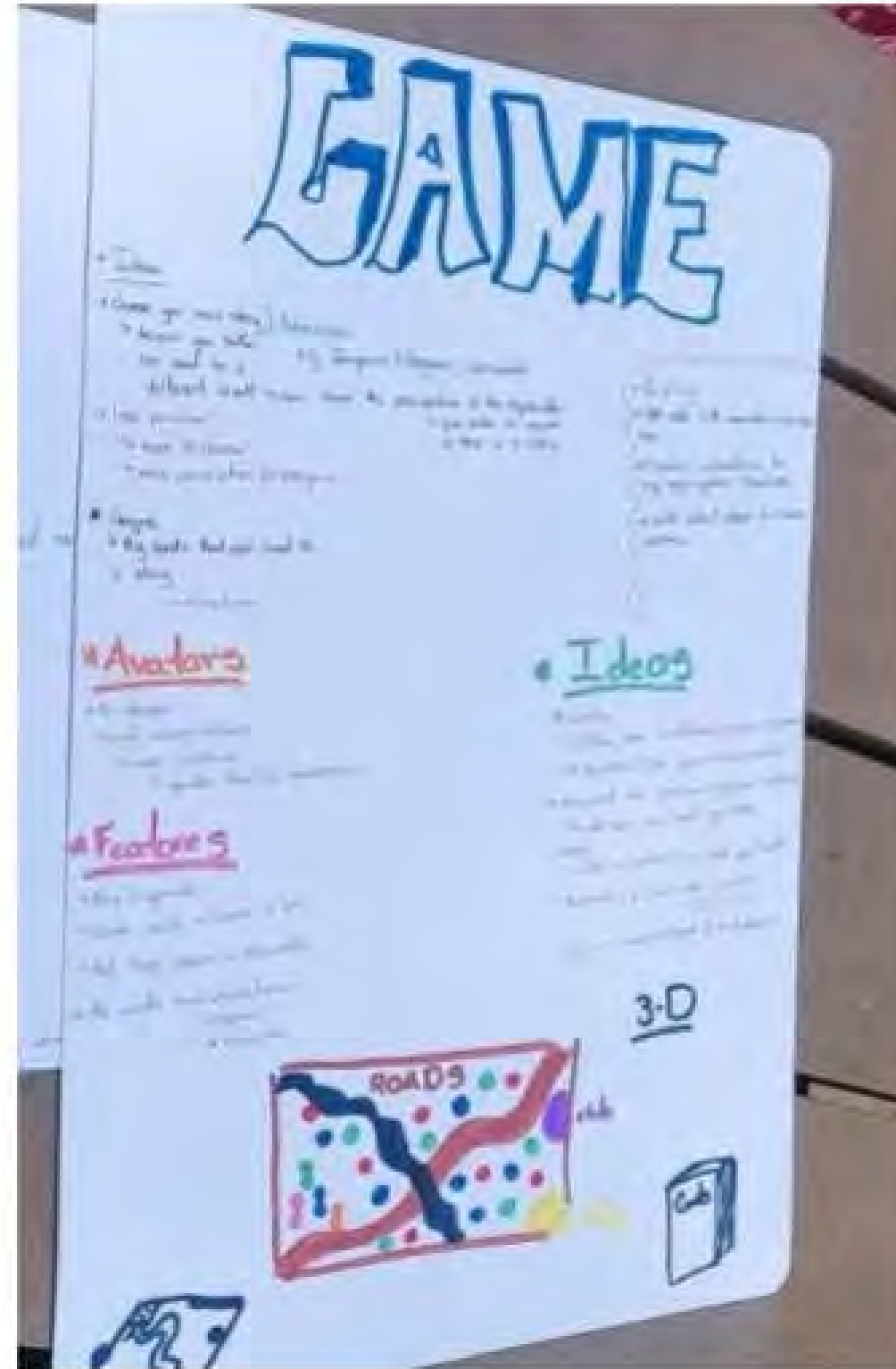
Understanding educational games

- what are game mechanics?
- how can games teach?

Creating Games Through Games!



The Co-creation workshops



The Co-creation aims

Of the Project

- the aims & final goals what should the bystander training game teach? to whom?
- the engagement what should citizen engagement look like?

+ the core philosophy of the project!

Of the Intervention

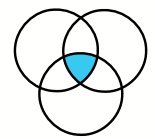
- design of the game what kind of game?
- content & mechanics what should it teach? how?

A project that centers . . .



Inclusivity

“violence can happen to anyone...”



Intersectionality

“... but some groups are more vulnerable.”



Community

“we can learn from each other”

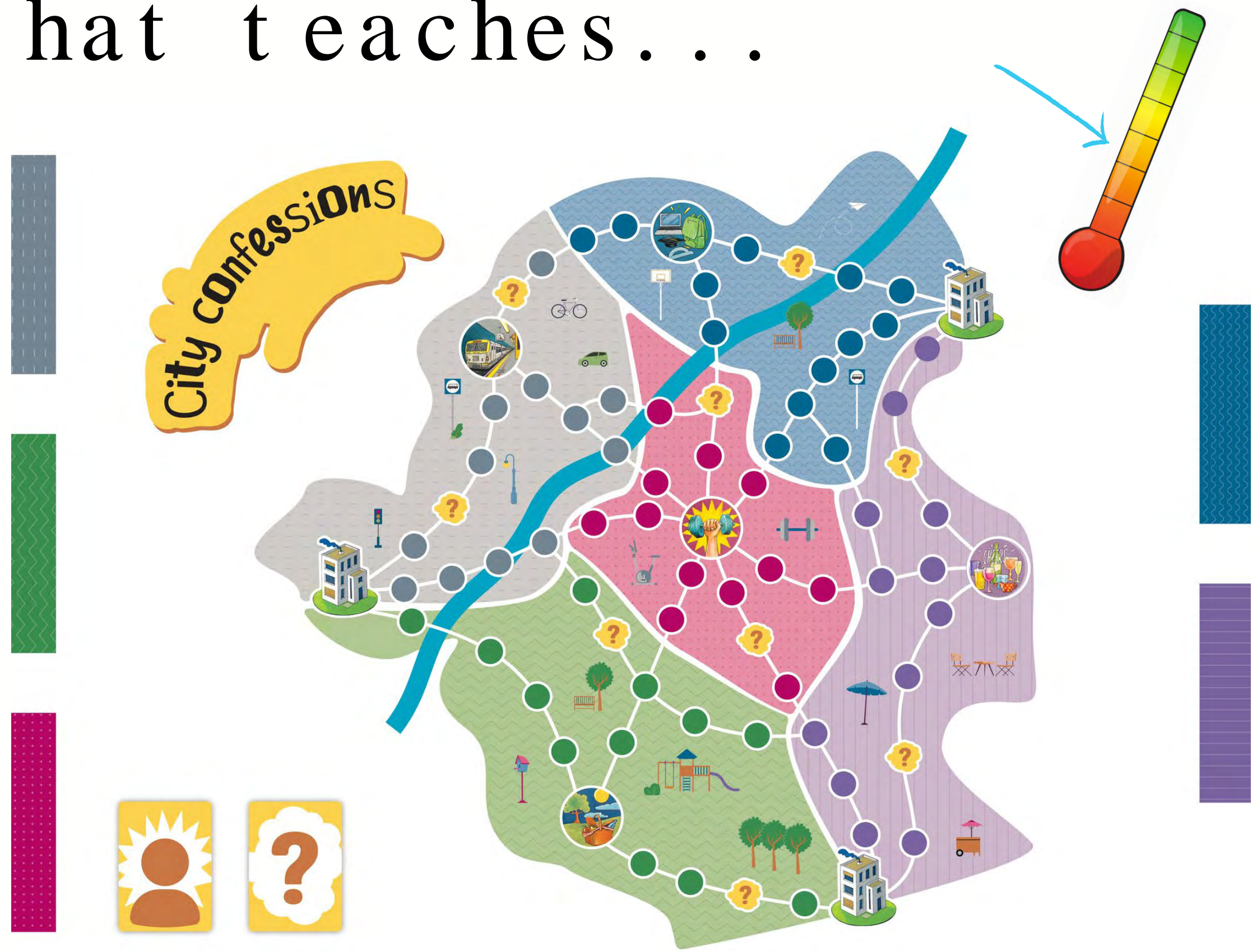
“we can make the community safer together”

A board-game that teaches...

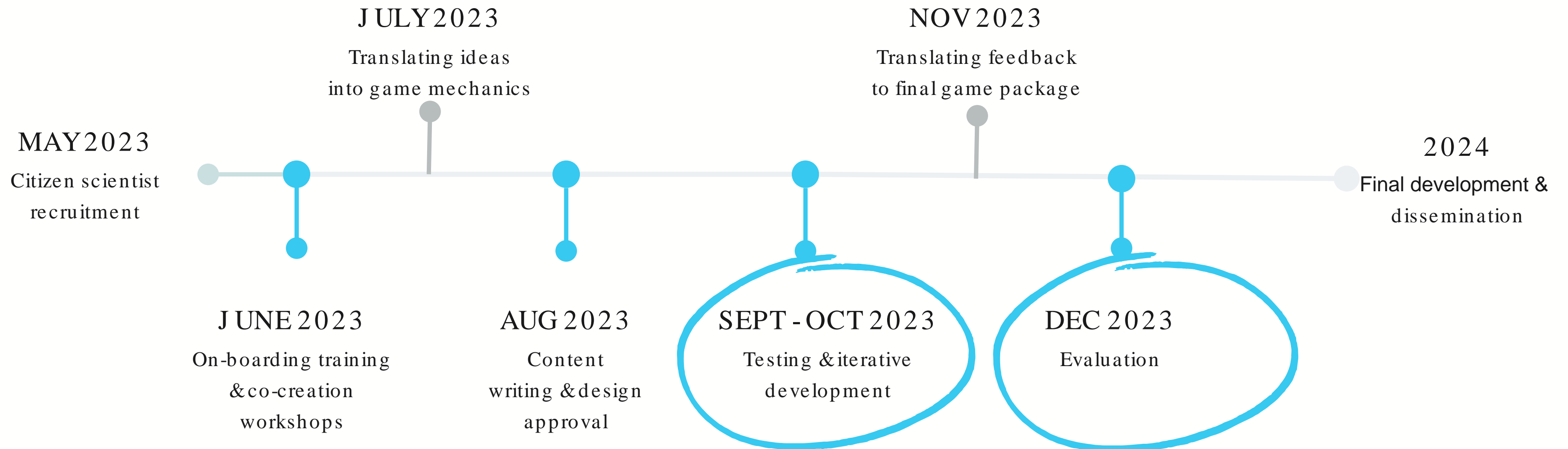
- How to identify violence
- How to respond to violence
- Diverse and intersectional perspectives

Motivate bystander action -

Winning is a team effort!



The Co-creation process



The Co-creation process



The evaluation



Project Update...

Funding from Equal.Brussels!

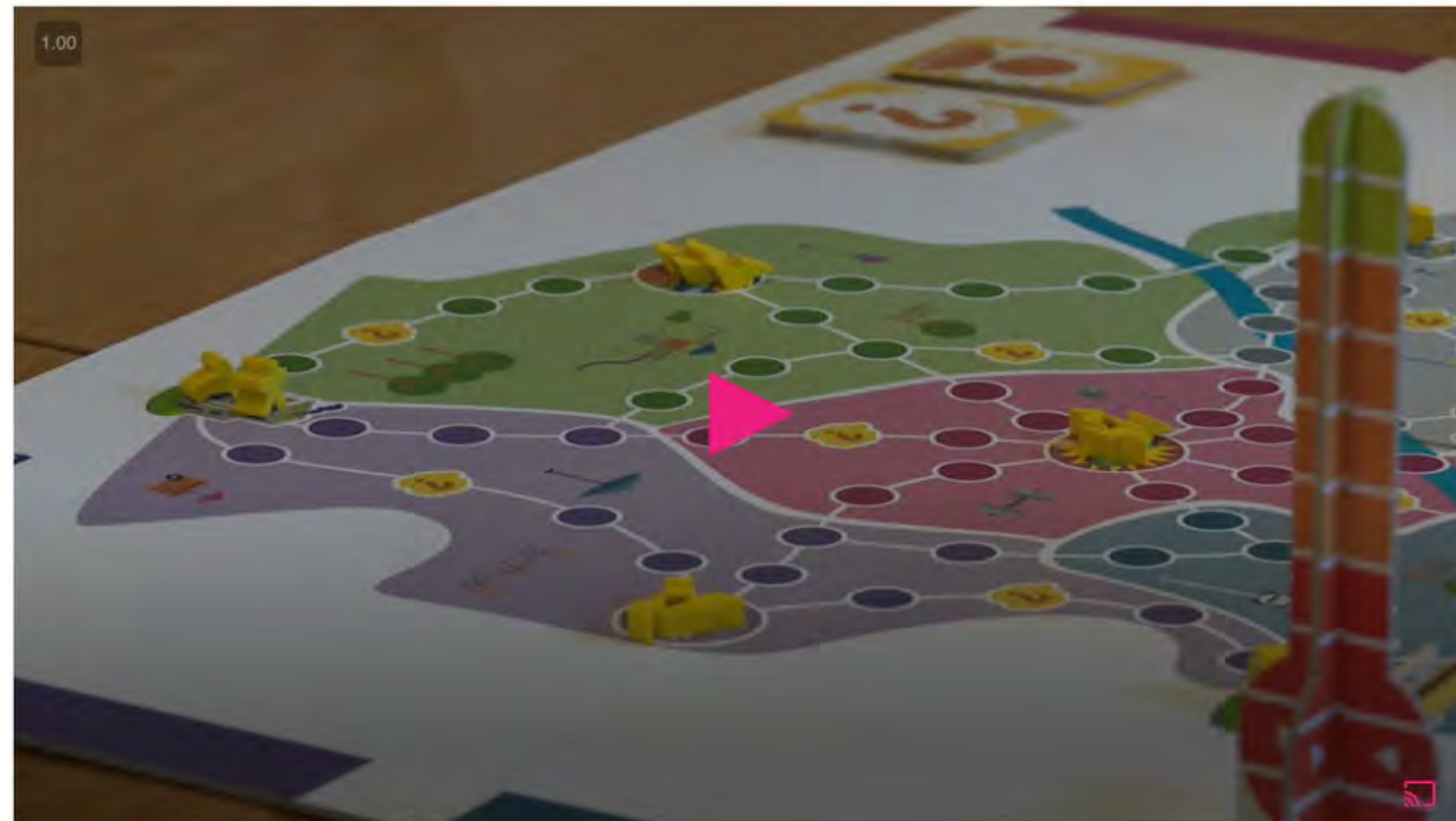


For Development & Dissemination



For Development & Dissemination

City Confessions : un jeu de société pour sensibiliser au harcèlement de rue



Partager l'article

15 mai 2024 - 16h47

Modifié le 15 mai 2024 - 16h47

HARCÈLEMENT DE RUE

NEWS

Un nouveau jeu de société, développé à Bruxelles, sensibilise au harcèlement de rue et aux comportements violents.

Il s'appelle City Confessions, et vient d'être développé : ce jeu de société, qui se concentre sur la solidarité, entend lutter contre le harcèlement de rue et d'autres comportements violents sur la voie publique. Il a été créé par le mouvement Zijkant, qui va désormais former des ambassadeurs et ambassadrices, afin d'expliquer les règles, notamment dans des écoles.

L'idée, via ce jeu, est aussi de mieux montrer comment repérer les violences, et y mettre fin.

City Confessions: the board game against inappropriate behavior

TP © BRUZZ 14/05/2024 12.41

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The Gender, Diversity and Intersectionality Expertise Center (RHEA) of the VUB and the progressive women's movement ZIJkant jointly developed a new board game that should sensitize society to cross-border situations.

What Next ?

Implementation - train-the-trainers & evaluate impact

Make a sustainable business plan

Youth-led sessions (with evaluation)

