## Educational Games

These examples show how gamification can be used to teach youth about hate speech and empowerment. They will inspire the app’s interactive features.

| Title | Description | Link | Notes |
| --- | --- | --- | --- |
| **No Place for Hate – Activity Library** | Interactive activities promoting inclusion and empathy | [Link](https://www.noplaceforhate.org/the-program/activities) | Gamified learning for youth engagement |
| **Play Your Role – Gamification Against Hate Speech** | Video game-based project to counter online hate speech | [Link](https://www.playyourrole.eu/gamification-against-hate-speech-4/) |  |