

[View in browser](#)



Newsletter - July 2026

Dear Reader, welcome to the first FAIR GAME newsletter!

FAIR GAME is a European project that aims to make online gaming safer and fairer for every child, protecting their rights and their mental health. And we do it together with children themselves, who help shape the better, fairer gaming spaces they deserve.

In this first edition, you will find:

- Who is working on FAIR GAME
- Insights from our workshops with children across Europe
- Spotlight: Vulnerable Youth and Expert Voices

Interested in staying in touch with us for future news and activities?

Follow us on [LinkedIn](#), [YouTube](#), [Instagram](#)!

Who is working on FAIR GAME



The partners met in person for the first time in February 2026, during the kick-off meeting in Castellón de la Plana, Spain, hosted by Universitat Jaume I. It was an opportunity to exchange ideas and lay the foundations for the next two years

of work. FAIR GAME brings together five partner organisations from five different countries, each contributing to the project in different ways.

The Institute of New Imaging Technologies (INIT) at the Universitat Jaume I in Castellón, Spain, coordinates the FAIR GAME project. With extensive experience leading European research and innovation initiatives, INIT brings together expertise in technology, digital environments, and human-centred research to ensure the project delivers meaningful impact.

All Digital is a pan-European association of digital competence centres based in Brussels. It leads the communication and dissemination efforts of FAIR GAME, including awareness campaigns, events, and the creation of multimedia content.

8D Games, based in the Netherlands, is a full-service design agency that helps make online games safer and fairer for children. They run co-creation labs with young players and advise the gaming industry on children's rights.

The University of Limassol, based in Cyprus, trains and supports Young Ambassadors who lead awareness campaigns and help design project activities. They ensure children's voices are included in workshops and industry discussions.

Save the Children Finland is a leading global children's rights organisation. Within FAIR GAME, they build digital literacy and safe gaming skills for children, parents, and educators, lead the implementation of workshops with children, produce educational materials, and run online parents' evening sessions.

Insights from our workshops with children



Co-design **workshops have now been completed in four countries:** Finland, Spain, Cyprus and the Netherlands. From the very beginning, FAIR GAME partners agreed that children should actively shape this project, not simply be consulted at the end. The goal was straightforward: to hear directly from young people about the challenges they face in gaming, and how they think those challenges should be addressed.

The message we received was clear. For young people, gaming is an important part of everyday life. It is a space for relaxation, creativity, and connection, a way to unwind, build friendships, and sometimes share meaningful time with parents and caregivers. At the same time, participants were very aware of the difficulties they encounter: toxic behaviour, racism and exclusion in multiplayer spaces, game designs that encourage excessive spending, and addictive features that prioritise engagement over wellbeing.

But young people did not stop at identifying problems. They also proposed solutions, calling for safer and more inclusive gaming environments, fairer design choices that do not rely on pay-to-win mechanics, stronger action against harmful behaviour, and more meaningful opportunities to influence how games are designed.

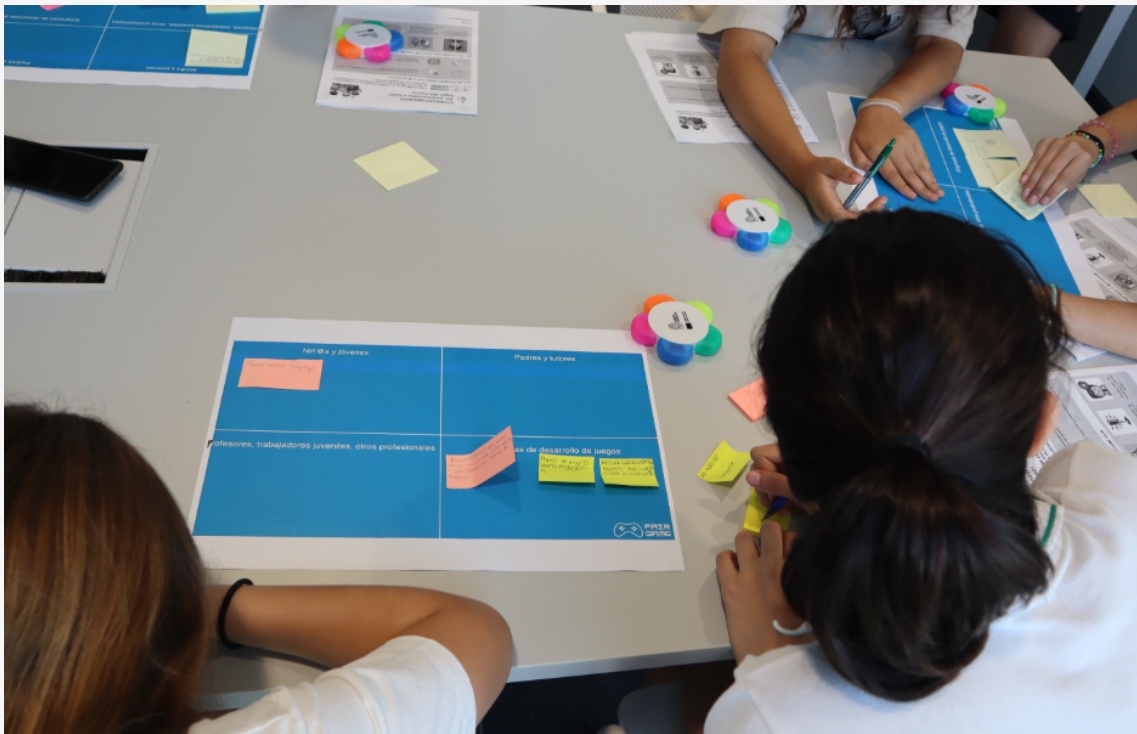
One message stood out above all: **young people do not want adults to make decisions for them without listening first. They want to be part of the conversation.**

Read the full articles on our website: [Spain](#), [Cyprus](#), [All countries wrap-up](#).

Latest news

Two new pieces of content have recently been published on our website, and we think they are well worth a read!

“We are not listened to” What vulnerable youth really think about video games



This article takes a closer look at what happened when our research team, together with the NGO Ilêwasi, brought together 20 young people navigating challenging life circumstances for a series of co-design workshops in Spain. These are young people who are rarely included in mainstream digital safety research, yet what they had to say was striking.

They did not simply describe problems; they named the mechanisms behind them, identifying exploitative game design features with remarkable precision, and proposed concrete, structural solutions.

One participant summed it up in five words: **"We are not listened to."** These workshops are a reminder that meaningful participation must include everyone, especially those whose voices are hardest to reach.

[Read more](#)

“If we don’t understand the dynamics inside video games, we can’t offer young people healthy ways to navigate them”



The second piece is an interview with Génesis S. Sira Bracho, community psychologist and project officer at ILÊWASI, the center for research, defense and promotion of the rights of children and adolescents. She reflects on the opportunities that digital environments offer for learning and inclusion, alongside the very real challenges children face.

Her message to policymakers is clear: **if we do not understand the dynamics inside video games, we cannot offer young people healthy ways to navigate them.** And the only way to understand those dynamics is to listen to young people themselves.

[Read more](#)

Meet our partners



Our project consortium consists of 5 organisations including universities, NGOs, and a creative agency from Spain, Cyprus, Finland, Belgium and the Netherlands.

[Read more about our partners](#)

<https://fair-game.eu/>



**Co-funded by
the European Union**

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 European Education and Culture Executive Agency (EACEA). Neither the European Union nor the granting authority can be held responsible for them.

All Digital AISBL
Rue des Deux Églises 14
1000 Brussels
contact@company.com

Find us



[Privacy](#)
[Imprint](#)
[Unsubscribe](#)