

How does the project work?



This project runs for two years from OCTOBER 2024 to SEPTEMBER 2026.



Healthier Youth – Addressing the Risks of Online Gambling and Gaming



Co-funded by the European Union



EUROPEAN UNION



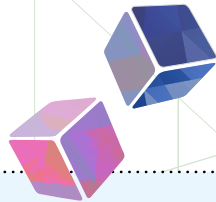
CONSEIL DE L'EUROPE

Co-funded and implemented by the Council of Europe

This project is co-funded by the European Union via the Technical Support Instrument and implemented by the Council of Europe, in cooperation with the European Commission.

What is at stake?

Online gambling and gaming platforms have become go-to hubs for entertainment and social connection among children and young people. While these activities can offer moments of fun and interaction, there is a growing concern about the potential risks they pose. What starts as a leisure activity can lead to harmful consequences, affecting mental health, financial stability and social wellbeing.



Online gambling and gaming entail different types of risks for young people, with both contributing to mental health issues recognised by the World Health Organization as public health concerns.

The project aligns with key European initiatives to safeguard youth mental health, including the [European Commission's 2023 communication on mental health](#), the [2022 European Strategy for Better Internet for Kids](#) and the [Council of Europe Strategy for the Rights of the Child \(2022-2027\)](#).

A European project

This has prompted European countries to step up their efforts to provide effective and evidence-informed prevention, treatment and harm reduction services. The project Promoting the Mental Health of Children and Youth by Addressing the Risks of Online Gambling and Gaming was therefore launched. Its goal is to develop and implement approaches that help caregivers, children and young people avoid or reduce these risks.

The project supports nine European Union member states in enhancing their responses to online gambling and gaming risks, creating safer digital spaces for the younger generation.

Who will benefit from the project?

- ▶ Children and young people (aged 10 to 24)
- ▶ Parents and caregivers

Project partners:

- ▶ Croatian Institute of Public Health
- ▶ Cyprus National Addictions Authority
- ▶ Government Office of the Czech Republic
- ▶ Ministry of Interior of Hungary
- ▶ Italian Presidency of the Council of Ministers
- ▶ Ministry for Social Policy and Children's Rights of Malta
- ▶ National Centre on Prevention of Addictions of Poland
- ▶ Portuguese Institute for Addictive Behaviours and Dependencies
- ▶ Ministry of Health of Slovenia

Implementing partners:

- ▶ European Commission (DG REFORM)
- ▶ Council of Europe (Pompidou Group)

Addressing online gambling and gaming will also help identify actions for other risks related to internet use that are especially relevant for the young generation. The project promotes a coordinated approach in a digital Europe.

Visit our websites:

[DG Reform](#)

[Pompidou Group](#)

