



Project selected in the framework of the call for projects PAN 2022

Area of intervention: Civic engagement

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Project leader	FWRD SARL-S
Project title	<i>Fit4Gaming : Where integration meets gaming</i>
Project duration	01.05.2022 – 31.12.2023 (20 months)

Project description

"Fit4Gaming" is a project aiming at promoting cooperation, exchange and solidarity in a multicultural environment using video games (i.e. gaming/sports). Many integration projects already exist in the field of sports, but often lack flexibility in the choice of games/sports, which is generally not the case for gaming. Indeed, gaming is a powerful means of integration due to its varied offer, its universal character as well as its rise in users seen in the last few years, especially during the health crisis.

The objective of Fit4Gaming is to create opportunities for participants to learn "soft and hard skills" through video games and to develop links between participants to promote integration and living together.

Target populations

- Any person, regardless of age, gender or status
- Adolescents and young adults from 12 years old interested in gaming and from families residing in Luxembourg
- People in residences with the status of applicant for international protection (DPI) and beneficiary of international protection (BPI)
- Homes and youth centers located in the southern part of the country

Project objectives

- To provide a dedicated space for adolescents and young adults from different backgrounds
- To promote digital emancipation and the implementation of empowerment measures
- To develop team spirit, communication and social skills in an integrative context and intercultural exchange
- To provide a place for the development of cognitive skills

Contact

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