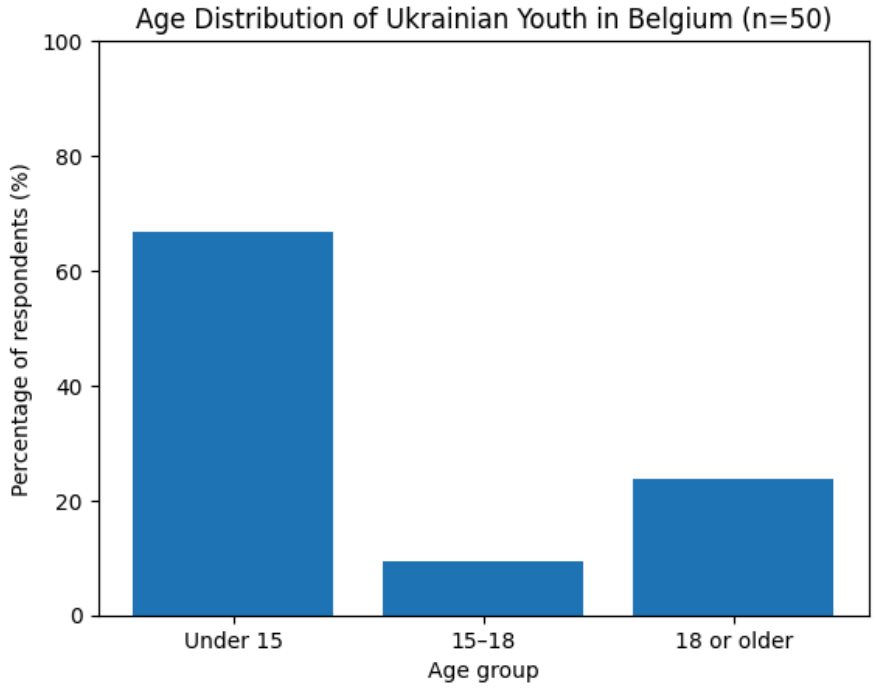
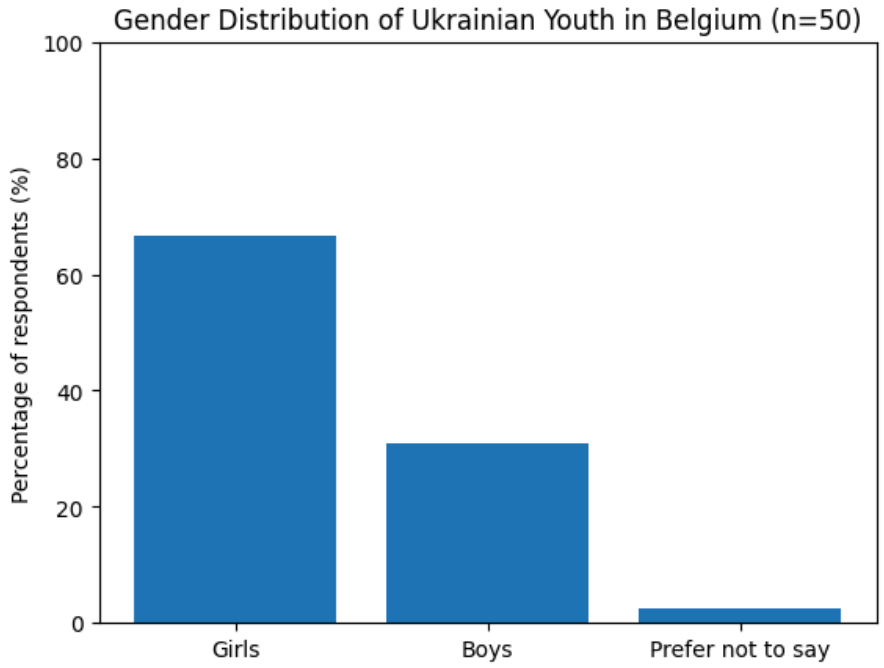
Graphs for Belgium

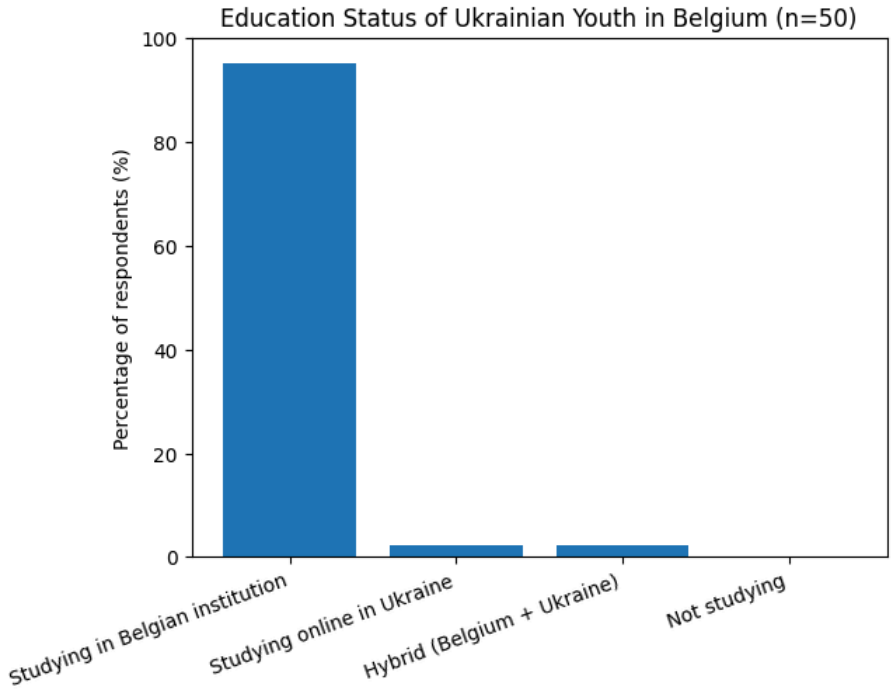
Q2 Age



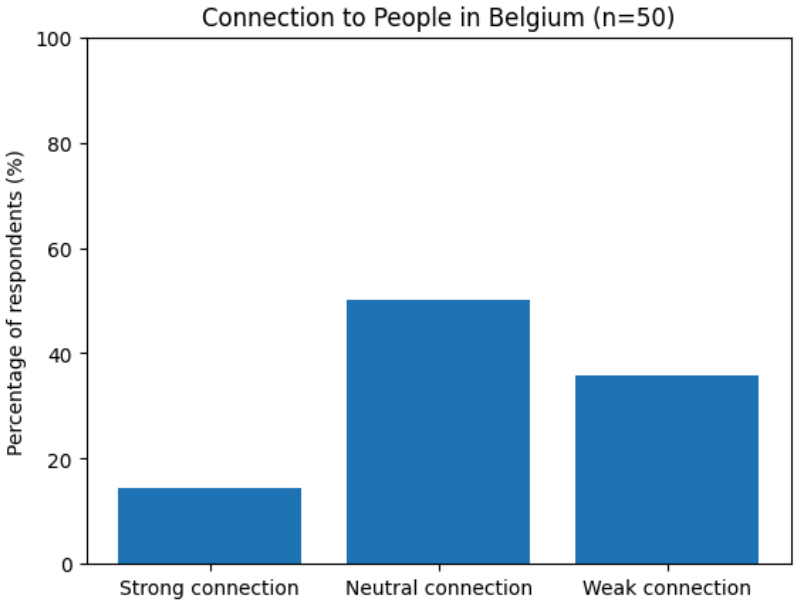
Q3 gender



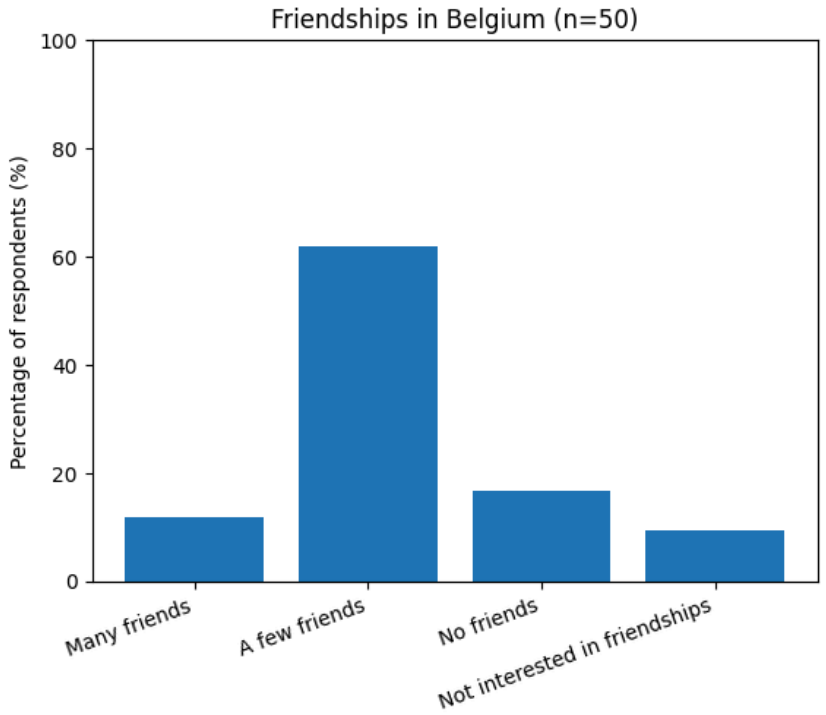
Q4 Education Status



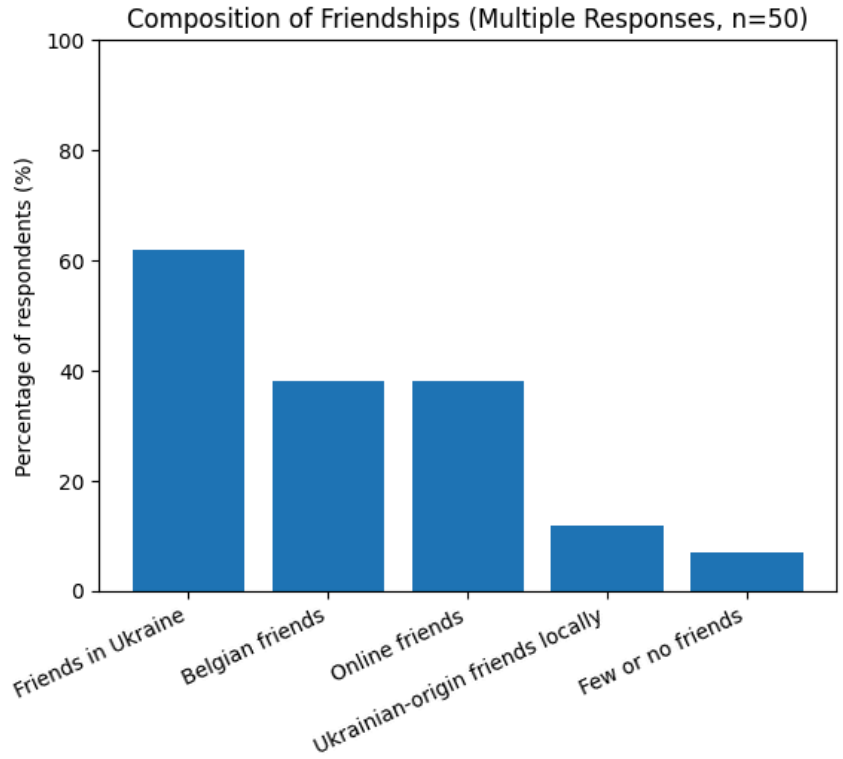
Q5 Connection to People in Belgium



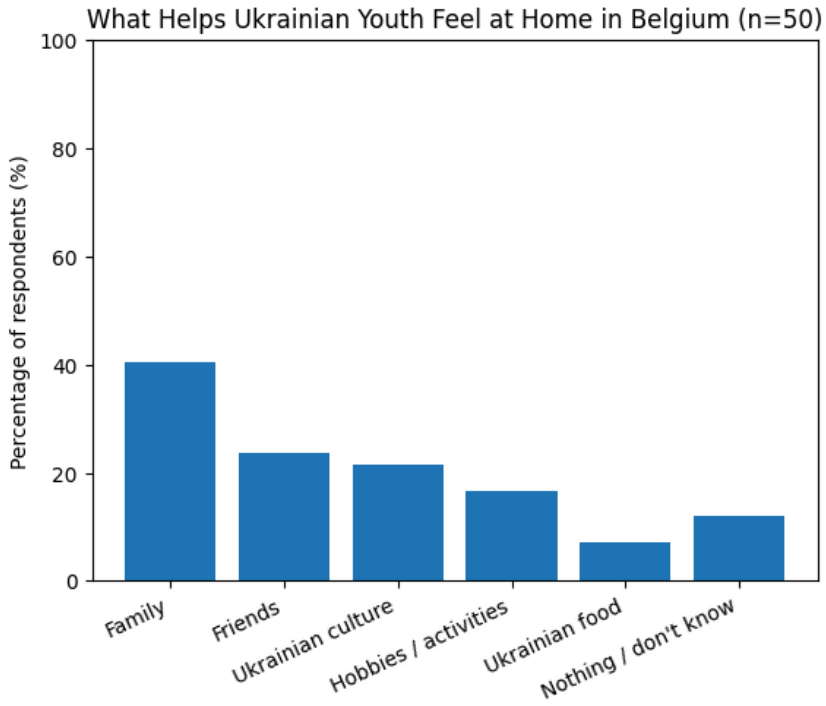
Q6 Friendships in Belgium



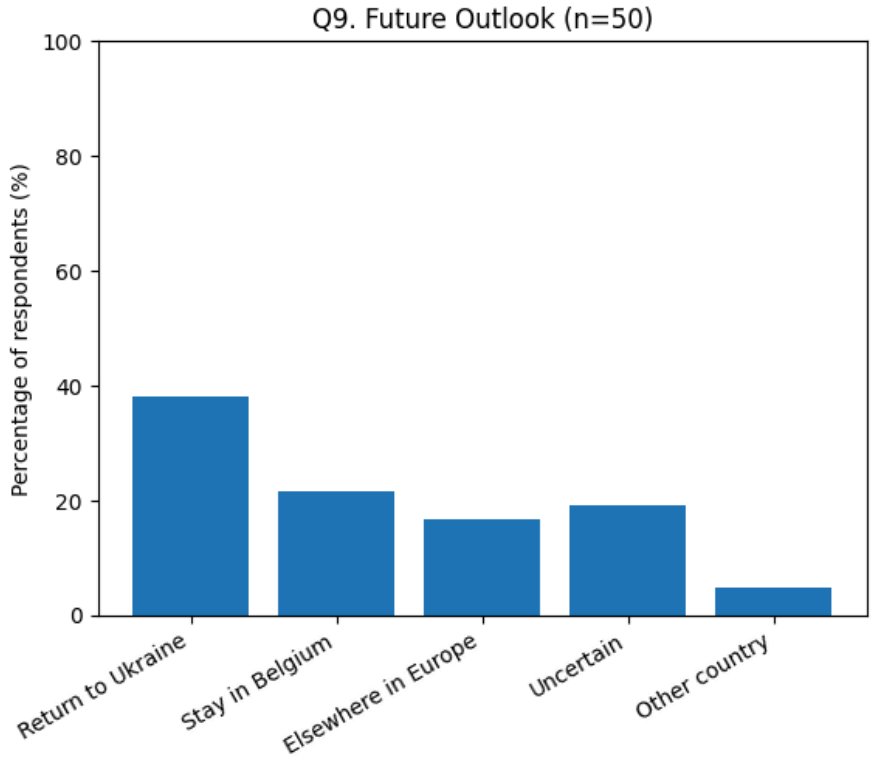
Q7 Composition of Their Friendships



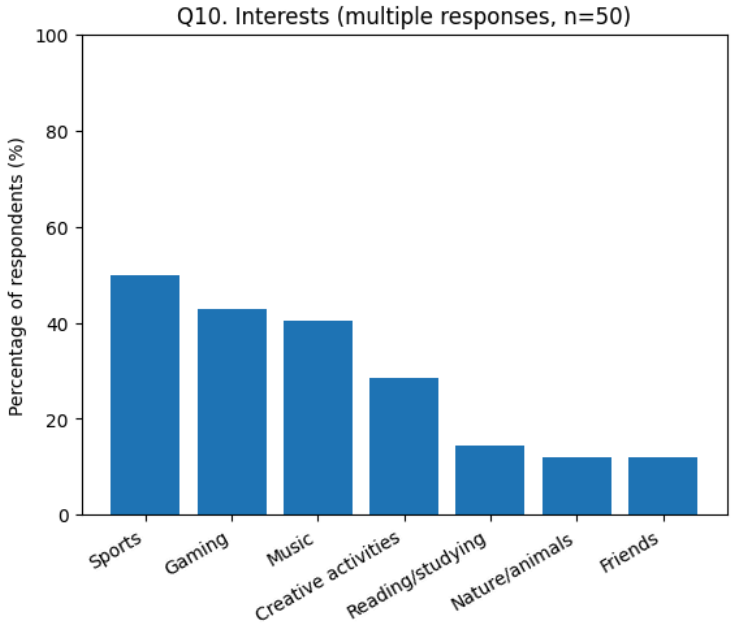
Q8 What Helps Them Feel at Home



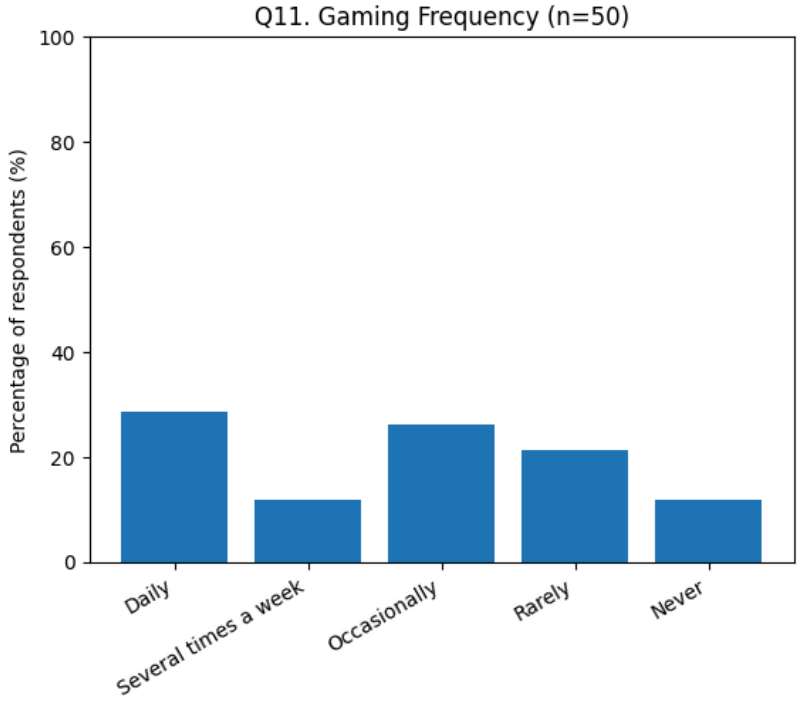
Q9 Future Outlook



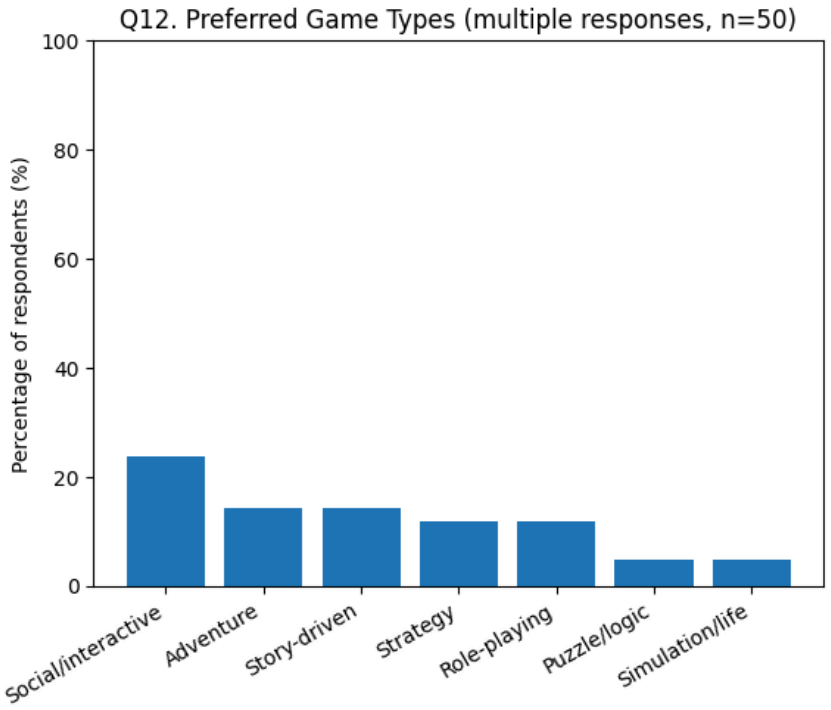
Q10 Interests



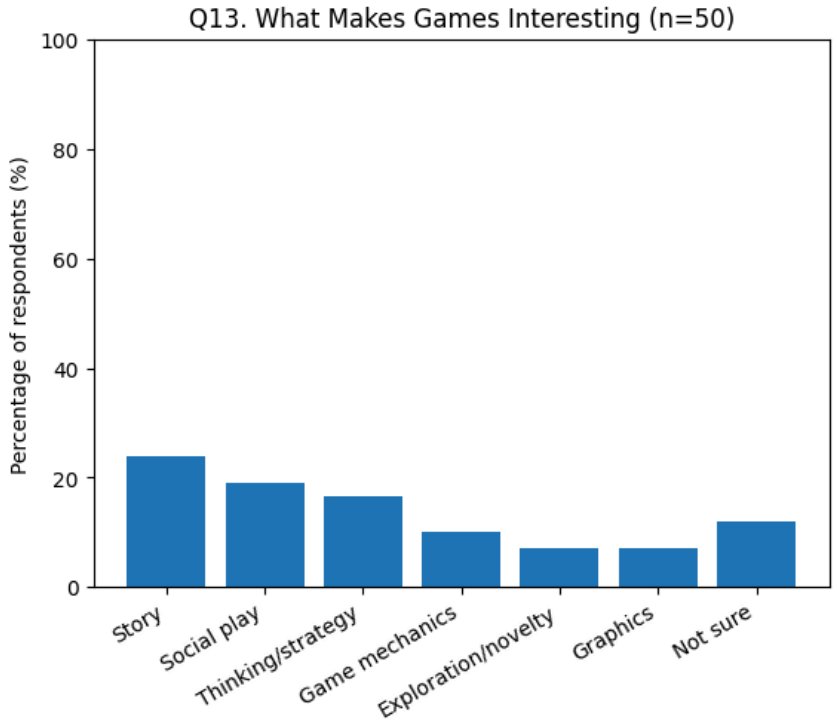
Q11 Gaming Frequency



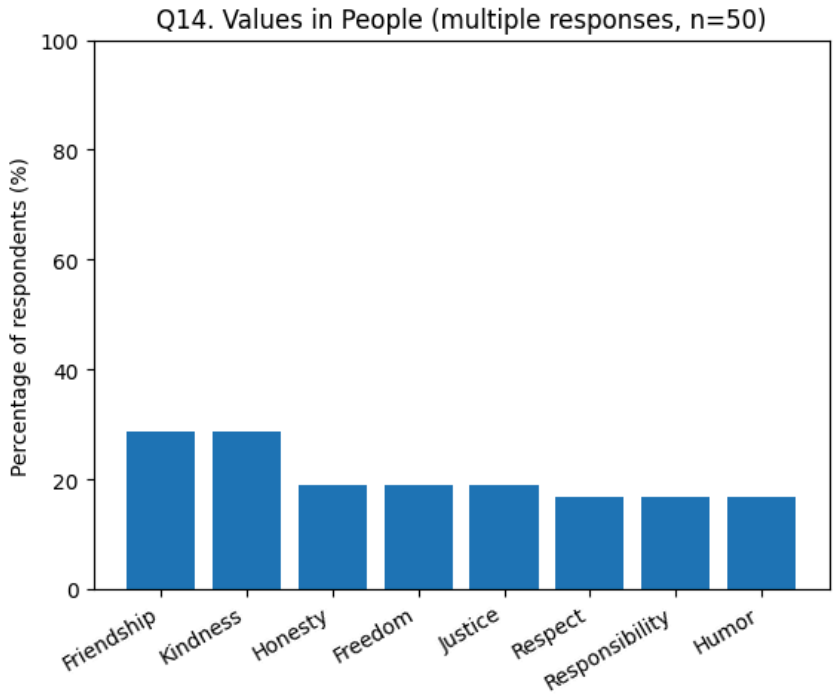
Q12 Preferred Game Types



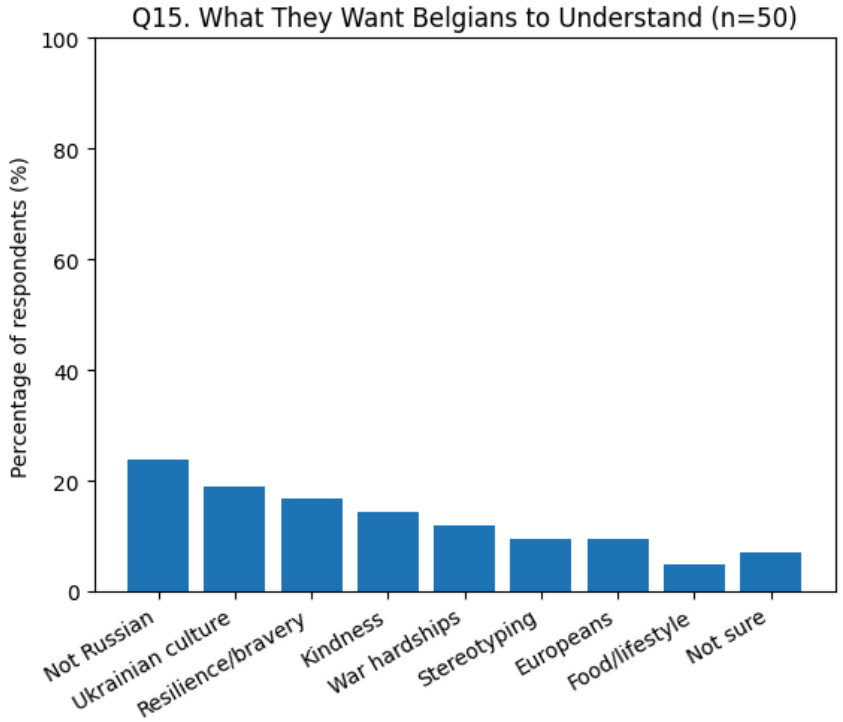
Q13. What Makes Games Interesting



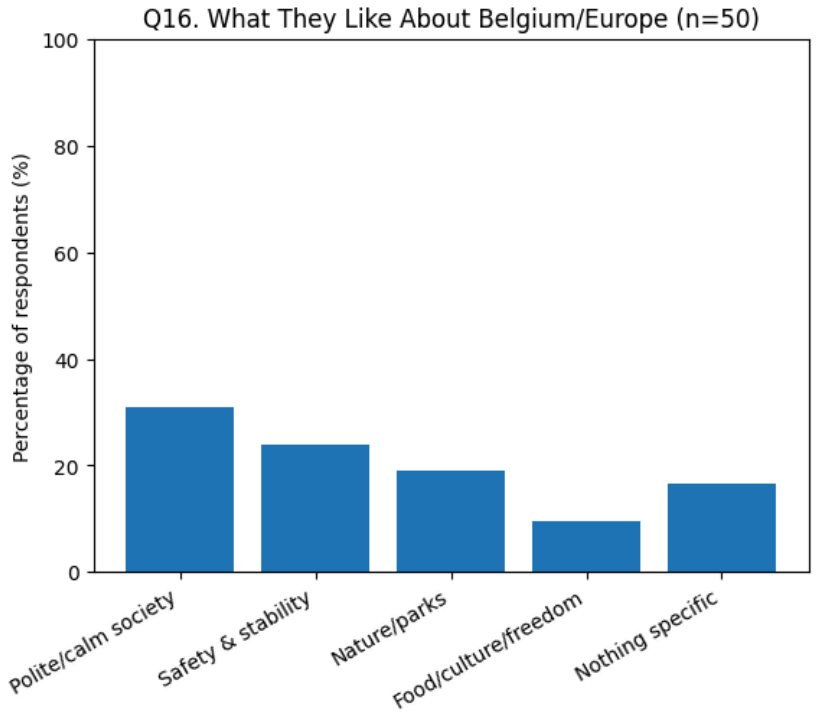
Q14 Values in People



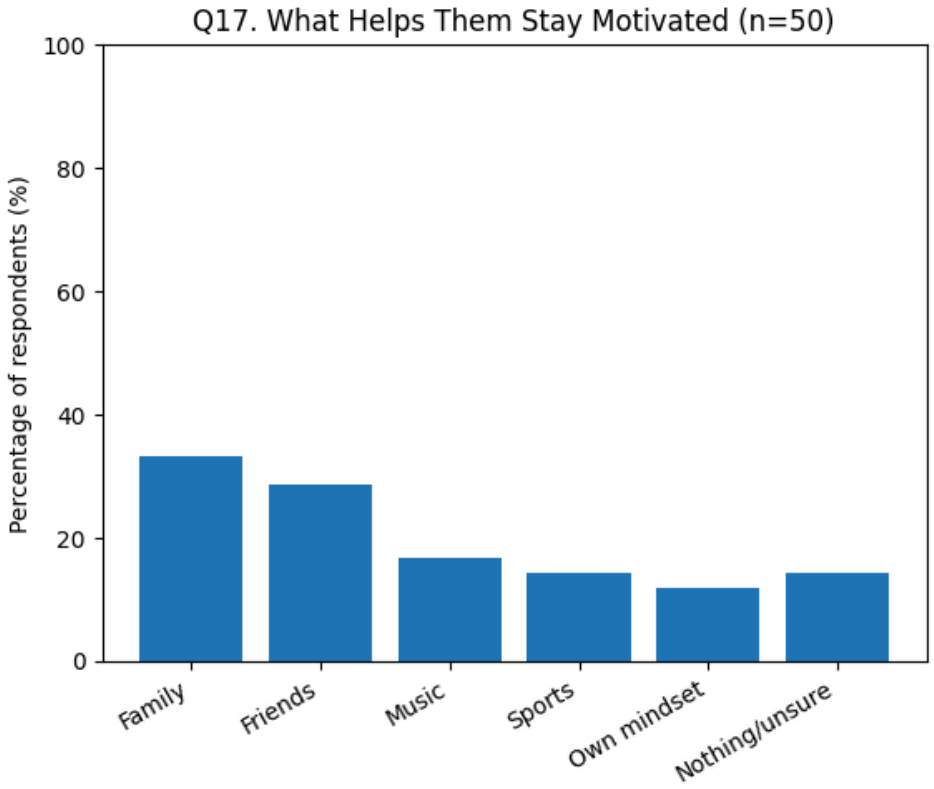
Q15 What They Want Belgians to Understand



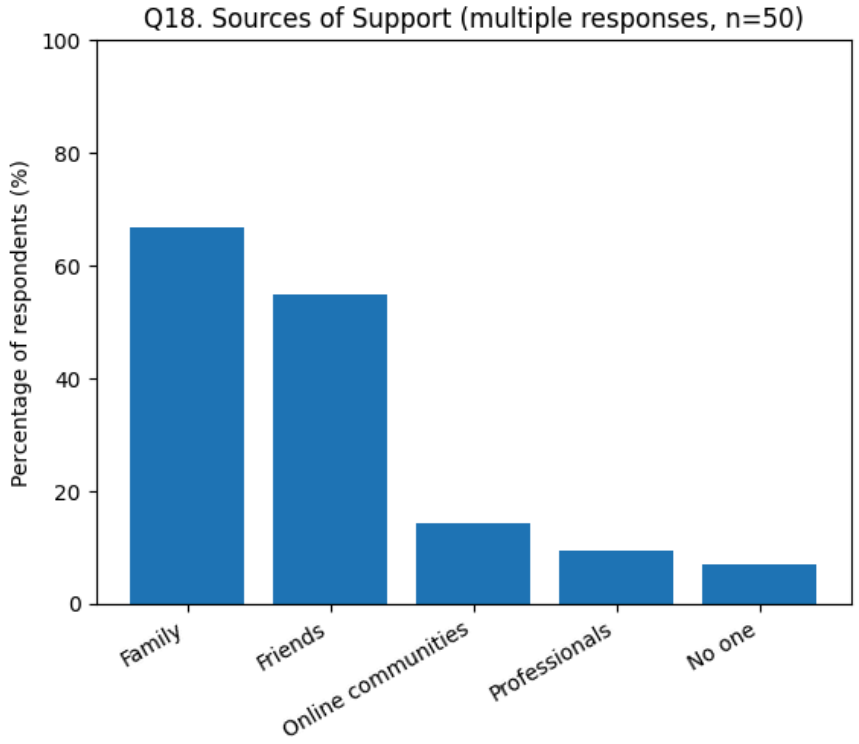
Q16 What They Like About Belgium/Europe



Q17 What Helps Them Stay Motivated



Q18 Who They Turn to for Support



Q19 What a Confidence-Building Game Should include

Agency for International Programs for Youth Republic of Latvia
AntiLimbo
И ГРЯНУЛ ГРЭМ
MORE MOSAIC MOMO
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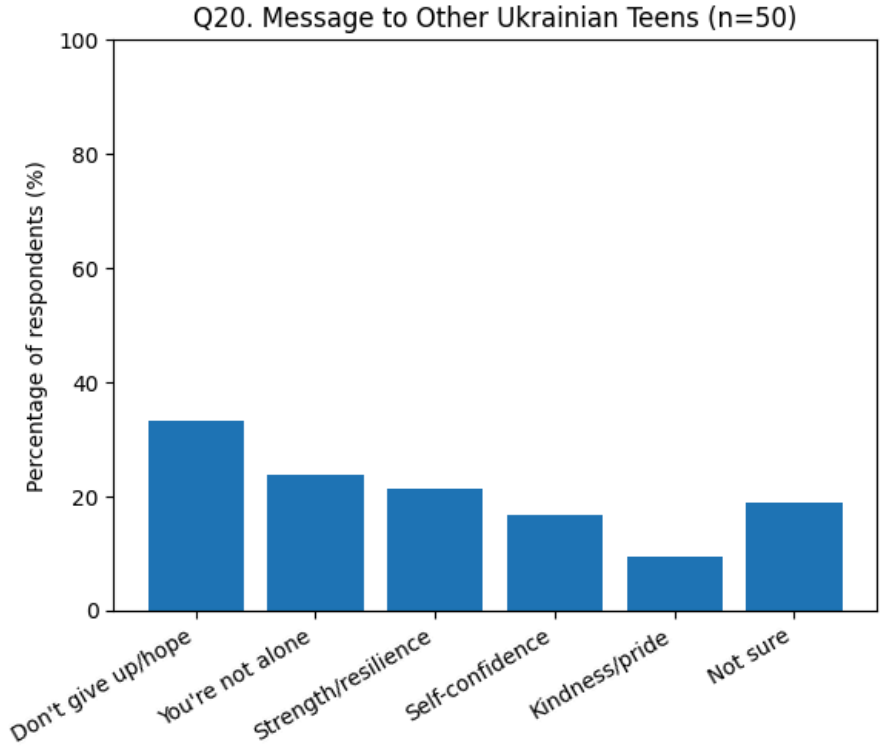
Q20 Message to Other Ukrainian Teens



*This survey was a part of the AntiLimbo project. The KA2 Small-Scale Partnership project “AntiLimbo” is run by Grem, Latvia in cooperation with MoreMosaic, Sweden and Bessonova Outdoor Immersion School, Belgium within Erasmus+ programme framework. The project aims to enhance the sense of belonging among young Ukrainian refugees in Belgium, Latvia, and Sweden, connecting them to the European Union and its cultural heritage. Through gamification and digital tools, we aim to raise awareness of European cultural history and values, fostering a deeper sense of identity with their new environment and European society. Project reference number 2024-3-LV02-KA210-YOU-000269071. Young people under 18 completed the survey with permission and under the supervision of their teachers or youth workers.

Disclaimer: Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. Funded by the European Union.