



STOP child  
abuse  
Through  
effective  
training and  
augmented  
reality



# Summary

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# 1. Consortium



**step by step**

PARENTS ASSOCIATION



- Parents' Association "Step by Step" (**Croatia**)
- European Digital Learning Network (**Italy**)
- KENTRO MERIMNAS OIKOGENEIAS KAI PAIDIOU (**Greece**)
- UNIVERSIDAD DE VALLADOLID (**Spain**)
- ASOCIACION DESES 3 (**Spain**)
- CCS DIGITAL EDUCATION LIMITED (**Ireland**)
- A & A Emphasys Interactive Solutions Ltd  
(**Cyprus**)

## 2. Project description




**STOP is a Strategic Partnership for Innovation in the field of Youth** (KA2 Erasmus+)

**AIM:** STOP aims to fight against child abuse through a professional and complete training course to promote empowerment and autonomy.

**HOW:** STOP wants to develop an innovative approach to reach youth centers, youth workers and volunteers that are working with young people aged 9-18 years.



THROUGH the development of new competences and skills for YOUTH WORKERS regarding sex education, youth manipulation and violence with the support of the AUGMENTED REALITY GAME which will engage young people in a more intuitive and immersive way.



# 3. Main Project Activities

- **Training plan** development with a participatory methodology
- Learning material and **AUGMENTED REALITY GAME** development
- Short term joining staff training event – **SUMMER SCHOOL to train youth workers** regarding the project topics
- **Development of guidelines** after pilot testing collecting feedback from youth workers about no-formal activities to best deliver the project results to child in youth center.

# 4. Intellectual Outputs



## **IO1** THE CHILD PROTECTOR YOUTH WORKERS

### **IO1.A1** METHODOLOGICAL FRAMEWORK AND TOOLS

**IO1. A1.1** Questionnaires to collect feedback from the TGs (Target Groups) and brainstorming methodology

**IO1. A1.2** Table to collect the case studies, desk research and relevant information

### **IO1.A2** COLLECTION OF FEEDBACK

### **IO1.A3** TRAINING PLAN

**IO1. A3.1** Learning Outcomes and Syllabus

**IO1. A3.2** Training plan model definition





**IO2** THE STOP LEARNING MATERIAL AND AUGMENTED REALITY GAME

**IO2.A1** AUGMENTED REALITY DESIGN

**IO2.A2** DEVELOPMENT OF THE TRAINING MATERIAL

**IO2.A3** ADAPTATION TO DISTANT LEARNING AND AR CONTENT DEVELOPMENT

**IO2.A4** TRAINING COURSE – SUMMER CAMP

**IO2.A5** UDJJUSTMENT AND FINAL TUNING







## **IO3** GUIDELINES FOR THE APPLICATION OF STOP MODEL

### **IO3.A1** METHODOLOGY

### **IO3.A2** PILOT TESTING

**IO3. A2.1** Internal pilot test in their organization

**IO3. A2.2** An external pilot test with the YOUTH WORKERS

### **IO3.A3** GUIDELINES FOR THE APPLICATION OF STOP MODEL

**IO3. A3.1** Collection of feedback

**IO3. A3.2** GUIDELINES





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