

Name of the Project: Escape and Flight

Name of the Organisation: Forum for Equitable Development / Forum za enakopraven razvoj  
- FER

Country: Slovenia

Type of Activity: outdoor educational escape game

Beneficiaries: youth

Themes: refugee, flight

#### Project picture



Video with a testimony of a refugee from South Sudan:

<https://www.youtube.com/watch?v=21SAtCjxOYU>

Video Escape and Flight as seen by participants: [https://www.youtube.com/watch?v=W-IZIJGA\\_Cg](https://www.youtube.com/watch?v=W-IZIJGA_Cg)

Video Escape and flight: <https://www.youtube.com/watch?v=c-q864tdW6M>

#### Description of the project:

It is crucial to understand that asylum-seekers and refugees are victims, not perpetrators, who seek protection in our countries. To achieve this mind shift, it is necessary to promote approaches that go beyond the very traditional national security ones and stimulate the acceptance of diversity. We counter the fear of refugees by using two approaches in parallel. The first approach is understood by psychologists as “the identifiable victim effect” to create positive feelings about refugees. The approach relies on the fact that a specific person is easier to empathize with than a number. The second approach is “gamification”, whereby game principles and elements are used in a non-game context. With mentorship and support of gamification experts »MindMaze«, a journey across the streets of Ljubljana was created. The 1,5 hours journey is an outdoor version of the “escape room”.

The challenges they are facing on their journey are based on a true flight of a refugee that traveled from Afghanistan to Ljubljana in a time period of four months. All escape room experiences end with a video with a testimony of a young refugee from South Sudan, and based on both experiences, a discussion with the so-called game keeper. Through the conversation, the participants, especially youth, are aware of the connection between their escape and the flight of a real refugee. The reflection at the end of the game is very important thus it is organized for each group.

Based on conversations with the players, short scenes from the escape game, and conversations with refugees, another video was created that aims at changing thinking patterns on the refugee crisis among the broader public. The use of videos is a powerful tool to raise awareness. They entertain, educate and inspire. The combination of moving images, music, text and voice-over has the potential to transmit a lot of information and simultaneously convey and stir emotions. This is the reason we decided to choose the medium of video to bring refugees closer to people.