ZAWIERCIE Project

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1. Idea for the project

What problem do you want to address with your project?

Gambling addiction is growing among young people, especially within minority communities. Many are unaware of how gambling impacts mental health and financial stability. We noticed this problem through research studies and reports highlighting a rise in online gambling. Our project will address the lack of awareness by educating young people on gambling risks and prevention strategies.

Źródła:

- Scientific American (2022)
- UNICEF, Gambling research on the knowledge, beliefs and practices of adolescents (2022)

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2. Project target group

Who do you want to carry out this project for?

Our project targets young adults aged 18–30 from minority groups. These communities are often more vulnerable to gambling-related problems due to economic and social factors. By participating in our activities, they will gain knowledge about gambling risks and learn how to make healthier life choices.

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3. Project activities

How do you plan to achieve the project's objective?

We will organize workshops, lectures, and simulations.
First, we will create online content about gambling dangers. Then, we will host a "Psychology of Gamblers" workshop, inviting a university professor. Participants will also take part in simulation games, comparing gambling to real-life activities. We will hold debates on gambling issues and end with meetings between participants and policymakers, where they will present their own solutions.

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4. Projects results

What evidence will you have that the project has been carried out?

The success of the project will be shown through increased awareness among participants. Evidence will include attendance lists, photos and videos from events, participant feedback, and new blogs, vlogs, or social media initiatives created by participants to continue raising awareness.