NONE Research Centre Preventing gender violence through the development and evaluation of prosocial computer games.

None in Three

is a global research centre based at the University of Huddersfield with satellite offices at international partner institutions:

- Indian School of Design & Innovation, Mumbai
- University of Technology, Jamaica
- Makerere University, Kampala

Its current £4.5million project* involves tackling

gender violence

through the development and evaluation of prosocial

computer games.

NONE 3 Research Centre

> *(2017-2021) Funded by the Global Challenges Research Fund (through UK Research and Innovation), and the University of Huddersfield.

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.

To find out more, visit www.noneinthree.org or follow us on social media

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University of HUDDERSFIELD Inspiring global professionals



UK Research and Innovation

RESEARCH FOCUS

None in Three is conducting research and developing games to address specific types of gender-based violence.



Jamaica Child sexual abuse



India
Gender bias as an enabler
of gender violence



Uganda Child marriage



UK
Intimate partner violence in adolescent relationships

In each of these study countries focus groups and interviews are conducted to understand the causes and nature of gender violence.

This informs
game storylines,
characters
and themes.

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A large quantitative survey

is also conducted with up to 10,000 young people in each country,

to understand their

exposure and attitudes to violence.

and giving benchmarks against

which any change

delivered by

game-play can be measured. Clinical trials of the game are conducted, to evaluate and provide evidence of the games' impact on young people's attitudes and behaviours.

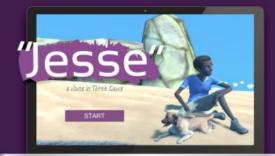
The current project

builds on previous
EU-funded work carried
out in Barbados and
Grenada, where the
resulting game, Jesse, was
shown to have a sustained and
positive effect on children's empathy
towards victims of domestic

Evidence will be used to influence policy and educational curricula, with a view to

embedding
education about
gender violence
in the curriculum,
for a widespread,

lasting impact.



violence.