

SUPERMODELS
ONBOARD

A STRATEGIC PARTNERSHIP FUNDED BY
ERASMUS+ YOUTH IN ACTION

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WHAT'S BEHIND

During 24 months, 3 youth field partners from Belgium, Serbia and Portugal are cooperating closely to develop 2 innovative intellectual outputs based upon a common identified need for a more effective education towards sex equality. Even though our 3 realities -socially, economically, culturally- are very different, this aspect is an ongoing shared concern. Sex equality is still far from being a reality in each of our realities, either in a rural or (sub)urban context. The current available educational tools are not sufficient, neither effective in our nowadays contexts. The project aims to develop innovative non-formal learning methods on the topics of sex stereotyping and discrimination, using gamification mixed with new-age multimedia, which may take place in an organized context or independently in everyday life.

Sex equality is a crucial key value of our European society. Norms (or rules) tell us what is appropriate for girls/boys, women/men to do and behave in our current society. Yet, girls and women are most often less valued and have a lower social status, less access to education or work, equality of salary, and more. SUPER in our project stands for *Solidarity, Unity, Participation, Empowerment and Responsibility*. Inspired and motivated by the priorities of our own structures and the EU Youth Strategy, this project brings together young people and professionals in order to design and implement innovative practices. On one hand, we aim to create empowerment opportunities for both sexes. On the other hand, we aim to increase the responsive and reactive capacity of youth service providers, notably in the areas of integration, equality and inclusion, fight against gender-based violence and discrimination.

SUPER MODELS

Research and the research reports have been made for the 3 different realities/countries involved. Even though there was a particular focus with the in depth interviews on the national realities, also interviewees from other countries have been involved. This to guarantee also the intended wider scope to the overall youth field. A variety of youth field stakeholders (e.g. youth worker, teacher, policymaker, parent, young person, etc) were approached in order to have a holistic result.

The results and findings of these researches are the base for the development of the both planned new educational tools: an educational boardgame, combined with a comic book. And both of them equipped with an additional online dimension of Augmented Reality.

NOT ON THIN ICE

SUPER MODELS BOARD GAME

Over the past months, we have designed an exciting educational boardgame. For groups between 6 to 12 players, this boardgame forms an excellent platform to engage in exchange of opinions, and explore together sex (in)equality. Different gamification techniques have turned this board game both exciting strategic to play, with a sauce of cooperation. At the same time, presenting challenging contents.

Based upon a Design Thinking methodology, the pilot versions have been finetuned and finalised.

After several testings with a variety of groups, the shape of the physical boardgame is now in its final development phase. Next step: adding an extra dimension to the boardgame by using online functionalities, in this case: Augmented Reality.



CARTOON BOOK

Parallel to the boardgame, also the comic book is in progress. Several young cartoonists are now involved in the storyline of the comic. The main characters have been carefully chosen and the story is in progress. We look forward to soon launch the first pilot versions of the comic book to test also this tool with all the interested and involved stakeholders.

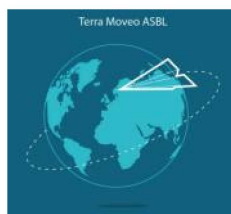
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