

Expected beneficiaries

Our project targets validation methodologies with young people in custody, service users, professionals, practitioners and policy-makers. Approximately 537 people will benefit from the ActiveGames4Change implementation, namely:

- 240 young people in custody or under community measures;
- 60 technical staff members (e.g., educators, teachers, professionals, practitioners) working in the juvenile justice system or in community settings;
- 237 stakeholders (e.g., key experts, practitioners, national representatives, policy makers) engaged through ActiveGames4Change dissemination activities.

Project partners



University of Gloucestershire, United Kingdom



IPS_Innovative Prison Systems, Portugal



BSAFE LAB - Law Enforcement, Justice and Public Safety Research and Technology Transfer Lab, Beira Interior University, Portugal



Aproximar - Cooperativa de Solidariedade Social, Portugal



CPIP - Centrul Pentru Promovarea Inventarii Permanente, Romania



CESIE - Centro Studi e Iniziative Europeo, Italy



BAGÁzs - Bagazs Kozhasznu Egyesulet, Hungary



Fundación Diagrama, Spain



Türkiye Cumhuriyeti Adalet Bakanlığı, Turkey



Asociata ANTER - Asociatia Nationala de Sprijinire a Tineretului Ecologist din Romania, Romania



Visit the project website for more information:
www.activegames4change.org

Co-funded by the
Erasmus+ Programme
of the European Union



ActiveGames4Change

Sport and physical activity learning environment for citizenship, emotional, social and e-competencies training

Working with young people in conflict with the law

