

CyberBuddy

Newsletter

OCTOBER, 2025



The consortium of CYBERBUDDY project wants to express sincere gratitude to all the participants that gave their time and attention to help students become cyberbullying-aware internet users through the use of our project results, and the dissemination of our mission! Big thank you to all the students, teachers, parents and psychologists for joining us on this journey! We welcomed more than 180 participants live and more than 80 online through our national multiplier events in Portugal, Bulgaria, Italy, Ireland and Greece!

It was a true pleasure to host all of you, discuss the important topic of being safe online and present you with our amazing interactive results specifically designed to turn cyberbullies into cyberbuddies!























Multiplier Event in Braga, Portugal

AESAS (Portugal) hosted the CyberBuddy Multiplier Event on October 20, 2025, at the Álvaro Carneiro Auditorium in Braga. Bringing together 22 teachers, students, psychologists, and parents to share strategies for preventing and responding to cyberbullying. Participants explored the project's innovative digital Escape Rooms and interactive tools, praising the event's relevance and practical impact. Participants expressed willingness to collaborate and commit to continuing CyberBuddy's mission in schools and other social contexts.





Multiplier Event in Reggio Calabria, Italy



Associazione Innovamentis (Italy) hosted the CyberBuddy Multiplier Event on October 31, 2025, at the Auditorium of Liceo Artistico Statale "Preti-Frangipane" in Reggio Calabria. The event, titled "From Cyberbully to CyberBuddy: Together for a Safer and More Friendly Web", brought together around 70 participants (38 in person and 30 online) — including teachers, students, psychologists, and local authorities.

During the event, discussions were held about strategies to prevent cyberbullying, the digital Escape Rooms were tested, and various policy approaches were discussed with guest speakers from local education departments. The overwhelmingly positive feedback from the event praised the relevance, organization, and impact in of the project in its mission to promote safer online behaviors.

Multiplier Event in Cavan, Ireland



The Rural Hub (Ireland) held the CyberBuddy Multiplier Event on October 27, 2025, at The Royal Secondary School in Cavan. The event gathered 42 students, aged 15–17, for a day of learning and discussion on cyberbullying awareness and prevention.

Students explored the project's Raising a CyberBuddy guide and digital Escape Rooms, promoting safe and responsible online behaviour through interactive activities. Guest speaker Pauline Clarke (Mind Nua) led a session on mindfulness and self-care, encouraging students to reflect on digital well-being and empathy. Students highlighted the event's engaging format and practical lessons for their everyday online life.













UWAH (Greece) hosted the CyberBuddy Multiplier Event on October 31, 2025, at the FORTH venue in Heraklion in a hybrid format, welcoming over 110 participants (30 in person and 83 online). The event, titled "Violence Against Children in the Real and Digital World," brought together professionals, parents, teachers, and police representatives to discuss cyberviolence and child protection.

Experts from law enforcement, education, psychology, and NGOs shared insights on legal frameworks, prevention strategies, and real-world challenges related to online safety. Many of the participants praised the project's initiative and expressed need for more awareness activities related to cyberbullying in their local context and better community education on online risks.

Multiplier Event in Bulgaria

On 20.10.25, NPG hosted the Bulgarian Multiplier Event under the theme "Be a Buddy, Not a Bully" and the event aimed to raise awareness about cyberbullying and explore innovative methods for its prevention through the project's interactive, game-based learning tools.

Held at the Technical University in Sofia, the event brought together 55 participants — teachers, students, and professionals — both in person and online. The agenda included presentations of the project's main objectives and outputs, demonstrations of the CyberBuddy digital escape rooms and website, as well as discussions with cybersecurity experts.

Participants praised the event for its engaging and creative approach. Many emphasized that the use of games and real-life scenarios made complex topics like online safety and digital ethics more accessible to young people.



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