Why None in Three?
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.

Game design is informed by our research, ensuring the games reflect real people's experiences of gender-based violence. Games address specific gender violence issues in each country.

Game Design

Developing prosocial computer games to prevent gender-based violence

NONE in 3 Research Centre

Game development is an iterative process, involving narrative, character and environment development, modelling, 3D animation and programming.
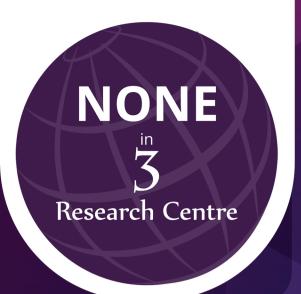
Game Development

Consultation

We work with researchers and young people in each country to inform game content, to ensure it is realistic, culturally and age appropriate, and engaging.

Concept **1**

Design **2**

Modelling **3**

Programming **4**

Texturing **5**

Animation **6**

Game Trials

We conduct clinical trials of the games with young people to test their impact on attitudes and behaviours, collecting data both in-game and through surveys.

An Educational Tool

We aim to facilitate wide adoption of our prosocial games as an educational tool to help prevent gender-based violence.

Playing a video game is an immersive learning experience and "can influence cognitions, feelings, and physiological arousal.

These can interact with each other, and can also mutually reinforce each other".

(Gentile et al. 2009.)