



LAENOG

Latin American European Network
in social support for Online Gaming



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NEWSLETTER

LAENOG present in Lisbon Games Week



LAENOG was present in Lisbon Games Week from the 20th to the 23rd of November in Portugal, talking with students teachers and parents about the benefits and dangers of online gaming. Lisbon Games Week is the largest gaming event in Portugal held annually with new games, retro games, card and boardgames, cosplay and many more attractions. The University of Lisbon, representing LAENOG had a stand where players could try Assetto Corsa Competizione and Rally in a top-of-the-line SimRacing setup, fill in the LAENOG Self-Assessment Survey and get to know our project. Dr. Tiago Ribeiro also gave a talk about toxic behaviours in gaming alongside partners Dr. Pedro Couto (Portuguese Esports Federation) and Cátia Viana (Center for Digital Inclusion Portugal).

Does your child spend hours playing online games?

Behind the screen, young players may be exposed to racism, harassment, bullying, griefing, and other toxic behaviors that can affect them emotionally — often without parents noticing.

LAENOG, a collaboration between European and Latin American universities, works to help parents and educators understand the online gaming world and guide young players safely.

Our mission is to create tools, resources, and online experiences that make gaming safer, healthier, and more positive for everyone.

Join us in this mission and learn more at laenog.com

Together, we can build a safer gaming community for all.

laenog.com



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Menssage from KAIA

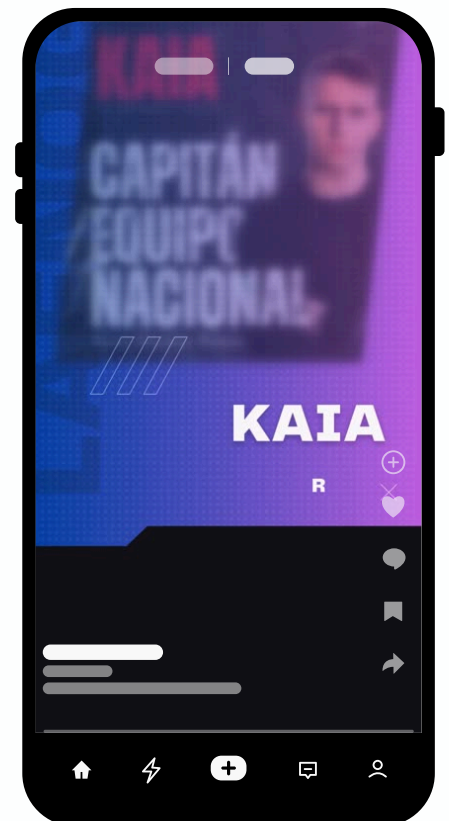


As captain of Spain's national video game team, KAIA has publicly expressed his support for the LAENOG project, an initiative that seeks to combat toxicity in digital environments related to video games. In his words, "video games are a space for meeting, having fun, and improving oneself, and they should not become a place where hostility and harmful behavior have a place."

KAIA emphasizes that both professional and amateur gamers share the same concern: the growing presence of toxic attitudes that affect the gaming experience and jeopardize the cohesion of the gaming community. For him, competitiveness and passion for video games must be accompanied by respect, inclusion, and fair play.

The LAENOG project represents a firm step towards creating safer and more positive environments, where every gamer can enjoy themselves without fear of insults, harassment, or discrimination. KAIA invites all players to join this cause, reminding them that the true strength of the community lies in its ability to support each other and build a digital space that reflects the values of respect and collaboration.

Watch the KAIA video below.



Read More at: laenog.com



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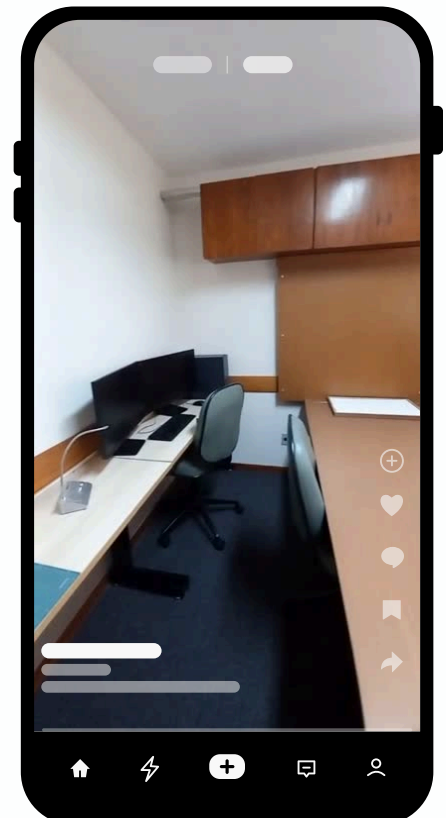
UFRJ now has an audiovisual room!



The Federal University of Rio de Janeiro (UFRJ), one of the Latin American partners in the LAENOG consortium, has successfully implemented its new audiovisual room. This facility, fully financed through European funds obtained via the project, represents a significant milestone in strengthening digital infrastructure across the consortium.

The audiovisual room is equipped with modern technology and digital support tools, including recording and streaming capabilities. It will serve as a hub for producing and sharing educational content, ensuring that both students and staff benefit from high-quality resources tailored to the needs of contemporary learning environments.

This achievement forms part of a broader commitment within LAENOG: to establish audiovisual rooms at each Latin American partner university. Together, these spaces will enhance collaboration, foster innovation, and provide a platform for training and dissemination activities.





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Next stop: Toledo



The LAENOG project is pleased to announce its next transnational meeting, which will take place from 11 to 13 May 2026 in the historic city of Toledo, Spain. The meeting, organised by the University of Castilla-La Mancha, will bring together all the consortium's partner institutions with the aim of assessing the progress made to date and defining the next stages of the project.

This international event will consolidate its position as an essential forum for dialogue and cooperation between consortium members. The working sessions will focus on analysing the results of the self-assessment carried out in the different countries and reviewing compliance with the various milestones in the project planning. One of the main objectives of the Toledo meeting is to hold a specific training session dedicated to the organisation and design of MOOCs. These online courses are one of the key products of the project, designed to offer young video game players, as well as their parents and teachers, practical tools to promote healthier and toxicity-free video game environments.

What is a MOOC?

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With this initiative, LAENOG reaffirms its commitment to building more inclusive and responsible video game communities.



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