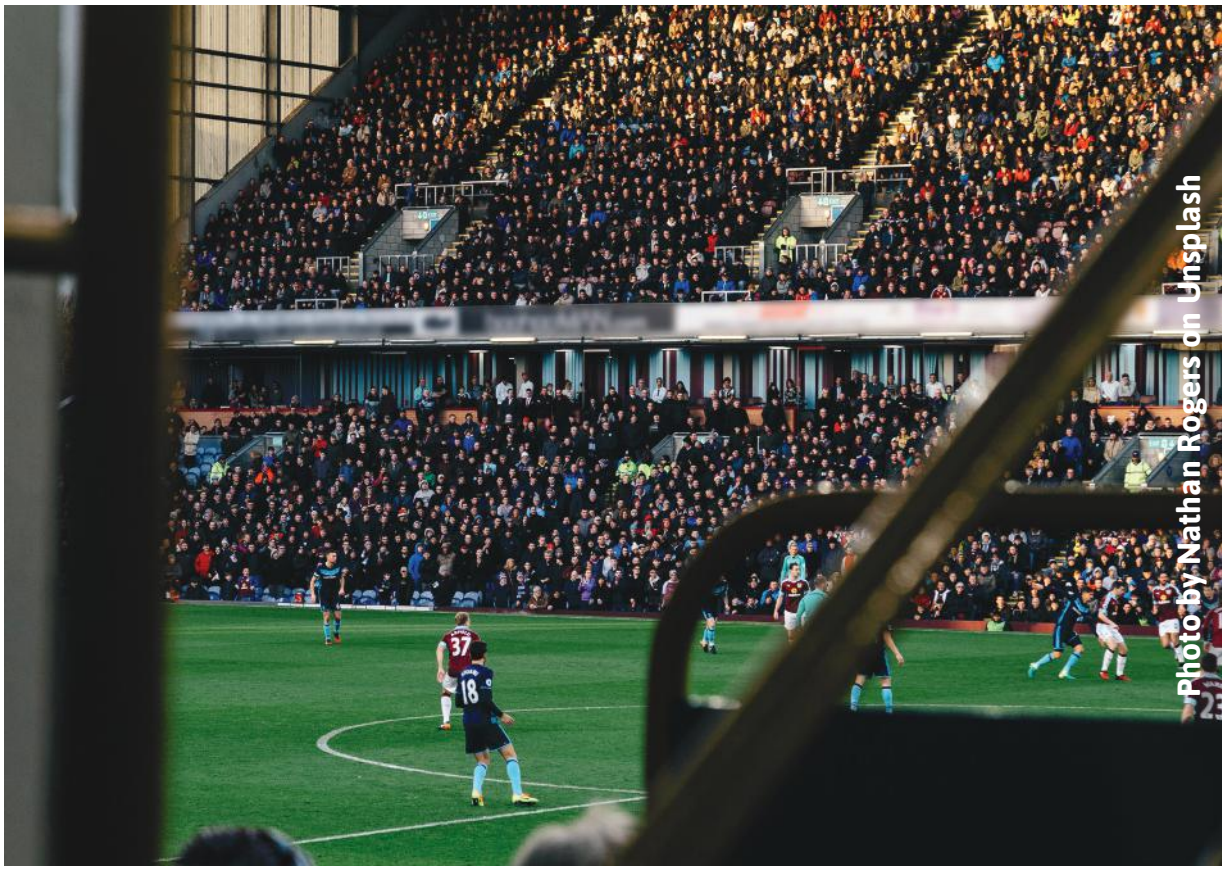
SAMF
Sport Against Match Fixing


Photo by Nathan Rogers on Unsplash

Funded by the European Union

Project Overview

Sport Against Match Fixing - SAMF, is an Erasmus + Sport Project, funded by the European Union, and coordinated by the Portuguese Football Federation (POR) in partnership with Malta Football Association (MLT), Lithuanian Football Federation (LTU), International Basketball Federation Europe (GER), Panathlon International (ITA), Sport Evolution Alliance (POR) and European Network for Innovation and Knowledge (NED). The main objective of this project is to raise awareness among grassroots athletes about the nature of match-fixing and the negative impact of this practice on the careers of the athletes. By providing the proper tools, we will be supporting them to consolidate attitudes to best respond to this type of corruption.

Over 24 months, SAMF will produce research reports, an awareness campaign with online and offline implementation, and a game-based learning tool. For the massification of the project, a Final Conference will be organised with the presence of relevant international stakeholders, and a Handbook with guidelines for implementation will also be provided.

Research Brief

In our SAMF research, we present a theoretical and methodological framework focusing on the topic of match-fixing. Thus, the data obtained from bibliometric analysis of the literature on the subject are presented. Subsequently, the data from six discussion groups conducted with sports stakeholders are presented, aiming to understand their opinions on the subject, the causes, consequences, and proposals for innovation that may impact the fight against match-fixing.

The results of these steps suggest the need for a better understanding of match-fixing as a systemic problem. Furthermore, it reaffirms the need for educational programs that prioritise athletes and the entire ecosystem that supports them.

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Awareness Materials

Based on the extensive experience of the consortium on the topic, we have developed the following materials:

- **Pedagogic Toolkit**
- **Comic Book**
- **Posters**
- **Real Stories Videos**

All these valuable materials can be found in digital form on the website of the project and are totally available for free. Their primary objective is to support the sports clubs staff members, and to create awareness among the young athletes on the problematic of Match Fixing, the risks associated, the possible ways to approach the subject of athletes, and how to react in case of an approach to manipulate a match.

Game-based learning

The game-based learning represents a core product within the SAMF project portfolio. As our target group are grassroots athletes from 14 to 16 years old, the application of this methodology will have a great impact.

This game, based on a web app and the stories identified in the previous research, intends to use examples of real scenarios (supported by previous action) allowing grassroots athletes to understand how match-fixing can affect athletes careers and what kind of mechanisms can be used against this practice.

You can start playing NOW!

Project "Sport Against Match-fixing" is funded by the European Union. Views and opinions expressed are however those of the authors only and do not necessarily reflect those of the European Union or EACEA. Neither the European Union nor the granting authority can be held responsible for them.

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