

## Orange launches Wall Of Change: collages in the streets of GTA RP to denounce sexism in video games.

Orange and the not-for-profit organization [Women in Games](#) are launching a groundbreaking initiative to combat sexism in video games through a series of collages in the GTA RP universe.



**Women are currently 27 times more likely to be harassed online than men**, according to the President of the United Nations General Assembly. Women face gender-based harassment both in real life and online. A trend pointed out by the [HCE 2024 report](#), which reveals a disturbing rise in sexism among young people, particularly on the internet and in video games. In the gaming world, the excesses are multiplied and give way to **exacerbated misogyny**.

While harassment of women is increasingly reported in real life - **81% of women have been harassed in public places** - it is even more prevalent online.

**Online harassment has become a reality for many women, with 85% experiencing violence online.**

In light of this alarming statistic, Orange is reaffirming its commitment to the fight against digital violence by partnering with the non-profit organization Women in Games to launch an unprecedented campaign of **collages against cyberharassment of women in the virtual streets of GTA RP**, a game known for its often violent and misogynistic environment. **The goal of this initiative is to denounce the behaviors that female gamers experience and to raise awareness within the gaming community.**

The messages of these in-game collages are a call to the collective conscience to hear and support women's voices, whether in the real or virtual world. Orange and Women in Games also remind us of the importance of 3018, the national cyberbullying helpline, to support and protect victims.

The discovery of these collages in the game was the starting point for a big debate on Twitch on May 8, hosted on [Loupote](#)'s channel, with the participation of Rises (GTA RP gamer), Women in Games, and female streamers Trixy, Spicey Honey, and Niemesia, to give them a voice and to no longer ignore cybersexism. ([Replay of the operation](#))

This "Wall of Change" is part of Orange's global initiative **For Good Connections**, launched on February 6, which aims to protect young people from abuse and create a safer digital world for all ([More information here](#))

You can find the activation her : <https://youtu.be/wUb2XShl-ol>

#### About Orange

Orange is one of the world's leading telecommunications operators with revenues of 39.7 billion euros in 2023 and 129,500 employees worldwide at 31 March 2024, including 72,500 employees in France. The Group has a total customer base of 282 million customers worldwide at 31 March 2024, including 243 million mobile customers and 21 million fixed broadband customers. The Group is present in 26 countries (including non-consolidated countries). Orange is also a leading provider of global IT and telecommunication services to multinational companies under the brand Orange Business. In February 2023, the Group presented its strategic plan "Lead the Future", built on a new business model and guided by responsibility and efficiency. "Lead the Future" capitalizes on network excellence to reinforce Orange's leadership in service quality.

Orange is listed on Euronext Paris (symbol ORA) and on the New York Stock Exchange (symbol ORAN).

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