

improve empower

Empowering Women Improving Services

Here's our plan of action...

Develop new methodologies in the area of Domestic Violence for both frontline staff and survivors

Develop an innovative approach for the intervention of domestic violence using experiential e-learning through gamification

Develop Network Guidelines for successful DV prevention and intervention

Establish a network of support by connecting and further developing relationships between key stakeholders working in the field

Make informed and relevant recommendations for policy

Provide EU-wide training for over 70 front-line staff (trainers, counsellors) on the use of the **EMPROVE** approach

Build a Online Gamification Platform for survivors and front-line staff

Conduct research and best practice analysis across 14 EU countries & the USA

For more information:



www.emproveproject.eu



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Empowerment

- ◆ EMPROVE seeks to empower individuals by building upon their resilience. It will increase their self-confidence, motivation and self-esteem through recognition of their own ability.
- ◆ Providing opportunities for decision making, goal orientated task completion and facilitated positive learning experiences.

Gamification

- ◆ Games have the ability to engage people for longer periods of time, develop their potential and build meaningful relationships between people.
- ◆ Gamification utilises 'experiential learning' as participants reflect on their learning through online learning experiences.
- ◆ EMPROVE uses an online gamification platform for both front-line staff and survivors of domestic violence