

Serious Games About the Migration Phenomena in Digital Capitalism. Solutions or Intricacies?

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1. Introduction

Purpose

To contribute to the European project MiCREATE: Migrant Children and Communities in a Transforming Europe

To review existing digital tools aimed at fostering the integration of migrant children and preventing racism and xenophobia.

Focus

To analyze existing serious games (Abt 1970), understood as games which primary purpose moves beyond entertainment (Sawyer 2007) to approach social issues.

Research questions

- 1) What are the **narrative strategies** used by serious games to approach the migration phenomenon?
- 2) From what **perspectives** do they consider them?
- 3) What kind of **discourses** around migration do they reproduce or construct?

1. Introduction

Standpoint

Digital tools **embody specific epistemological and political qualities** in their design solutions and form of usage.

Specific design choices may carry certain **arrangements of power** and authority (Winner 1980), underlying **ideological discourses** (Chun 2005) and **particular conceptions** about human beings (Turkle 2012).

Potential ethical consequences:

- a) **The impact** of persuasive technologies (Fogg 2003; 2009; Peirano 2019).
- b) Visual displays and its power to **promote or question stereotypes** (Haake and Gulz 2008).
- c) The proliferation of **technological solutionism** (Morozov 2013).
- d) The growing **datification of children** and youth and its contribution to 'high-tech behaviourism'.
- e) The collateral effects of digital capitalism (Zuboff 2019; Sancho et al. 2019).

2. Methodology

Step 1

Initial research based on searching the keywords:

#refugees
#integration
#children
#multicultural
#serious games
#apps
#migrant integration

Step 2

Four main keywords:

- (1) Migrant Integration
- (2) Migration
- (3) Refugees
- (4) Integration

In the following platforms:

- AppleStore
- PlayStore
- Itch.io

Step 3

Selection criteria:

- Address migratory phenomena.
- For children, and teenagers.
- Free and available for download.
- English.

Step 4

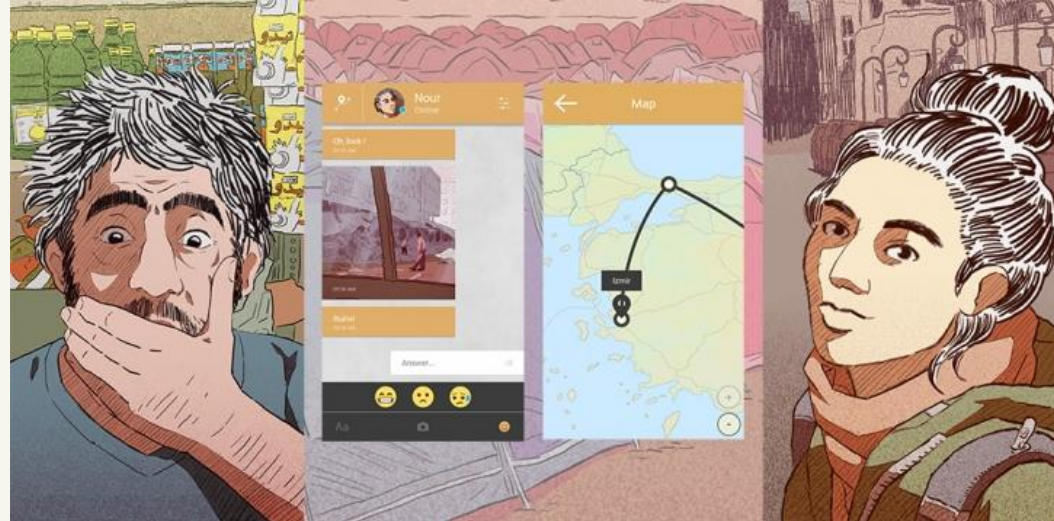
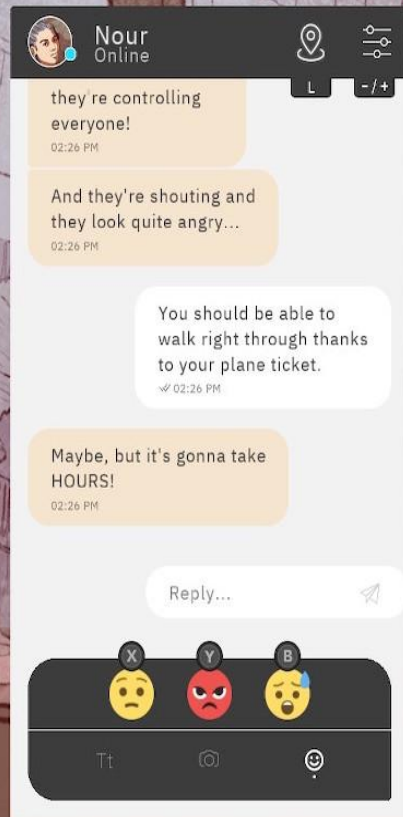
20 serious games and apps.



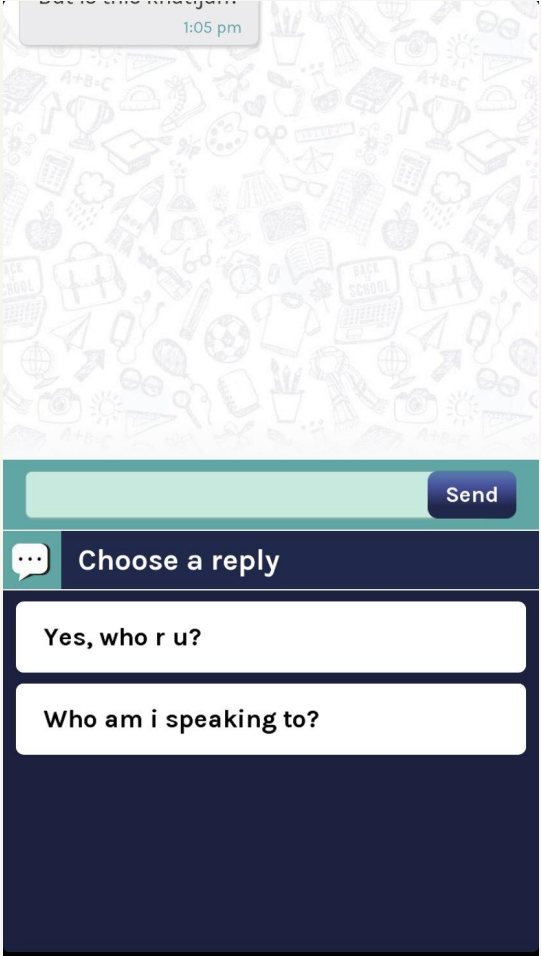
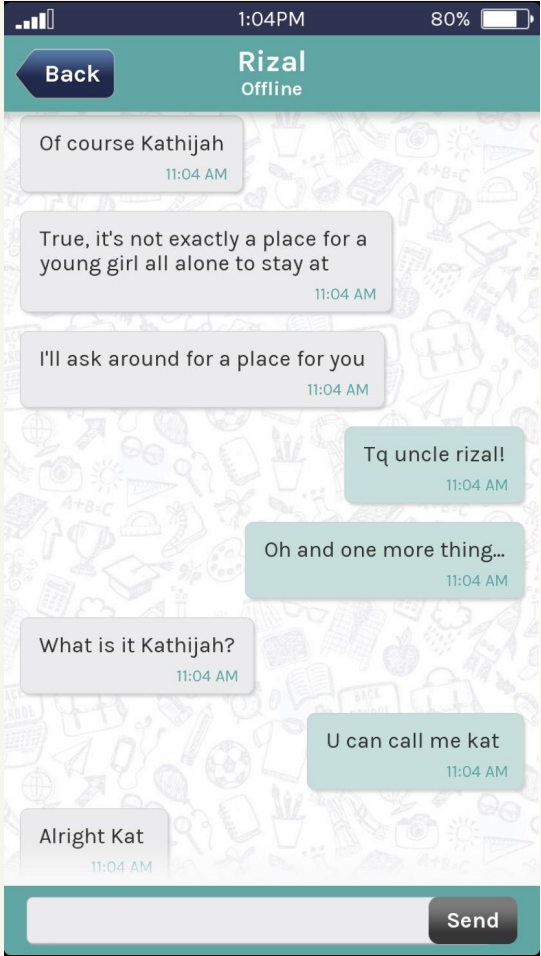
Five serious games for an in-depth analysis.

Multimodal analysis of digital technologies (Kress, 2010) → political and media discourse about migration.

Bury me, My Love



Finding Home-A refugees Journey



American Refugee

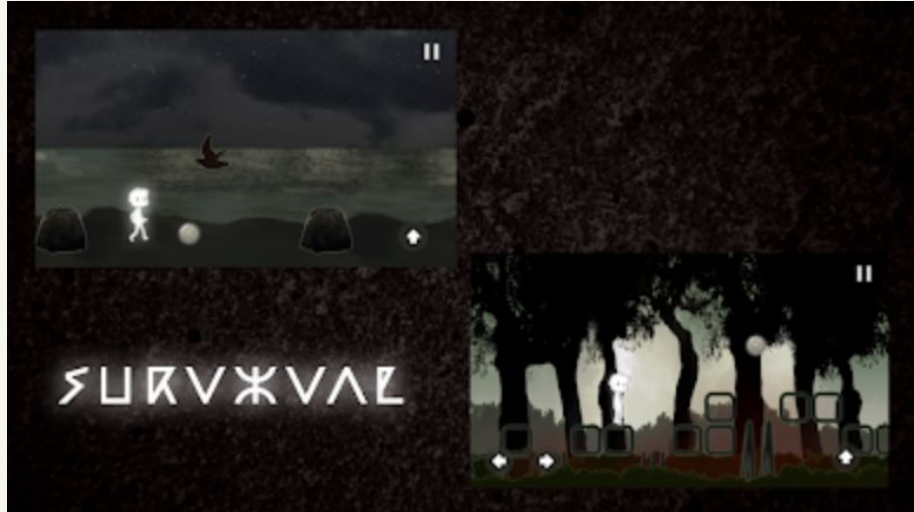


INSPIRATION

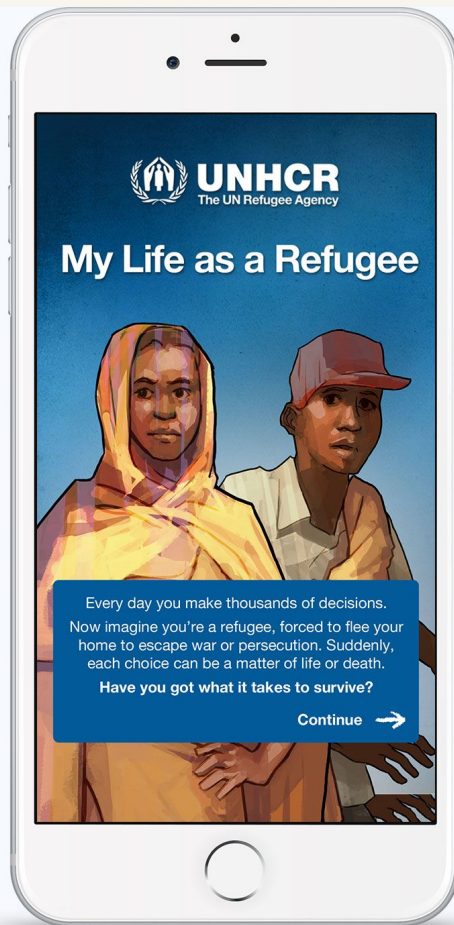
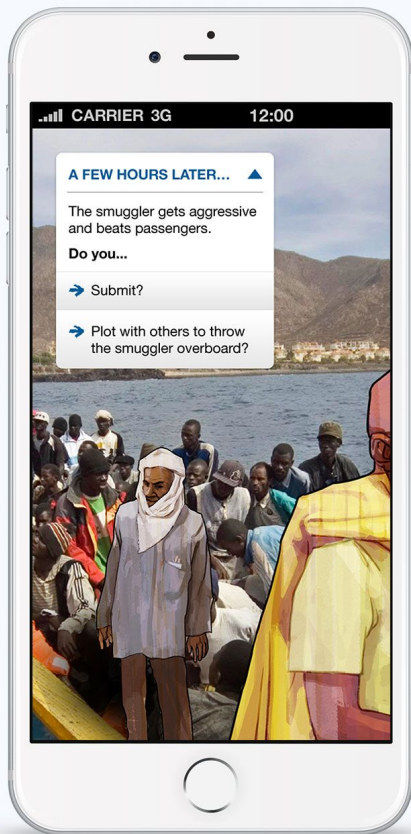
Some of the photos presented in the story were inspired by real-life photos taken previously.



Survival



My life as a refugee



4. Conclusions

1. Tensions on representation

1.1. To reproduce the critical elements of a **humanitarian script** (Aradau 2004 in Walters 2011).

1.2. To create **paternalistic discourses** on migration from a **colonialist gaze** (Fajardo 2019).

2. Possibilities on new imaginaries

2.1. To construct story-telling around well-defined and **highly specified characters**, hence moving away from the narrative of the impersonal myth (Spivak, 2010).

2.2. To create **new spatial imaginaries of migrants' subjectivities**, practices and experiences (Casas-Cortes and Cobarrubias 2007).

3. Ethical risks and intricacies

3.1. The reproduction and construction of discourses on migration and refugees.

3.2. Focusing on the anecdote rather than getting new perspectives on migration.

3.3. Sustaining the hegemony of technological solutionism (Morozov 2013) in digital capitalism (Zuboff 2019).

5. References

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