



Project Name	Game Safety Course
Amount applied for	£7,635
Lead Organisation	Geeks Room CIC
Ward/Neighbourhood	Bramley/Stanningley

Community Plan Objective	<ul style="list-style-type: none"> • To support activities that make people and places feel safer. • To support children and young people to be engaged, active and inspired.
---------------------------------	---

Project Summary	
<p>The project is to host two free monthly sessions, for game, internet and computer safety to individuals from the ages 8 to 18. The sessions will begin hosting from April 15th (the start of the Summer Term in Leeds), through to December 20th (the end of Autumn term). This will mean a total of 18 free two hour sessions, hosted over the Summer Term, holidays and Autumn Term. Geeks Room will alternate the sessions between Wednesday and Saturday, to allow as many participants as possible to attend (this will allow those who cannot attend weekday/weekend session to attend the alternative).</p> <p>The main aim of the sessions is to, impose the seriousness of online safety, to teach practices of safe online gaming and social media usage; as well as ensure the information is remembered and continually practiced.</p> <p>For the project we will use our premise in Bramley Shopping Centre, along with our staff, volunteers and equipment (such as PS4, Xbox One, Virtual Reality, gaming PCs). We can host up to 15 students per session, however as the course is aimed at game safety (focussing part of our lessons on putting the principles learnt into practice, in a controlled and safe environment), we do not currently have enough game ready computers to enable a higher participant rate. We will use part of this grant to fund two new game standard computers.</p> <p>To ensure maximum publicity reach, we aim to work with schools within the ward to spread the word about our free course, as well as have a leaflet campaigns and newspaper articles to encourage parents/guardians to book their children in to the sessions.</p> <p>(West Silc have asked and advised us to give an online safety course to the students that currently attend sessions with us.)</p>	

When will the project run?
1 April 2019 - 20 December 2019

Targets for the project and how success will be measured

We aim to teach and raise awareness of online gaming, internet and computer safety to children and teenagers in the Bramley and Stanningley area. Specifying in areas such as:

- Privacy issues and GDPR,
- Age-appropriate content,
- Webcams,
- Voice-masking Technology.

Awarding an Online Gaming Safety certificate to all students to attend and complete the course

We aim to develop enough momentum with these courses, to enable ourselves to continue and expand our ability to deliver of these courses, including longer more in-depth courses, opening the courses to adults/elderly, and being able to offer portable courses in communities and schools.

(We will measure the success of this by the amount of young people who attend the course, the feedback from the students and parents, and the amount of certificate we grant to participants. We will also contact the parents and students, with a questionnaire a few weeks later, to see if the practices learnt by the pupils were remember and still in use).

How the project will be promoted and/or participation encouraged

We will promote this project, via a leaflet campaign, (distributed three times across the ward), as well as A4 posters placed in organisations, schools and businesses.

Approaching local magazines and newspapers, such as Leeds West Despatch, to write articles about our course to help encourage people to sign up.

All our social media accounts will be used to promote every session and the course overall, using their paid advertising features to help promote and boost the posts and events.

We'll also be contacting schools within the ward and organising for them to tell parents and pupils of the course, as well as our current contacts (such as Future Horizons, Scope and Power House) to spread the word and distribute/display leaflets for us. This will be done with a staggered release, to ensure that momentum and attendance is spread across the course of our project.

Exit strategy/How the project will continue after the funding

At the end of the funding project, we will have gathered enough information as to whether to continue offering the course. We will then look at our own financial circumstance, as to whether we can host our own free sessions, or whether we will be able to host paid courses.

We believe the scope for these sessions, could extend to adults, parents, schools, organisations and the elderly.

We also wish to become mobile with the course, and begin offering it within schools, community groups and centres.

Other organisations involved

No other organisations

Financial Information

Revenue funding requested	£7,635
Total cost of project	£11,485
Match funding/Other funding sources	£3,850
Available Funds in Group Bank Account	
Funding received since 2010	£0 – not applied before

Full Breakdown of Costs

Item	Wellbeing	Other (with funding body)	Date of Decision
Administration (36 weeks, 5 hours per week)		£2,000	
Venue/overheads (18 x 2 hour sessions)		£1,500	
Leaflet: Shared Distribution in Bramley and Stanningley (3000 leaflets X 3 times over the course of the project)	£630		
Printing costs of (500 A4 poster, 10000 A5 double sided flyers)	£265		
Design (1 A4 poster and 3 sets of A5 flyers)		£150	
2x Gaming-range computers (with Windows 10)	£3,680		
2x Computer Accessories (Monitor, Gaming Chairs, Headphones, Keyboard and Mouse)	£810		
Stationary and materials (300 booklets, awards and certificates)		£200	
Social Media Advertising Budget (Facebook and twitter boosting on posts and events about the project)	£2,250		
Total:	£7,635	£3,850	