

Category: Didactic

Project: The Game. Il ruolo di Emergency

In the course, we developed an exhibit consisting of a series of board games on the theme of migration related to climate change and wars in collaboration with Emergency. The aim was to narrate the experience of migration and war through the immersive and narrative power of board games.

What was the challenge?

"The game" is the slang term that many migrants use with bitter irony to refer to the attempt to cross borders while avoiding suffering, pushbacks, and violence. It's a semantic coincidence that is too significant not to be emphasized. Those who participate in the exhibit must indeed put themselves at stake and empathize with even dramatic situations, which are not always easy to describe in words.

What was the solution?

The games

The board game was chosen as a means of expression, because we believe it allows students to observe multiple

aspects of a communication project and can be an effective channel for engaging users in the narration of an experience, even a dramatic one. Designing a game means designing a device that generates experiences.

We believe that the immersive experience inherent in playing allows emotions and experiences to be transmitted in a significant and deep way. Those who participate in the exhibit must indeed put themselves at stake and empathize with even dramatic situations that are not always easy to describe in words.

We think it's important to include games in the field of information design precisely because of their ability to convey a set of non-quantitative information that is difficult to transmit, such as the need to make a choice in a difficult context or to empathize with people we consider far from our life experience or even enemies. The game, in fact, implies that players recontextualize reality in a new frame in which new rules apply, so it is possible to take on new roles without moral

implications. It provides a first-person point of observation, albeit limited, on issues that are difficult to communicate otherwise.

What was the effect?

The Exhibit

Visitors experience the exhibit immersed in a setting made with recycled materials (jute bags, cardboard tubes), an evocative environment of the places represented in the games. Waste objects, functionalless discarded materials, resonate with other elements that take on and give new meanings to the whole. To strengthen this process of empathy, an audio that collects sounds - noises of woods and sea alternated with human voices - welcomes visitors.

Emergency is a humanitarian NGO that provides free medical treatment to the victims of war, poverty, and landmines. It was founded in 1994.

Università Iuav di Venezia is an Italian university dedicated to design, arts and architecture.

Student projects
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Master's degree in product,
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Some of the games

The Jungle

You are migrants who have fled wars, hunger, and violence. Arriving at a refugee camp, in 10 turns you must purchase your passport and, at the same time, collaborate to survive inside the Jungle, keep the Fire burning, and accumulate the amount requested by the Trafficker to cross the Border.

Only those who purchase the passport can know the amount requested and decide whether to win alone by leaving others behind or wait for everyone to have their passport to win together.

Denied

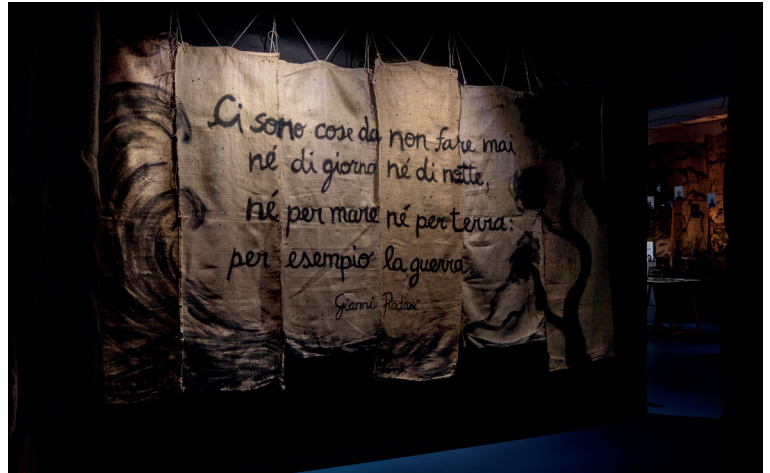
After the return of the Taliban in Afghanistan, the slow gains in rights made by citizens have been lost. In Denied, players take on the role of the Taliban. The goal is to gain as much control as possible over the Afghan territory, being careful not to upset the fragile balance between restrictions and concessions to the civilian population. Through certain combinations of cards, pieces, and markers, players gain or lose control of a territory, based on the collaborative strategy they intend to follow

Lifeline. Who do you treat first?

You are a medical team in a war hospital and your goal is to perform triage, that is, to establish the order of care for patients according to intervention criteria. The team's harmony is essential to avoid wasting precious medical resources. Time is running out quickly, will you be able to treat all the injured?

- * There are things never to be done:
not during the day or at night
not at sea or on the shore
one, for example, is war
Gianni Rodari

Photo credit:
Luca Pilot and Francesco Finotto (luav)



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