**A. Ready-to-Use, Existing Games & Resources**

**1. WediActivists (Belgium – board/card game)**

* **Format:** Physical board/card game (2-hour session including introduction & debrief)
* **Ages:** 12+; Groups of 4–20 involved
* **Mechanics:** Uses four different card categories—general culture, creativity, scenario response, discussion—to engage players in analyzing hate speech, digital citizenship, and freedom of expression.
* **Learning Targets:** Enhances critical thinking, empathy, solidarity, and responsible online-offline civic behavior.
* **Context:** Created by Belgian youth activists within the No Hate Speech Movement at the Youth Citizens Agora in Brussels [LINK](https://www.youtube.com/watch?v=tym0wjStKCw&list=PLSGjPC7Ud5phUi-5ujbLREN7-aq5SL1Z9).

**2. HATE OUT! Game (Online Role-Playing Simulation)**

* **Format:** Digital role-playing game
* **Scenario:** Players are “community builders” in robot form who face realistic online hate-speech incidents.
* **Mechanics:** Each reaction either strengthens or fragments the community—responses fostering respect grow bonds; complicit actions feed a metaphorical "hate speech monster" and cause deterioration.
* **Audience:** Ideal for youth, educators, NGOs, media stakeholders; available in 7 European languages within the LEAD-Online project [LINK](https://www.lead-online.eu/game/en/)

**3. “Respond Strategically” Card Game + Urban App**

* **Format:** Physical card game and complementary digital urban simulation
* **Focus:** Tackles **sexist hate speech** among 12–18-year-olds; explores gender stereotypes, prejudices, and strategic responses.
* **Mechanics:** Participants recognize forms of sexist hate speech, then practice crafting constructive responses. The app translates some card scenarios into urban digital environments, encouraging discussion and reflection.
* **Availability:** Free materials (downloadable PDF and app); print version sold out [klicksafe.de](https://www.klicksafe.eu/en/news/mit-karten-gegen-sexistische-hassrede).

**4. Play Your Role—Gamification Against Hate Speech (EU Project)**

* **Format:** A multi-component educational initiative
* **Components:**
  + **Pedagogical tools** using existing games
  + Creation of **4 new short video games**
  + **Urban games** (physical, city-based play experiences)
  + **Hackathons, teacher trainings, public events**
* **Goals:** Strengthen empathy, critical thinking, and awareness about online hate among adolescents. Encourages collaboration among schools, youth workers, and game developers [ciac.pt](https://ciac.pt/en/projects/play-your-role-gamification-against-hate-speech-rights-equality-and-citizenship/?utm_source=chatgpt.com)[edupro.lt](https://en.edupro.lt/play-your-role).

**5. “The Light in the Darkness” (Holocaust Educational Game)**

* **Format:** Interactive narrative-driven video game (PC, PS4/5)
* **Content:** Follows a Polish-Jewish family during the Holocaust; blends storytelling with archival photos/documents. Avoids "winning" aspects to reflect the real historical constraints victims faced.
* **Aim:** Teach Holocaust history respectfully and emotionally. Developed by Voices of the Forgotten; free download; director’s cut expected in 2026 [Wikipedia](https://en.wikipedia.org/wiki/The_Light_in_the_Darkness).

**6. Argotario (Fallacy & Critical Thinking Serious Game)**

* **Format:** Multilingual, open-source online game
* **Mechanics:** Players recognize and work with logical fallacies in arguments; builds critical reasoning and detection of manipulative speech.
* **Educational Value:** Lays foundation for recognizing nuanced hateful speech forms via reasoning tools [arXiv](https://arxiv.org/abs/1707.06002).

**B. New Game Concepts You Can Design**

Here are three original game ideas that would complement the existing tools, blending interactivity with empowerment and reflection:

**7. Digital Democracy: Be the Builder**

* **Format:** Online simulation or tabletop role-play
* **Concept:** Players design a **digital community** (e.g., social platform or school forum). Hate-speech "events" periodically challenge the group. Players decide on interventions—counterspeech campaigns, moderation tools, empathy zones.
* **Learning Outcome:** Understand how structures and norms can mitigate hate and foster inclusion; practice civic design and resilience behaviors.

**8. Counter Narrative Collective**

* **Format:** Creative storytelling or cooperative media creation game
* **Mechanics:** Teams are presented with real/preprinted stereotypes or prejudices. They must craft empowering narratives—videos, slogans, memes, poems—to reframe and dismantle the negative content.
* **Empowerment Angle:** Highlights the role of storytelling and creative expression as a form of resistance.

**9. Empathy Trail—Role Odyssey**

* **Format:** Narrative RPG or interactive board game
* **Premise:** Players embody characters from marginalized backgrounds encountering hate speech. They navigate a branching storyline based on choices—seeking allies, using voice, resisting in different ways.
* **Goal:** Deepen perspective-taking and emotional engagement; reward cumulative "empathy points" and community-building actions.