

The Immigration/Migration Game

Project overview

Little Fish Films & Delib, are developing a tool that seeks to inform young people and engage them in thinking about immigration/migration issues:

- An interactive website designed for use in collaborative contexts anywhere on any digital platform with a broadband connection, built around a multiple choice 'game' about issues relating to immigration
- For use by educators and those engaging with communities and stakeholders to raise live issues for discussion, decision making and problem solving
- Presented using audio, video, graphics and text, to evoke a sense of reality.
- Incorporating a chat-room or forum space to encourage and facilitate communication between peers and diverse user groups with links to relevant, appropriate sites
- A long-term free resource for schools and community organizations

Detailed description

Why this tool for this subject?

Immigration is an issue that will not go away. There is abundant evidence of an ongoing lack of understanding of the reality of migration in the UK and Europe. Presenting life-based scenarios that illustrate the issues and asking people to make decisions with consequences that could mirror everyday decisions should encourage detailed active learning.

An interactive, media-rich website is the ideal tool for communicating this subject in an effective and meaningful way. The tool will engage young people in the issues, not patronize them, allow them to form their own views, see the consequences of their decisions and discuss the processes both within and without the context of the game.

The website will also remain live 24/7, allowing young people to participate in a variety of contexts.

The Aesthetics of the Site

- Similar to a broadcast channel web-site, with real world feel.
- Unlike a site that might be used in formal education settings.
- Engaging, exciting and eye-catching. Single coherent design that will catch users off-guard and exceed their expectations.

Innovative/Technological element:

Audio/Video streaming is an improving technology and moving image work specifically designed for the Internet is under exploited

This project will create a network of multimedia information. The audio/video clips will be constructed as scenes with engaged young people and/or actors, as from a film, drama or news item rather than the usual CGA.

The Immigration Game is similar to Space Missions in terms of use of multimedia but:

- a. simpler and more flexible;
- b. useable without and external facilitator;
- c. has open outcomes aimed at real-life action
- d. Reusable with different outcomes by swapping roles
- e. Useable in one long session or over several sessions to stimulate independent research and discussion

Methodology

1. Development

The web-site will be designed with a group of young people, in a community context, supported by youth/community mentors, to ensure it will function as an effective site in this context, complemented by the involvement of school based educators/learners. Ideal contexts for development in Bristol would be Barton Hill or Easton.

We will use Forum Theatre techniques & previously successful, specialized techniques developed by proposing partners.

Subjects that we work with include:

- a. Effects of deportation on families/local communities

- b. North east mill town riots
- c. Rise of BNP
- d. War in middle east

2. Research & Writing

Taking the work done with the development participants we will construct an initial scenario, a map of choices and consequences, multiple choice questions, determine information and links needed, and decide which media best suits.

3. Production of Media

All partners will input to turn the 'Map' and the scripts into audio, video, text, link or PDF files. Little Fish will support the participation of anyone related to the project in the production process, either as learners, actors or skills contributors.

4. Creation of Web-Site

Delib will take the established copy and media elements and build into an interactive website, most likely powered by Plone. Here, the scenarios will be mapped into a website architecture / series of links, and combined with site features such as online forums, upload area etc. See Appendix for options A/B

User experience

- Introduction by facilitator read from the 'home page'
- Whole group viewing of the video scenario projected, followed by a short discussion and introduction of 'rules'
- The group is divided into smaller groups each with aims and objectives. These groups could include:
 1. Media
 2. ethnic groups
 3. police
 4. council
 5. tenants association
 6. political groups
- The small groups go to their monitors and read through their aims and objectives. These can be printed out for reference with a formatted page for notes as the game is played.
- The user clicks 'play' and the first set of choices arises
- The groups work amongst themselves and make a decision.
- The choice takes them to a media clip, revealing the consequences of their choice, and proposing more options
- The groups make a 2nd choice
- The consequences are revealed and more options arise
- They repeat a decision making process and a summary of their decisions appears
- From this summary they assess the situation in relation to their aims and objectives and write down what they believe the current situation to be.
- The groups come together and share their situations with each other
- The whole group, led by the facilitator, assesses these together and creates an ultimate outcome and looks at how this might translate in to a real situation- how would they represent their new scenario and what actions might they take?
- This is recorded by the facilitator and entered onto the site in the 'outcomes' page.
- Read through results of previous players
- Add comments to web chat/forum page via a simple questionnaire
- Use links to connect to other work relating to migration
- View an instructive list of real life actions that could be taken- e.g. a report to the local press, letter to MP, link to council site.

Subjects Covered

- Citizenship
- Social studies
- Media/film Studies
- Immigration/migration
- Refugee issues

- Race
- Community relations

Platform

On which platform(s) do you consider your proposal would be used? (Delete those not appropriate.)

website
(mobile device- a future option)
broadband

Specific to this prototype

- Use of dramatic constructions designed for media clips for interactive site
- Use of filmmaking for internet education tools
- Using these methods to explore immigration issues which relate to life experiences
- Stand alone site directing game for simple use and providing relevant links
- Users could act as facilitators once they have worked through the 'game'- a peer education tool.
- Participation both within and without the scenario

Future Potentials

- Prototype can be used as a template for creating new scenarios around other important social issues
- The user creation element can be developed so that the groups using this model could decide to construct their own video scenarios- instructions for filmmaking for the internet could be added
- Potential for collaborating educators, councils, community groups and cutting edge media organizations for future innovations
- Growth in connectivity opens up possibilities of increasing numbers of users of the site
- In principle could be played on an advanced PDA,
- Possibilities of creating internet accessible video archives from which new scenarios can be developed.
- Interesting relationship between user/creator- reveals how media is used to arrive at outcomes
- Mob-Log inputs & outputs.

4a) What do you hope users will learn from this prototype? (200 words max)

The user will be involved in complex collaborative decision making, which often mirrors decisions made in real life.

They will learn factual information about immigration issues, multi-ethnic society & asylum laws, the role of politics and media in shaping the way we think and that there are real world actions individuals can take. Learning will be as much about the content they are working with as the use of technology.

Hopefully they will also learn to overcome possible prejudice through broadening experience and knowledge and to support & encourage the communication of their ideas to other users of the site and through the actions they may decide to take.

4b) Optional question: How will users learn from using this prototype rather than a more traditional method? (200 words max)

As the 'game' can be played by the same users taking different roles with different aims and objectives, they'll have the opportunity to learn different perspectives.

Thinking skills, Teamwork, participation, discussion skills and collaboration will all be required to use this site.

Other learning encouraged by this project specifically includes:

- Relationship of media to public issues of concern
- Literacy and communication skills
- Potential for learning media production skills

6a) Please list any supporting URLs that give further information or a demonstration of your idea

Sites looking at these issues

www.be-me.org

www.imagineic.ni

www.chicam.net

<http://213.133.64.44/rubberductions/bignewschannel/>

Sites using video as communication about issues/environments

www.divoproject.org

www.usmob.com.au

www.animatix.org

youth issue sites

www.britkid.org

www.byc.org.uk

www.ukyouth.org

<http://www.demgames.org/>

Others

www.plugincinema.co.uk

<http://www.uel.ac.uk/ssmcs/research/refugee.htm>

http://www.ccsonline.org.uk/mediacentre/Research_Projects/main.html

www.nationstates.net/cgi-bin/index.cgi

www.goventure.net/home

www.realgamer.co.uk

www.simulations.co.uk [emergency and crisis management & responses]

<http://forum.aidworkers.net>

www.fmreview.org

www.ima.org.uk [analysing conflict & resolution]

Immigration and Nationality Directorate [IND]

US State Department

Amnesty International

IRC

United Nations

www.ramproject.org.uk

Anti-Slavery International

European Council for Refugees and Exiles www.worldrefugee.com

www.unodc.org [human trafficking]

www.icar.org [information centre – up to date]

(website under development www.littlefishfilms.org.uk should be complete by June 2006)

Delib Work

Budget Simulator <http://www.budgetsimulator.com/whochester>

Picture Poll <http://www.picturepoll.org/demo>,

Structured consultations http://www.delib.co.uk/knowledge_centre/case_studies/LFEPA_safety_plan

<http://www.citizenspace.com/local/consult/ubu>