Program Erasmus+ _ KA201 - Strategic Partnerships for school education
Project: "GeGame - A videogame to use in schools to promote gender equality"
Project Number: 2020-1-HU01-KA201-078801
Organisation Name: **ProMAs - Project Management Association, ROMANIA**

GEGAME

FOCUS GROUP QUESTIONS

Bullying

- Does somebody suffer from bullying in your class? What do you think are the main reasons for a bully to intimidate somebody? Explain what kind of bullying they are subjected to
- What should somebody who suffers from bullying does?
- Does bullying affect men and women in the same way? Is it more common among men or women?
- Do you think that the colleagues should act if they see a bullying-affected student?

Sports

- Do you think that Physical Education subject promotes gender inequality? And bullying?
- Do you usually play mixed-gender sports in class or during the break?

Coercive control

- Do you think that romantic relationships start too early nowadays? Why is it?
- Is it frequent to suffer from coercive control nowadays among teenage couples?

- What should a person do when somebody shows coercive control on himself/herself or on other people?

Internet and social media

- What are the pros and cons of social media regarding gender issues?
- Do you consider it dangerous to share explicit content images with your couple or friends?
- How do you control the identity of people you are talking to on the internet? How do you check it?
- What methods do you employ to ensure who you are talking to?
- Why do young people send intimate photos or videos? Do they consider that there is no risk on it?
- When somebody receives explicit content photos or videos, what are the means in which they receive it?
- Did somebody send an intimate image of someone you know without their permission? How did he/she act?
- What are the social media young people employ the most? Is it one of them safer than the other?
- Is it common to suffer from sextortion (extorting money or sexual favours from someone by threatening to reveal evidence of their sexual activity)?

Videogames

- What do teenagers take from playing videogames?
- What time do teenagers usually play videogames?
- Whom do teenagers play with?
- Do teenagers usually choose male or female characters?
- Who plays violent games more frequently?

- If a group of boys had the chance to design a videogame, how would they characterize female characters in the videogame?

- If a group of girls had the chance to design a videogame, how would they characterize female characters in the videogame?

- If a group of boys had the chance to design a videogame, how would they characterize male characters in the videogame?

- If a group of girls had the chance to design a videogame, how would they characterize male characters in the videogame?