

# Application for the initiation of a project / project proposal

Submitted by: youngCaritas Upper Austria

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## Current Situation

<p>Problem situation / need situation (weak points):</p> <p>In the youngCaritas workshops on "Escape", we try to tackle the issue as much as possible. Since we have the experience that especially the change of perspectives for young people gives a good insight and they can better understand what is heard, we were 2015 in search of a game on the subject of escape. There are already two excellent games from UNHCR, which are either playable on the computer for only one person or require several gameplayers. Both are unsuitable for our needs.</p> <p>In addition, Caritas' specialist and research center has developed a game which is very complex and therefore very suitable for adults.</p> <p>We wanted to create a game that is both playable in larger groups but can be held by only one person at the same time.</p> <p>It should contain as much information as possible on the subject of "escape", which the players have to get themselves. The game should include the most important stations of an escape (which, of course, run differently for each person) and, besides the knowledge transfer, also attractive and exciting for children and teenagers.</p>
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<p><b>Project ideas and project objectives</b></p> <p>In four groups (which can be of different sizes and thus allow up to 30 players simultaneously) and around two hours of time, young people will be taught the most important procedures, hurdles and legislation on escape and asylum in the most appealing way possible. Packed as a game, the young people get an insight that is anything but pure knowledge.</p> <p>The game consists twelve stations and is played in four groups. Each group is allowed to choose a role they want to be. We have tried to collect four different escape stories from real refugees.</p> <p>At each station, the dice decides which task is to be solved.</p> <p>The following stations are available:</p> <ul style="list-style-type: none"> <li>&gt; Pack your suitcase             <ul style="list-style-type: none"> <li>→ decision who comes along</li> <li>→ Make Money</li> <li>→ Find transports</li> <li>→ Risk of injury</li> <li>→ Leave luggage</li> <li>→ find a place to sleep</li> </ul> </li> </ul>
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- Speak foreign language
- Complete the original application for asylum
- Create shopping list with available money
- Learn another language
- Asylum decision

The groups who can stay in their countries are the winners.

Project objectives (what should be achieved / avoided):

Empowering empathy, for people who have made an escape, is the ultimate goal of this game.

- However, important facts should also be available.
- It is important that the game is prepared, that teachers can also do it independently and thus the range of the game can be multiplied.
- Attention should be drawn to the fact that an escape from each person can take place differently. That is why there are countless ways in which the flight evolves. Much of it depends on luck.

Use:

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Aim:

This game provides an alternative way to deal with the issue of escape. This strengthens empathy for fugitives and hopefully leads to an improvement in coexistence.

### **Not-aims:**

The game should not be a betting game. The students did not win when they were the fastest way to escape, and they did not automatically lose when another group gets asylum. There may be several winners or losers.

Proposal project concept

Project structure planning, implementation planning

Planning and production of the game (already finished)

Dissemination of the game in all federal states as an offer for teachers> This requires additional games

## Ressources

Making a game costs around € 60 and three hours of staff.  
Depending on the demand, we can imagine to rebuild up to 50 games.  
The borrowing of the games via the KJ is currently free of charge and should remain in the future.

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