

Communities Against Violence



Short name

Communities Against Violence

Formal name

Development of a game-based intervention to address sexual violence and harassment in Brussels

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Engaging citizens to develop and evaluate a game intervention that addresses sexual violence and harassment.



Summary

Sexual violence and harassment (SVH) is increasingly recognized as a societal challenge in Brussels. Researchers and policymakers have suggested educational approaches to generate awareness, challenge norms and improve the capacity of bystanders. This project proposes to address SVH in urban spaces, through a citizen-led intervention, which will use a game-based approach. A team of citizen scientists (18-25 year old Brussels residents) will co-create the intervention content and evaluate its impact. The general public (“citizen stakeholders”) will be recruited to receive the game intervention and provide feedback. Thus, citizens will be at the forefront of generating scientific evidence on SVH prevention in Brussels. This project has two-fold significance; (i) It aims to scientifically develop and evaluate a citizen-led game-based intervention to prevent SVH, and (ii) it aims to develop an evidence-base on best practices for engaging citizens in action-focused research.