

# None in Three

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**.



*\*(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](http://www.noneinthree.org) or follow us on social media

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# 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.

**NONE**  
in  
**3**  
Research Centre

## 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.



**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**.



**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 violence**.

