HOW DOES IT WORK?

The game is fully downloadable at no cost. It’s up to you to print it and to make or find the pawns and dices. We simply ask you to please observe the conditions of use.

Each continent (Africa, America, Asia and Europe) is represented by a game board, on which are arranged four pawns representing each character. Each player gets into the skin of a migrant and must advance to his or her final destination.

You will follow Juanita and her children through their journey from Mexico; you will follow Roman, the Ukrainian, who wants to enter Europe to earn a living wage; you will follow Sukanta, the Bangladeshi, who wants to save his skin.

Along the route of these "adventurers" you will meet some bad folks: you will be deceived by Tuareg smugglers; extorted by Belarusian customs; you will fall into the hands of Serbian pimps. You will find yourself landing in the squalid prisons of Algeria or Korea, but you will also make friends all over the world.

You will enjoy the generosity of the people of Nioro du Sahel or of the Indian monks. You will find an oasis of humanity in Mexican homes or in Gao, Mali. You will experience good luck and bad, which will lead you, perhaps to your destination, or send you back to your starting point.

WHAT ARE THE OBJECTIVES OF THIS GAME?

• To raise awareness of the experiences of migrants from first-hand accounts.
• To understand the dynamics at play and understand the consequences of the closure of borders.
• To encourage reflection and suggest alternatives to the closed border policy.
• To promote solidarity with organizations that carry out actions in support of migrants in countries of transit and origin.

There were 14 participants from different fields and organization working for the integration of migrants in the austrian society, social workers, psychologists/counselors, NGO members, volunteers, etc. The game was played in English apart from one (of four continents) in German.

Moderators: Hildegard, Johannes, Judith, Chrys Taslis (Johannes is a current MC member in Austria, Chrys is an alumnus from Greece).

The participants played actively and in most cases slipped into their roles effectively.

The ensuing debriefing discussion showed that some of them
• felt overwhelmed by what a migrant goes through when on the road
• felt that they learnt a lot about events in other parts of the world, ones which are not reported by the (mass) media
• felt grateful for all we have here in the “western” world
• to an extent, they felt guilty for what we, in the western world, do (or not do) for the massive inequality and indifference that causes/augments the problem
• felt motivated to do more on solving the huge problem. A few proposed solutions during the debriefing

After the game, participants thanked us for the effort we invested and they offered ideas for improving it. There were also a couple of proposals to play it elsewhere, even in schools.