

## European Drug Prevention Prize 2014 Application Form

Pompidou Group Secretariat "Prevention Prize"  
E-mail: [Pompidou.PreventionPrize@coe.int](mailto:Pompidou.PreventionPrize@coe.int)

### INSTRUCTIONS

Please complete this application in full and return it as text attachment to the above **e-mail** address.

The applications must reach the Secretariat **NO LATER THAN 30 March 2014**.

Applications submitted by post or fax cannot be considered.

The application must be in English or French, the official working languages of the Pompidou Group.

**Only fill in this form if the project is currently running or has recently finished.**

The Pompidou Group's European Drug Prevention Prize is not a grant. It is an award for work done.

For further information, please e-mail: [Pompidou.PreventionPrize@coe.int](mailto:Pompidou.PreventionPrize@coe.int)

### A. PROJECT DETAILS

<b>A.1. Name/Title of the Project:</b>	Get Hooked on Comic Books	
<b>A.2. If the Project is part of an organisation, please give the organisation's name:</b>	<b>Studio razvojnih inicijativa</b>	
<b>A.3. Country or countries of activities:</b>	<b>Croatia</b>	
<b>A.4. Number of young people (aged under 25) participating in the project:</b>	23	
<b>A.5. Number of adults (aged 25 or over) participating in the project:</b>	5	
<b>A.6. Project start date</b>	October 1 <sup>st</sup> , 2009.	
<b>A.7. Is your project on-going? (tick one box)</b>	<input checked="" type="checkbox"/> Yes	<input type="checkbox"/> No
<b>A.8. Project end date (if any)?</b>	Still on-going	

## B. CONTACT DETAILS OF THE PROJECT

<b>B.1. Full Name of applicant:</b>	<b>Studio razvojnih inicijativa</b>		
<b>B.2. Address:</b>	Jerina 1		
Postal Code:	21000	<b>B.3. Telephone:</b>	+38521339909
City:	Split	<b>B.4. E-mail:</b>	studio.razvojnih.inicijativa@gmail.com
Country:	CROATIA		
<b>B.5. If your project has a Website or a Webpage related to it, please provide the link.</b>			
http://www.			
<b>B.6. If your project uses social networking sites, please provide the link(s):.</b>			
<a href="https://www.facebook.com/groups/183029235051572/">https://www.facebook.com/groups/183029235051572/</a>			
<b>B.7. Name and surname of another contact person (this should be a person who also knows the Project and is able to speak about it in English or French):</b>			
<b>Janina Pavić Jadrić</b>			
<b>B.8. Contact details if different to the above:</b>			
Telephone:	+38521339909		
Mobile:	+ 38598827365		
E-mail:	<a href="mailto:janinapavic@yahoo.com">janinapavic@yahoo.com</a>		

## C. PROJECT DESCRIPTION

**Keep strictly to the word limits in this section of the application form. You have the opportunity to provide more details in a later part of the application form (see C.10.).**

**C.1. Is the Project solely concerned with drug prevention, or does it have broader aims/goals and objectives/intended outcome. (Tick one box)**

Solely concerned with drug prevention

Some aims other than drug prevention

**C.2. Please summarise the goals and objectives or intended outcomes of the Project as they relate to drug prevention. (Maximum 100 words / 575 characters)**

The main goal of this project is to educate high school pupils and youth those is at risk of substance abuse – young people without adequate parental care and are living in residential care for children *Maestral*. Throughout the development of their creativity reduce the number of potential addicts. By increasing possibilities of creative involvement we give them the opportunity to lead healthier lifestyles: better recognition and expression of their feelings, enhancement of stress coping skills, improvement of social skills, knowledge about addiction problems and the ability to become a positive influence on peers.

**C.3.** Provide a summary of the Project. Focus especially on the drug prevention aspects and on the participation of young people. This question is in three parts. Please answer all three parts. (Maximum 1,000 words / 5750 characters)

- a) Please describe the organisation of the Project: its structures, history, reasons for existence. (100 words)
- b) Please describe the Project's activities: what does it do with the client group(s), and what techniques does it use in its work? (500 words)
- c) Please describe the Project's accomplishments: what has it achieved? (400 words)

The program is based on innovative concept of workshops that combine art work, learning and thinking about addiction problems, becoming more social responsible person and giving opportunity to youth without parental care to be less isolated.

Participants, during workshop, are getting to know each other and throughout various fun, creative and introspective activities getting to know themselves. They learn about the danger of addiction and they are learning how to draw a comic book. In the end their mission is to create a comic book on the subject of addiction. Also they make one comic book in which they are authors together.

All of their work is presented at the exhibition that is designed and set up by the authors.

Every comic book is presented in the brochure and printed on t-shirts. Participants give away the brochures and the shirts to their friends and classmates.

Selection of participants is carried out in collaboration with schools (professional services and directors) that inform and choose their students based on their interests and exposure to risky behaviour.

In great risk of substance abuse are children from residential care *Maestral*. They are living in big institution that has no elements of family life. They usually socialise with other children from residential care and rarely make deeper friendly connections among other children. All of these factors make them participants of our workshops in collaboration with the management of *Maestral*.

Participants are from the age of 15 till 30. The project has been going on for five years, and there is no end date. During this time period we have perfected the workshop program by listening to our participant's feedback. Every idea, comment and critic that they had we have taken into account and have been changing the content, activities, themes and methods every year. In 2013 we have written handbook to enable others to conduct the program. The program includes:

Techniques of working with young people – general: get to know each other activities, icebreakers, team building activities, developing creativity and critical thinking games and activities;

Comic book making techniques – basic: drawing skills, selection of characters, editing the frames of comic book by manipulating space and time, using the text in comic book, development and adaptation scenarios;

Creating a comic book on the subject of addiction - the different types of addiction, the risks of experimentation with addictive substances, the addict's mindset, personal and social consequences of addictive behaviour, production of scenarios for the comic on the subject of addiction, making individual and group comics, encouraging collaboration and group work, encourage the release of the barrier in communication, development and strengthening of personality, empowerment of self-confidence, development of positive self image.

Why do we use comic book form to think about addiction and to influence young people's behaviour? Work on the comic book does not tolerate inconsistent and superficial understanding due to its media and expressive properties. Otherwise, we will not master the basics and any further skills and knowledge necessary for advancement. The process of creating a comic book starts from basic drawing skills where participants think about the logic of space and overcome the body movements, facial expressions and visual characterization of the characters that are based on that psychological, showing emotion through the movement etc...It is followed by work on the relationships between the characters, the script and the subject, directing and editing, and the expression of it through broader artistic elements.

All of that greatly contributes to the engagement of the participants i.e. authors.

Engagement consists of the fact that the author / artist of comics feel characters, plot, theme and situations using their own empathy imagining fictional situations or extracting them from real life. In this way the authors / artists of comics learn on introspective way and build themselves consciously or unconsciously.

This project, in the last five years, involved 100 young people who live in families and 20 residents of the children residential care *Maestral*. All of them have finished the workshops Get Hooked on Comic books, organized and set up an exhibition of their work. Printed NUMBER brochures and NUMBER shirt which workshop participants shared their friends and colleagues. In this way they impacted on their peers and encouraged them to a healthy lifestyle. Encouraged them to think and change negative attitudes. 1,500 young people received a copy of the T-shirts or brochures. 2500 young people saw an exhibition of comics.

Taking into account the feedback of workshop participants a manual was issued by which others can implement this program. Young people decided about the content of the manual, all of the activities, exercises and subjects to discuss on.

**C.4.** Please summarise **how** adults (if any) participate in the Project, their roles and responsibilities. (Maximum 500 words / 2875 characters)

The president of NGO manages only administrative aspects of the project. There are two adults directly involved in the course of workshop. In the beginning of the program they teach young people basic things – all of the methods for creating comic book and give them basic information about the problems with the substance abuse. Later they are the facilitators of work helping young people to communicate; giving them feedback about their work, helping them choose the characters and the course of the scenario and gives them all of the professional support concerning art techniques. Since one of the adult is psychologist it is very helpful to provide feedback about the nature of addiction and its representation in the comic book. Also to be an emotional support when it is necessary and our experience shows it is quite allot.

**C.5.** Please summarise **how** young people actively participate in the Project. (Maximum 500 words / 2875 characters)

Young people are the authors of comic books which they use to influence their peers. Most of the time they are thinking, drawing and creating the stories that will send the message about consequences of substance abuse and promote healthy lifestyle. They create mutual comic book and before the result they need to perambulate the process. This process requires team work, joint decision making, taking into count other people's ideas and thoughts. They need to learn how to stand up for themselves and their own ideas but to be tolerate as well. They choose which art work will be printed on T- shirt and the ways the shirts will be distributed in schools and non – government organizations for youth. They organize the exhibition of comic books, open it and show their work in public. During all of these they work with adults but they are evaluating every step of the project. The project activities are changing due to youth feedback.

**C.6.** Are young people involved in:

Item & Definition	Yes or No	If YES, describe how (compulsory)
<i>Strategy</i> Young people are involved in helping to create plans and strategies	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	Young people are the ones who are the authors of comic books and they are sending messages to their peers. They make and implement plans on how they will influence others the best way.
<i>Structures</i> Young people are involved in decision-making processes	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	After learning the basic about the art of comic books the young people decide on everything. They are the authors of works; they choose the way they will present it to public.
<i>Systems</i> Systems are in place to ensure and enshrine young people's involvement	<input type="checkbox"/> Yes <input type="checkbox"/> No	Young people are the most involved since they are using their own art work to influence the society.
<i>Staffing</i> Paid staff and adult volunteers (if any) work alongside young people and respect their contribution	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	The project manager and the facilitators are providing assistance to the youth groups. Some of their work are volunteer hours.
<i>Development of skills and knowledge</i> The contribution that young people's experience can make to improve the service is acknowledged and utilised	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	During five years of ongoing project young people's experience, engagement, advice and criticism were always used to improve the service. As a result of this contribution

		we made handbook for others to use.
<b>Management</b> <i>Young people have a role in the management of the project and have the power to hold adult staff and volunteers to account</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	Young people are indirectly involved in the management of the project - on them and their engagement depends any further actions that project is made of. Also, one young person always stands up from the group as the lead organizer of the whole team, and he/she has the help of more experienced members.
<b>Delivery</b> <i>Young people are involved in the delivery of services and activities</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	Young people are directly involved in the distribution of comics and in direct contact with their peers where they have tasks to make them familiar with the dangers arising from addiction and teach them healthy lifestyles.
<b>Assessment</b> <i>Young people are involved in the monitoring and evaluation of project activities</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	Since they are working together they monitor and evaluate each other's activities. They also provide written evaluation for the project manager.
<b>'Hard to Reach'</b> <i>The Project involves so-called 'difficult-to-reach' young people</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	Youth from children residential care.
<b>'Service User Involvement'</b> <i>The Project involves young people who are recipients of the service offered</i>	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	All of the young people involved in project are at risk of substance abuse.

**C.7.** Does the Project address issues of social equality? If yes, how? (How does it aim to reach stigmatised groups, or ensure fair participation by groups traditionally excluded, such as young people with disabilities, minority ethnic groups, etc.) (Maximum 100 words / 575 characters)

Group of young people that live in children residential care *Maestral* are excluded by the way they live - in big institution with very little private place and with very few aspects of life their peers live. They are usually rarely involved in non-formal an activity outside the *Maestral* because they are usually group that is hard to motivate.  
We have people all gender, nationality and background involved in our program and treat everyone the same.

**C.8.** Why do you believe that the Jury should select your Project as a recipient of the European Drug Prevention Prize? (Maximum 100 words / 575 characters)

We are doing this for five years, giving young people possibility to influence others by their art work. During that process they learn a lot as well. During the last five years over 120 young people have been educated and strengthened through these workshops. Each year the number of young people increases and that gives us information that we do good thing.

**C.9.** How would your Project use the Prize of 5.000 €? (*Maximum 150 words / 863 characters*)

This project is sponsored from time to time but there are times that we do the entire work voluntary. We would use the Prize for ongoing activities with the project. We would use it to expand the project too and give the opportunity for others to do the same thing in their own communities. We would educate and train people, especially people from isolated areas like islands and villages are in Croatia. Those areas usually have little to offer for young people and the rate of substance abuse is high. In addition, we would like to cover English translation expenses for "Get hooked on comic books" handbook and take an opportunity to expand our mission and ideas across the Croatian borders.

**C.10.** List the items you are including to support your application (what you send must match this list) The additional material is more useful if there is an English or French summary of any textual material.

	Item/content	Format	Language	Reason for inclusion
1	Handbook <i>Get Hooked on Comic Books</i> <a href="http://www.infozona.hr/prirucnik">www.infozona.hr/prirucnik</a>	pdf	Croatian English summary sent in word file in attachment	Handbook contains everything we have been working on for last five years. It is the result of participant's engagement in workshops and creating the themes, activities and discussions according to their interventions, ideas and wishes. We had no resources to translate the handbook in English. But we translated the introduction that we are sending, it contains the basic information about the workshops and the way to conduct them.
2	Our last exhibition <a href="http://infozona.hr/foto/izlozba-navuci-se-na-strip/730">http://infozona.hr/foto/izlozba-navuci-se-na-strip/730</a>	web	Photo gallery in Croatian	It shows how is organized the event with the results of workshop and how many young people is involved.
3	Video made by the participants of the workshops	web	English	Young people

	<a href="https://www.youtube.com/watch?v=DQREaly24d4&amp;feature=youtu.be">https://www.youtube.com/watch?v=DQREaly24d4&amp;feature=youtu.be</a>			showing what they have learned.
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*You can send them by post or e-mail but e-mail attachments must be less than five megabytes in size.*

<b>D.1. How did you hear about the European Drug Prevention Prize?</b>
We were told by the one of the associates that sends us youth from school.