

ABOUT THE PROJECT

AntiGyp (“Gamification to combat discrimination towards Roma”) is a 24 months Cooperation partnerships in the Youth sector co-funded by the EU Erasmus+ Programme. The project started on 01 October 2025 and will finish on 30 September 2027.

The project aims to combat AntiGypsyism by mapping and developing innovative training and educational materials using gamification which is appropriate methodology for engaging youth in youth work narrowing the wide spread negative narrative and prejudice towards the Roma Community. The project makes synergies in all other sectors as the project results can be used in education and training other professions such as teachers, police officers, public servants, health professionals etc.

First Project meeting in Wuppertal, Germany

The first Transnational Partners Meeting (TPM) took place on 26–27 November 2025 in Wuppertal, Germany, hosted by INSTITUT FÜR ROMA UND MINDERHEITEN (IRMI).

All partners were present and actively contributed to planning, coordination and strategic alignment. The meeting successfully set the foundations for smooth and effective project management throughout the implementation period.

The coordinating team presented the management procedures, communication flow, quality assurance approach, reporting mechanisms and internal deadlines ensuring that the consortium works effectively and transparently. All work packages, deliverables and timelines were clearly understood and agreed upon, ensuring a common vision among partners.



Current Focus: Knowledge and improved cooperation between youth, youth workers to combat AntiGypsyis

The project is now actively progressing with WP2 – Knowledge and Improved Cooperation Between Youth, Youth Workers, Roma Health and Educational Mediators to Combat Antigypsyism.

Activities underway:

- Mapping the knowledge and skills gaps among: Roma youth, non-Roma youth, youth workers, Roma health and educational mediators
- Conducting local fieldwork, interviews and questionnaires
- Collecting experiences and challenges linked to online and offline antigypsyism
- Analysing cooperation levels between youth professionals and Roma communities

These findings will result in 6 National Mapping Reports and one Transnational Report, forming the evidence base for the next project stages, including the development of guidelines and gamification tools.

What Comes Next?

Following WP2, partners will begin drafting:

- Guidelines to combat antigypsyism
- Gamification manual for youth workers
- The board game on combating Antigypsyism

Local Anti-Discrimination Hubs will also be established in each partner country, engaging youth workers and young people in awareness-raising and capacity-building activities.

Stay connected !

More updates, events, and project tools will be shared through our website and social media channels.

We look forward to working together to combat antigypsyism and empower young people across Europe through innovative, inclusive and engaging approaches.



STAND AGAINST ANTIGYPSYISM !

AntiGypsyism Consortium



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MINDERHEITEN EV
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HTEC Humane Technology
Center LTD
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