

# VORM

the social game

VORM JE VRAAG,  
BOUW JULLIE VORM

–  
FORMULATE YOUR QUESTION,  
BUILD YOUR FORM

In the Netherlands, around 100,000 people become a victim of sexual violence each year, 90% of which are female. The consequences on victims' lives are severe. Victims can experience mental, physical and/or social problems, affecting their daily lives. 98% of the victims does not look for help due to feelings of shame, fear and guilt.

The victim's loved ones can help immensely with processing the event. However, due to misunderstanding and ignorance, loved ones often don't know how to help appropriately. **VORM** offers help to victims of sexual violence and their friends. **VORM** is a social game designed to strengthen the bond between a victim of sexual violence and her friend. The goal of the game is to meet each other in the middle, by building a bridge towards each other. Players get closer to each other by asking each other questions about insecurities and sharing their truths. The elements of the game provide the input for the questions and building the bridge. **VORM** facilitates the sharing of insecurities in a playful way, creating perspective as well as building mutual understanding.

Ghislaine Tseng  
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