

Summary of the research carried out during the Narratives of Resistance project by the different entities.



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How do we analyze
the young migrant
context in Europe?

- Survey
- Qualitative Interviews
- Focus-groups
- Participant observation in the role-playing setting
- Case studies

Main challenges:

- Limited resources and high institutions dependence. They declare the poor institutional support received.
- Special difficulties at social and labour insertion. All young migrants detecte the unemployment and as a consequence lack of economic resources. This is a particular problem in their personal development and their emancipation.
- Racial and cultural discrimination. They are discriminated against also to be young people.
- Lack of documentation to regularize their situation.
- Lack of access to educational and cultural access. This situation is a negative consequence of documentation lack.
- Language is a barrier which makes professional, social, cultural and educational development difficult.
- Lack of social structure networks and family support.

Migrants needs

protection, safety, work, education, feeling like the others, feeling empowered.

Local needs

keeping social status, being positively perceived inside the community (work, school...).

Who and what?

70% of the interviewed associate hospitality with tolerance, acceptance, and availability of the person to spend time with them.

- “Home” for young migrants: where there is hospitality. Home for locals: where you feel safe.
- “Hospitality” for young people: acceptance, cultural fusion, inclusion, new roots (found their identity). Hospitality for locals: smiling people, willing to offer help.
- Escape room for young migrants is danger, no-way-out situation. Escape is a real sensation for them, but not for european. Escape room for locals: play, fun, challenge.

One world language is dangerous as there are no secrets between people, no cultural diversity: language is culture.

Young migrants consider differences as global LINKS. European citizens consider differences as fear, separation vectors.

Migran young people consider the words “home” and “foreign” important. “Resistance” is a word negative for them, like “opposition”. With a paradigm shift, “resistance” can fight adversity, negative things. In this case, “resistance” is a more powerful word.

Dialogue, empathy, open mind, cooperation and creativity are essential for making inclusion spaces.
In some cases, public spaces are considered inclusion between people.

Analysis shows ESCAPE ROOM is a very strong word, because their experience in the travel reminding their a trauma, and many mates couldn't survive.

It's necessary to rename the methodology Scape room to make it intercultural: a condition of the project.

What is gamification?

Beyond very elaborate definitions, at the end, gamification is nothing more than the application of technical and game design concepts in environments that are not strictly recreational, such as Education or work.

Gamification

VS

Game-based learning

It is important to differentiate Gamification from Game-Based Learning

Although these concepts have a lot to do with each other, their philosophy is somewhat different: While Gamification uses elements typical of games, without the need to create a game as a whole, game-based learning starts from complete games that are used as a tool for learning.

Sometimes gamification and GBL use these three concepts differently, sometimes even interchangeably. So the idea is to create a common language for the project with which to work.

- Mechanics (The mechanics with the systems that the game has, so we can interact with it. They are like the gears that make the game work: roll dice, place workers, draft...)
- Elements (The elements are simpler concepts. By themselves, they do not suppose a complete mechanic within a game, but they can work, somehow, as mechanics in gamification. A game that contains some of these elements is fully compatible with other dynamics and mechanics).
- Dynamics (Dynamics are the game's way of making people who are playing relate to each other. The dynamics necessarily change a lot if the game is competitive or cooperative, but they also allow a lot of flexibility in use).

Parts of game

We can divide a game (in this case a board game) into the following parts:

- **Theme:** The theme of a game is, in a nutshell, what the game is about. What are you trying to simulate? Are we farmers who have to manage their crops? Are we soldiers facing aliens?
- **Narrative:** The Narrative of a game is the game's way of telling a story. The game maybe is highly narrative and that makes players move between pre-set stories (or built during the game process), but it is also possible that the game has little or no narrative component or that it is more abstract.
- **Mechanics:** The mechanics of the game are the systems that the game uses for translating our actions into its language, and thus allow us to interact with its different elements. In the end it is what you have to do in the game. What is there to do? (Roll dice, draw cards, play hidden roles, place tiles ...)
- **Dynamics:** The dynamics of the game are how it makes the players relate to each other. There are games with a lot of dynamics component and a lot of interaction between the players and others that focus more on the game mechanics.
- **Visuals:** The components or visuals of the game are everything that has a physical format; dice, chips, cards, tokens, illustrations, music, videos, apps ...

What is an Escape Room?

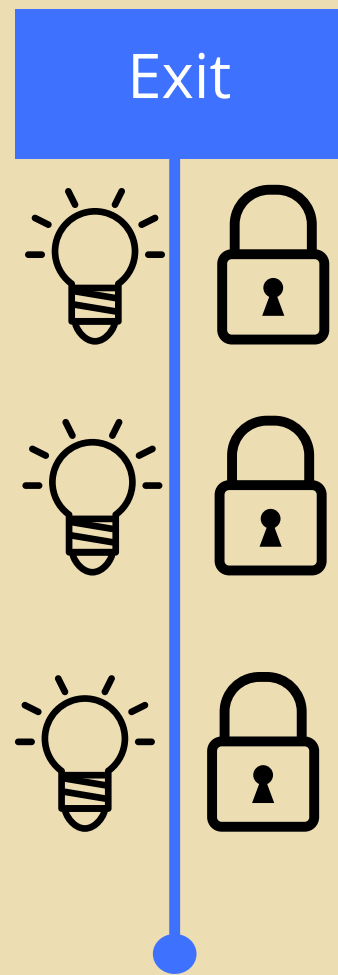
A Escape Room is an immersive leisure activity in which a group of people is locked in a room. The goal is to get out of this after solving different enigmas, logic tests... before time runs out, Each Escape Room can have one or more rooms and usually has a defined theme on which the rooms are set.

ESCAPE ROOM = BREAKOUT?

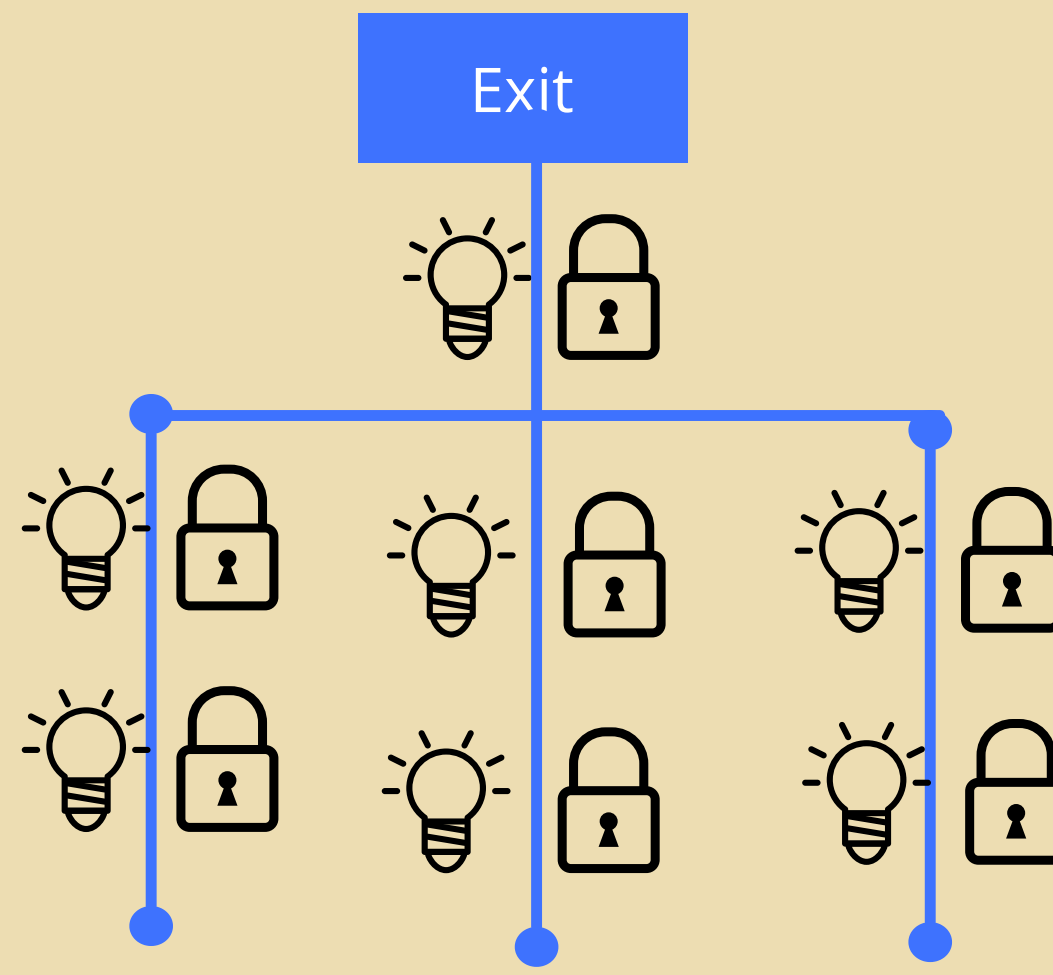
	BreakOut	Escape Room
Objective	Open the Box	Escape the Room
Place of development	Any room	Specific and prepared room or rooms
Decoration	Little or none	A lot of decoration and atmosphere

Estructure

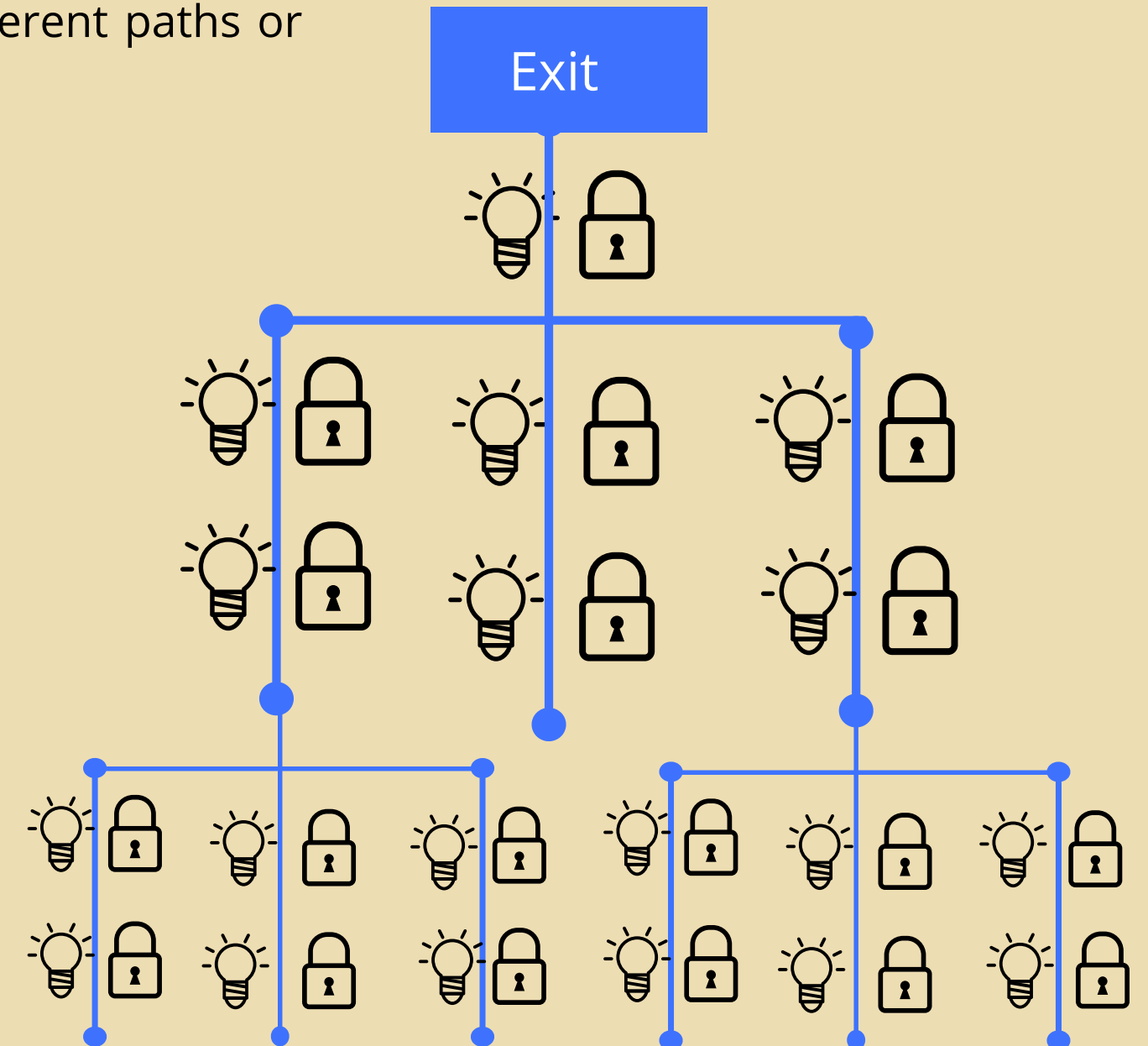
An escape room can have a simpler linear format, or be structured with different paths or with a more complex pyramidal format.



Lineal



Phats



Pyramidal

Elements

When you start to create an escape room there are several elements that must be taken into account and they are on which the entire project is built.

- **Define the didactic objectives.** Think about what you want the people who participate in the activity to learn and do (content, skills, competences ...)
- **Choose your Narrative.** Think about what the theme or setting of the escape room will be as it will act as a common thread and mark how to focus the different activities and decoration.
- **Choose the Final Goal.** According to the theme chosen in the narrative, select the objective or final action of the escape room. Think that it will be the end of the story you are telling.
- **Develop Challenges and Structure.** Think and design the challenges that the participants will have to perform. You can create groups if necessary in case, for example, you choose to work with a pyramid structure. It is important to start with easy challenges that motivate the participants and gradually complicate them. Add feedback on each challenge.
- **Detail the materials you are going to use.** Describe what materials will be needed for each test and design and create what you need (digital resources, videos, audios, boards, boxes, locks, maps, clues, puzzles ...)
- **Write the project relationship table.** Fill in the explanatory document of the escape room. It will help you to remember the steps, the passwords and the relationship between the different elements.
- **Assemble and prepare the Escape Room.** Assemble it by following the steps in the template. Remember to start from the end and leave the locks with another number that is not correct.

Elements

Although it may seem that the tasks are divided into two large blocks such as the narrative part and the mechanics part, we realize that there are many elements that require a great coordination of the two parts.

