

# Fair Play usermap



## Fair play usermap

### **VAR 4 Fair Play - Enhancing the experience of fair-play in football**

Project nr. 101185192

Deliverable D2.1.

Co-financed by the European Union.

This project is funded by the European Union. 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.



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## Introduction

The Fair play usermap aims to capture the fair play experience and provide a holistic overview of the expectations, needs, safeguarding and barriers that can be attributed to a fair play session.

The Fair play usermap borrows the three 'halves' concepts from the football3 methodology, where the three halves refer to period **before, during and after** of a football3 game. Following that idea, the columns before, during and after on the User map represents the three halves of a fair play session.

The four rows of the table are **the expectations, needs, safeguarding and feelings/barriers** attributed to a fair play session.

**Expectations** are assumptions one may have regarding a fair play session. Such expectations correspond with certain objectives of a fair play session, hence the double designation of the category.

**Needs** refer to the necessities that would make the fair play session a complete and rewarding experience for participants.

**Safeguarding** refers to physical and mental safety in the course of a fair play session.

**Feelings and barriers** address themes that could prevent participants from a fulfilling and participatory fair play experience.

## Note for football3 mediators

You may use the Fair Play User Map as a complete tool, introducing the fair play experience to your participants.

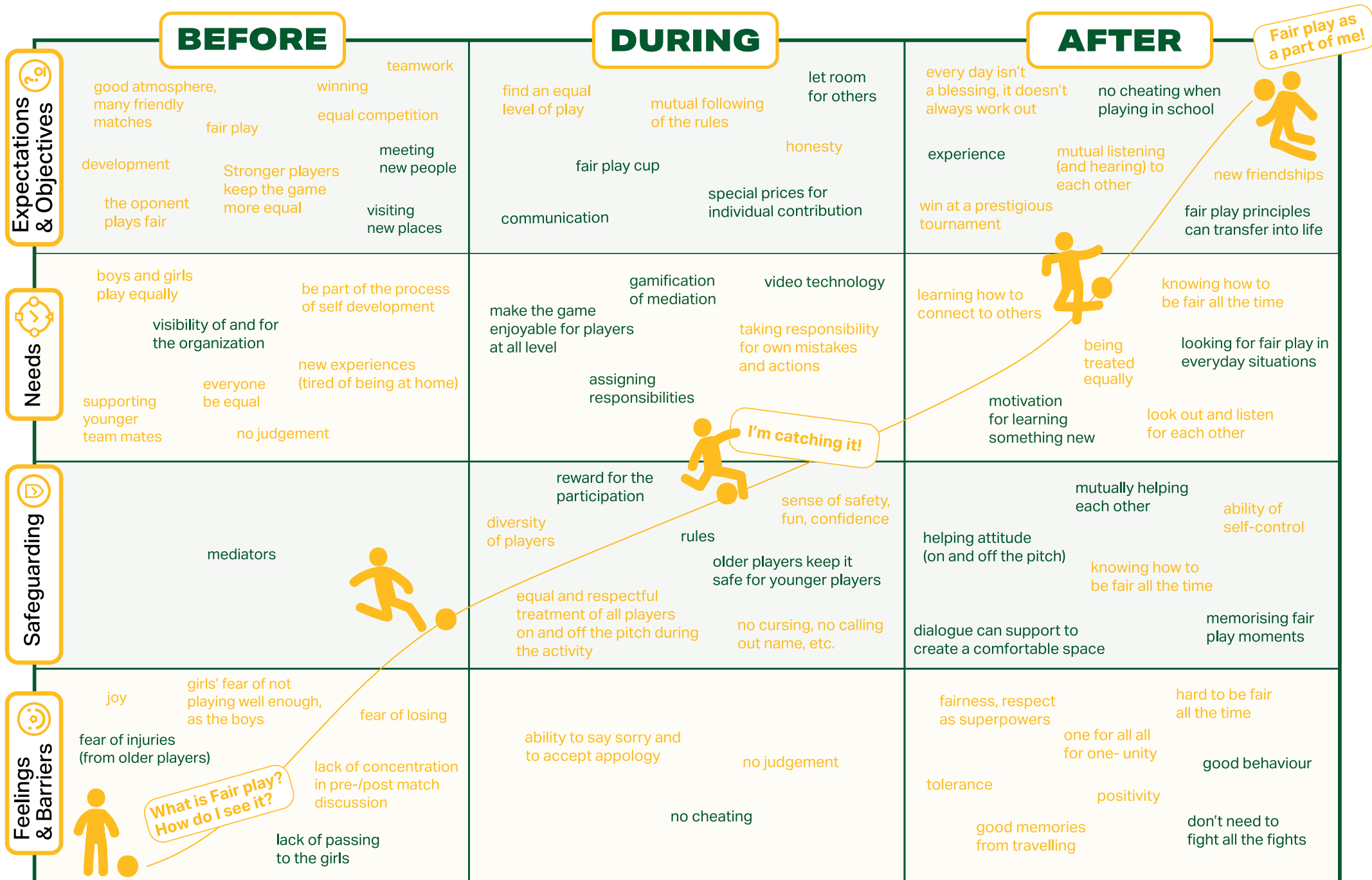
However, a blank version is also provided to encourage football3 mediators to invite their participants to gather and share their thoughts and insights regarding their specific fair play experience.

## Source

The Fair Play User Map has been created based on inputs from Czech, Hungarian and Polish youth, who were invited to share their experiences.

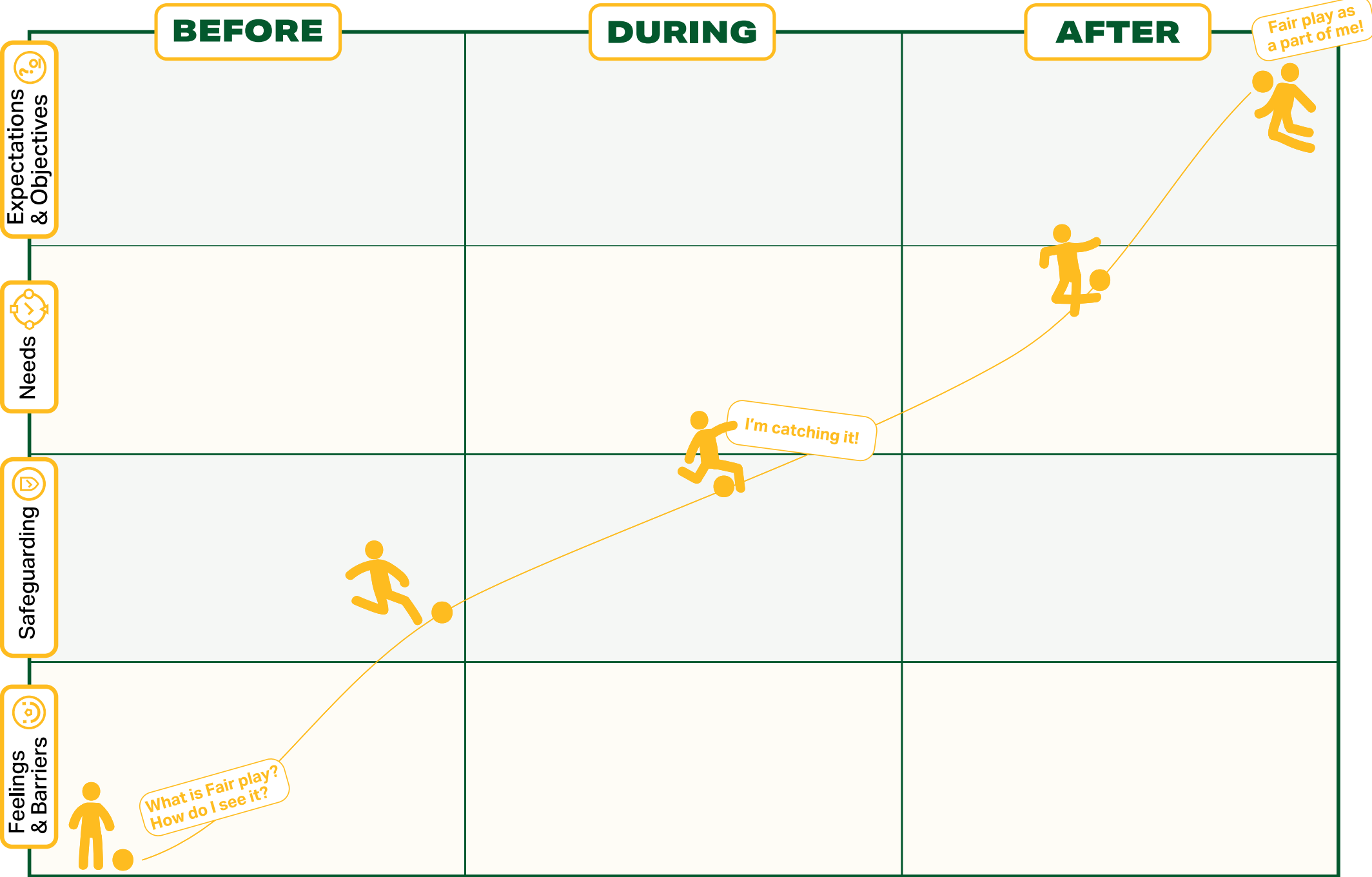
- Mental criteria
- Practical criteria

# Player's Fair play Journey



# Player's Fair play Journey

■ Mental criteria  
■ Practical criteria



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