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**Project Title: *Someone Else's Shoes: Developing a 'serious game' for educating about migration and interculturalism in Ireland***

Serious games are “games that use the artistic medium of games to deliver a message, teach a lesson, or provide an experience” (Michael and Chen, 2006, p.23). Very often, these forms of ‘edutainment’ focus on improving capabilities such as motor skills and spatial reasoning, or are about developing business strategies using sports or military analogies. Someone Else’s Shoes is pilot digital game aimed at 11-15 year olds, which aims to educate students about the causes and effects of migration and to explore intercultural relations between people in their wider social and political contexts. It fits into the category of an ‘activism game’ or ‘advocacy game’, which aims to raise awareness and stimulate critical thinking.

This paper charts the pedagogical, technical, philosophical and creative processes which were involved in the development of this prototype game. It asks what is at stake when migrant lives – both real and fictional - are used to engender empathy with and understanding of complex economic and political shifts. In particular we address questions of representation and language, and the difficulties inherent in negotiating the tensions between archotyping / stereotyping and (re)presenting migrants’ experiences authentically. The paper also maps out our plan for piloting the game in schools in autumn 2010 with particular focus the pedagogical issues at stake in using new media to educate about migration.