

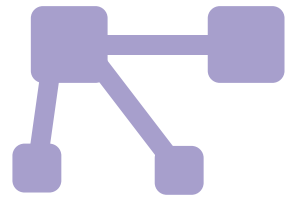


# None in Three

[www.noneinthree.org](http://www.noneinthree.org)

The None in Three Centre takes its name from the statistic that globally, one in three women and girls will be subject to sexual or physical violence in their lifetime. Our aim is to make this None in Three.

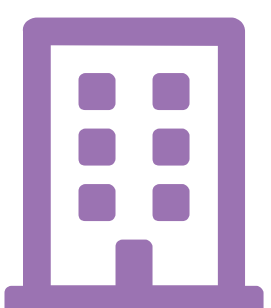
## Preventing gender-based violence



### What is None in Three?

We are a £4.5million funded global research centre for the development and evaluation of prosocial computer games to prevent gender-based violence. We are based at the University of Huddersfield, with satellite offices in Africa, the Caribbean, and India.

None in Three is funded by the Global Challenges Research Fund (through UK Research and Innovation) and the University of Huddersfield.



### The research



We carry out qualitative research to understand the causes and nature of different forms of gender-based violence. This informs storylines, characters, themes and cultural context for the anti-violence computer games we create.

We involve thousands of young people in each country to learn about their exposure to violence and how this influences their attitudes. This is essential for governments, and crucially for us to establish benchmarks against which change delivered by game-play can be measured. We conduct robust clinical trials of the game in schools, colleges and young offender institutions, and evaluate the process of implementation.



### The impact

Research results are used to influence policy relating to children and families, gender and education. We aim to embed prevention of gender-based violence into schools' curricula, for widespread sustained impact. Our online policy hub provides information about gender-based violence worldwide, prevention strategies, and is a platform for our policy briefings.

Underpinning our work is an ambitious public engagement strategy called the IDEA (Impact, Dissemination and Engagement Activities). This online hub showcases engagement with our work through social media, YouTube videos, and media coverage, demonstrating how it is grounded in, and makes a difference to, the real world.

