



Bait Byout: The Palestinian LARP Organization

Field of Activity

Youth empowerment, gender equality, inclusion, employability, dialogue, and human rights.

Vision and mission







Bait Byout believes in a **free & playful world that celebrates diversity** and allows individuals to explore and accept themselves and the others. They thrive to provide a safe and loving space that celebrates expression and **stimulates creative imagination**, spreading and promoting Live action role-playing (LARP) and board games of first-rate quality and content. Thus, by adopting congregative and participatory learning among its community members. **Through role-playing and other games**, Bait Byout aims to **develop the life skills of individuals**, particularly youth and children, trying to equip young people to take more empowered and leading roles in their societies, whilst also shedding light on relevant cultural and societal issues.

ACTIVITIES

Bait Byout program and activities are highly focused on **empowering the youth building their skills, knowledge for self-expression** to increase their contribution to the development of their communities. Bait Byout works also to strengthen their organizational structure and administrative capacities in order to diligently, effectively and efficiently carry out its different programs and activities.

MAIN ACHIEVEMENTS

- ❖ LARP Games production, testing, and implementation of new games on different topics like gender equality, inclusion, employability, dialogue, and human rights.
- ❖ Promoted sexual rights and reproductive health through LARP Games for women from local communities.
- ❖ Fostering social inclusion and gender equality among youth in the Palestinian society by tackling gender stereotypes, running three long LARP game 'Till death do us part' with 75 women and youth.

	Country: OPT
	Year of foundation: 2006
	Areas of intervention: West Bank (Ramallah, Nablus & Hebron and surrounding villages and refugee camps).
	STAFF: 4 Employees, 7 BoDs members.
	Network: LARPer of the World
	Website: https://baitbyout.org/

Bait Byout's Contributions to Naseej's workstreams:


2

Community Engagement

Bait Byout's activities supported by Naseej: an overview

Project title: "Agents of Change" Marginalized Palestinian youth become agents of change to influence social and gender norms, by use of LARP gaming methodology


Locations

 West Bank (Ramallah, Nablus & Hebron and surrounding villages and refugee camps).

Budget


 € 48.626

Timeframe

 April 2021
April 2022

Naseej's workstreams

Stream 1 (Services Delivery)
Strengthening support and referral services and reporting systems for women and girls GBV survivors

Stream 2 (Community Engagement)
Transforming the social norms that perpetuate GBV with a special focus on youth engagement 

Stream 3 (Policy Change)
Strengthening development and implementation of national GBV legislation



Identify 12 new LARP youth facilitators

Empower Palestinian youth to use LARP gaming methodology in influencing social norms, with a special focus on gender and GBV issues. Strengthen 12 LARP facilitators by providing training on gender and improve their technical skills on LARP design, writing, producing and facilitations skills.

Design 2 new LARP games on gender issues

The identified youth will design, write and facilitate at least 2 new LARP games on gender issues and GBV and spread among new youth in the communities their knowledge.



Bootcamp implementation

The trained facilitators will play 6 LARP games on gender/GBV with 60 marginalized youth in Nablus, Ramallah, and Hebron villages and refugee camps. These games will trigger targeted youth to re-think gender norms in the community.



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Naseej: Connecting Voices and Action to End Violence
Against Women and Girls in the MENA Region



OXFAM