



# Peace GAMES Catalogue

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# Introduction - The Peace Games Project and the catalogue

## The Peace Games project

The Peace Games project aims to contribute to the development of citizenship, democratic and social competences by using the full potential of creativity through game-based learning in formal and informal learning. Peace Games originated within the Laboratory for Education Inspiring Peace (EIP Lab - <http://eiplab.eu/>) and as an Erasmus+ project responds to the need of offering advice and orientation to the education community and to individual learners, by developing a structured review of existing games, based on a qualified analysis of learning objectives achievable, and a community hub to engage on peace-oriented online and offline games.

## The Peace Games Catalogue

The PEACE GAMES catalogue is a selection of 55 interesting digital and analog games relevant to teaching and learning peace and peace-oriented competences. The games have been identified by the Consortium partners in different European countries on the basis of their relevance and classified for game-based learning.

# About the catalogue

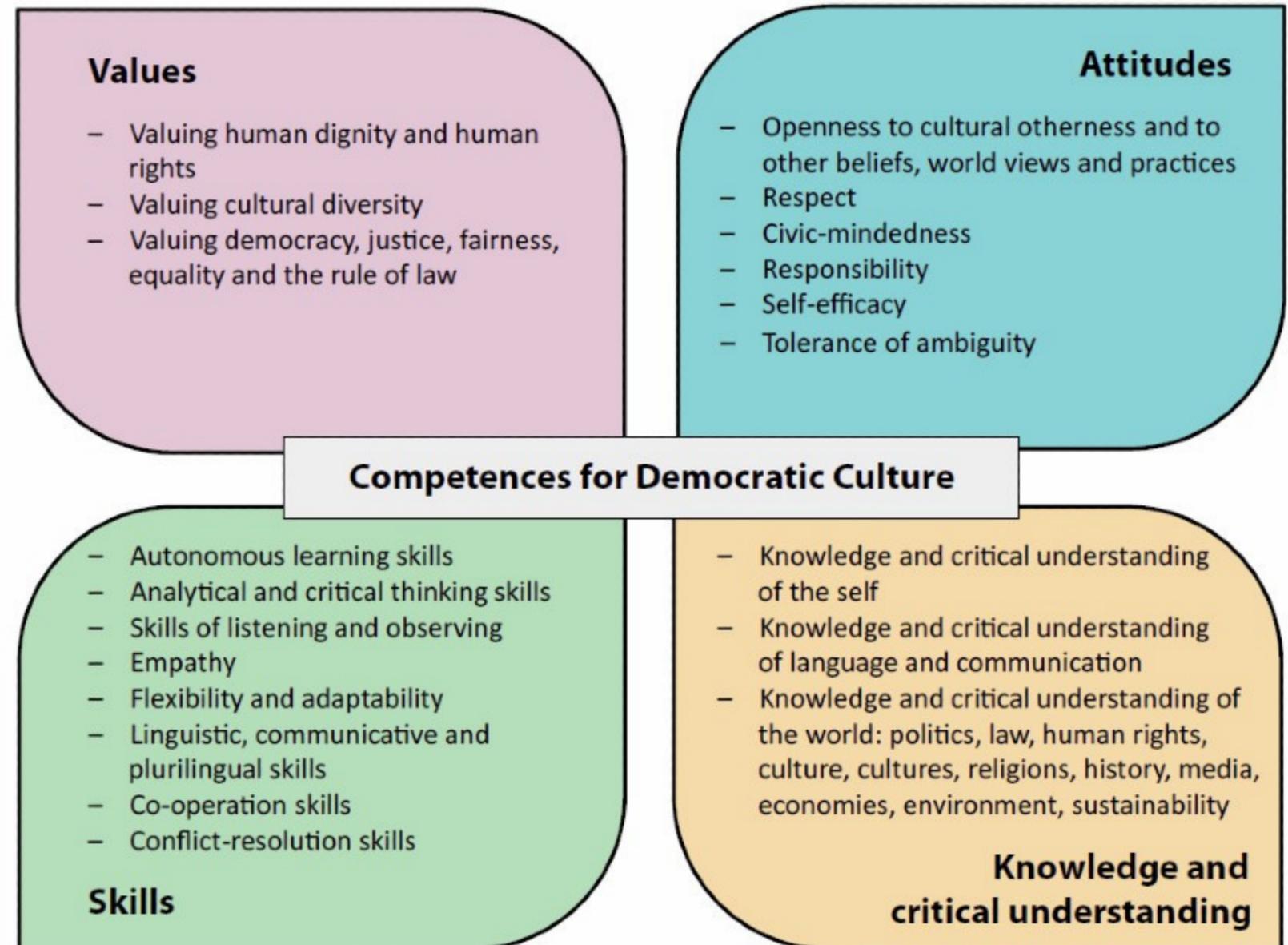
The catalogue classifies the 55 games by the topics addressed. The six themes considered are:

- 1) Children's rights, Democracy, Citizenship;
- 2) Decision-making, Emotions;
- 3) Cooperation;
- 4) Prevention bullying, Disabilities;
- 5) Prejudices and stereotypes, Cultural diversity, Intercultural understanding;
- 6) Peace and War.

For each theme, there are several games to choose from, depending on the age of the players, the languages, the contexts, the duration and the dynamics to be activated. Each game presents a short description that provides an overview of the game, of the objectives and the player interaction, also giving examples of materials or screenshots. Then, the main details of the game are provided, in terms of target age group, languages, duration, availability, number of players and the competences and game strategies developed. The game strategies highlight if the game is competitive, collaborative or cooperative.

# The RFCDC

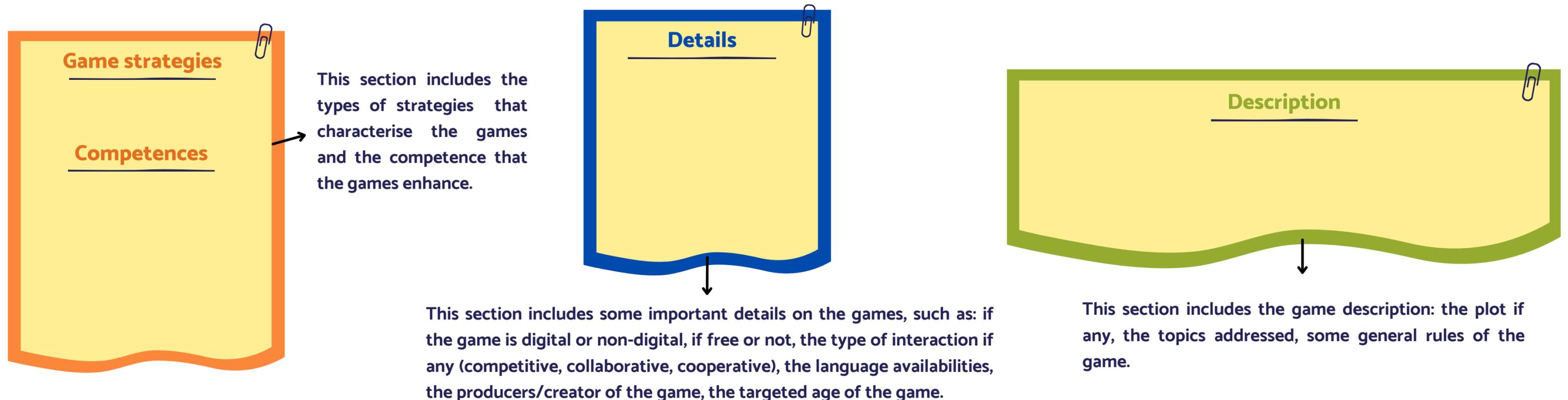
Each game is related to one or more competences of the internationally tested Reference Framework of Competences for Democratic Culture (RFCDC) of the Council of Europe and is referred to some other peace-related competences considered within the Consortium partners.



Reference Framework of Competences for Democratic Culture

# How to use the catalogue?

The catalogue is a tool that can be used in a flexible way, to find inspiration and ideas on possible games to propose in formal and informal educational contexts. The choice can be based on one of the themes and you can try out the various games proposed, choosing those that best suit your needs. Or you can choose games that deal with different themes, to build your own path of exploration. Obviously, classification by age, duration and language can help in identifying the games that can best contribute to developing the desired competences and best meet one's needs. For each game, you can find this information:



# Children's rights Democracy Citizenship

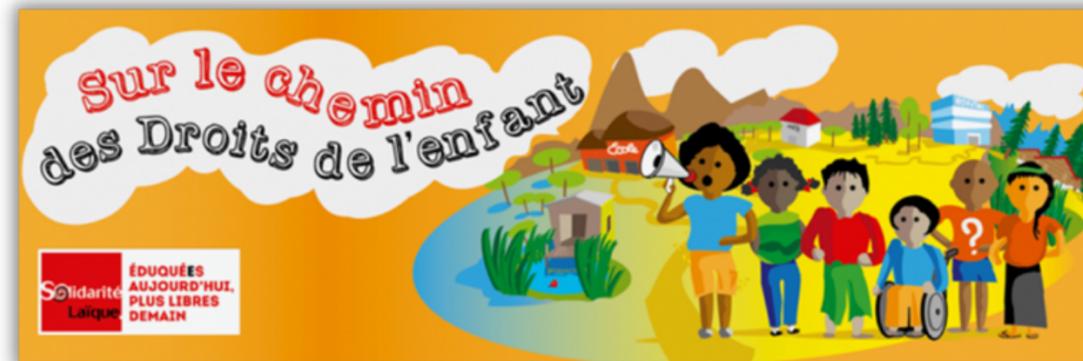
# Sur le chemin des droits de l'enfant - On the way to children's rights

## Game strategies

- Curriculum and pedagogies

## Competences

- Valuing human dignity and human rights
- Valuing democracy, justice, fairness, equality and the rule of law
- Respect
- Civic-mindedness
- Responsibility



## Details

- Children's rights in France and the world
- Children aged 8+
- No time limit
- Context : in classroom or family
- Non digital: board game
- Not free: 33 euros
- Multiplayer
- Producers/Creators: Solirativité Laïque
- Language: French

## Description

Children and young people are invited to explore their rights in teams or individually. It takes challenges and succeed as many activities as possible while not forgetting to show solidarity. Each box has its own color, each color has its own activity: quiz, mime, drawings, role play and pleading. It is necessary to become knowledgeable about the rights of children in order to complete the road strewn with pitfalls and challenges.

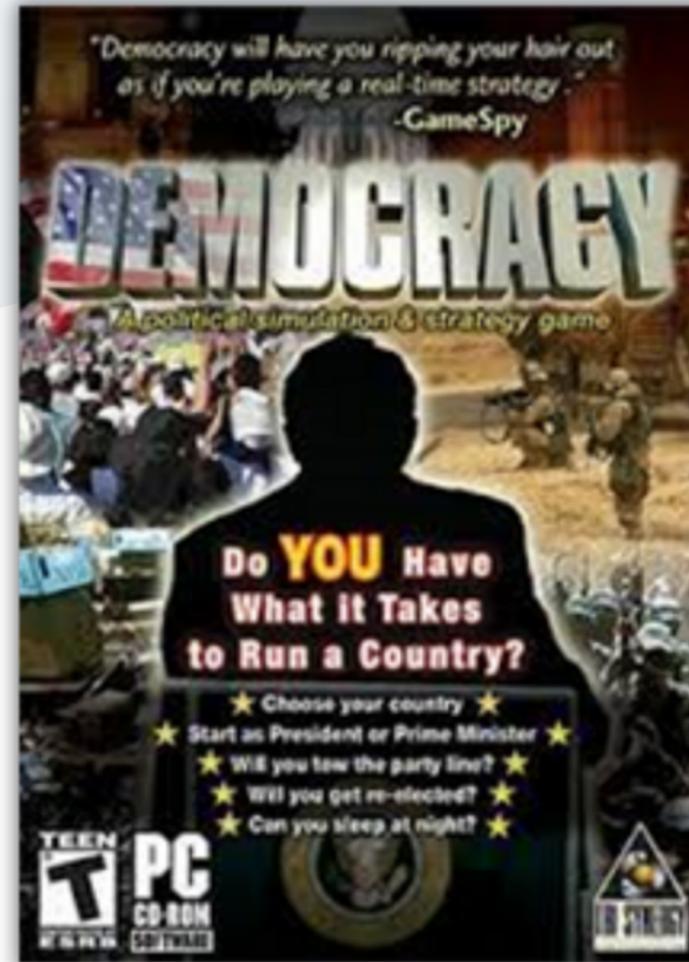
# Democracy 3

## Game strategies

- Leadership/governance
- Social inclusion

## Competences

- Knowledge and critical understanding of the world: politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability



## Details

- Topic: political institutions, government
- 11+
- 6h
- Context: Long-game
- Digital game
- Not free: 22,99 €
- Single player
- Several languages available
- Producers/Creators: Positech Games
- Available for Linux, Windows, Macintosh

## Description

Players take on the role of the president or prime minister of a democratic nation and try to govern the country. The player must introduce and alter policies in different areas (such as tax, economy, welfare, etc.). Each policy has an effect on the happiness of various voter groups, as well as affecting factors such as crime and air quality. The player has to deal with "situations", which are typically problems such as petrol protests or homelessness, and also has to make decisions on dilemmas that arise each turn.

# Democratia: The isle of Five

## Game strategies

- Role-play, Simulation, Strategy

## Competences

- Decision making (strategy & problem solving)
- Social interaction/values/cultures,
- Negotiation



## Details

- Role-play, Simulation, Strategy
- 12+
- 45-minute and more
- Mobile Game
- free
- up to 5 Players
- Developer: Blindflug Studios AG
- Language: English, French, German, Italian, Romansh

## Description

Democratia is a virtual board game for up to five players that presents Switzerland as an island inhabited by five different tribes. Each player leads one of these tribes with the aim of increasing its resources and pushing through their own political agenda. As in Switzerland, regular referendums are held in Democratia. Democratia's supposed to be fun. But it's also designed to provoke discussion and demonstrate that this country needs cooperation as well as competition to move ahead.

# L'isoloir (voting booth)

## Game strategies

- Curriculum and pedagogies
- Socially responsible

## Competences

- Valuing democracy, justice, fairness, equality and the rule of law
- Civic mindedness
- Responsibility
- Autonomous learning skills
- Analytical and critical thinking skills
- Skills of listening and observing
- Conflict resolution skills



## Details

- Democratic skills
- Children aged 14-18
- 50 to 60 minutes
- Context: in classroom
- Digital: Online serious game
- Free
- Single player with educator/teacher (Groups from 10 to 30 youth)
- Producers/Creators: Tralalère
- Language: French

## Description

The game invites the young people to vote and experiment various ways of approaching voting. They can opt for various options and change their mind according to the evolution of their reflection on the asked questions. It is interactive and the voting booth provides direct answers. The players choose a question, vote based on personal opinion and experience; they get information on the issue and can vote again; they can debate and suggest an alternative solution again. The main topics approached are: Digital practices, digital democracy; freedom of expression; economics.

# Être citoyen, c'est quoi ? (Be a citizen, what does that mean ?)

## Game strategies

- Curriculum and pedagogy
- Interactive, culturally relevant methods

## Competences

- Civic-mindedness
- Responsibility
- Autonomous learning skills
- Analytical and critical thinking
- Knowledge and critical understanding



## Details

- Critical and creative thinking
- Children aged 8-13
- 2 sessions of 50 minutes
- Context: in classroom
- Non digital
- Free
- Single and Multiplayer
- Producers/Creators: Phleas & Autobule
- Language: French

## Description

Based on the interpretation of the myth of Antigone, this board game alternates different activities, group or individual, depending on the colors of the boxes. The game aims to stimulate children's critical and creative thinking in a fun way. It requires alternating individual moments and collective moments, quick exercises and longer exercises, a general discussion and the mobilization of specific thinking skills. The objective pursued in working on the skills of thinking one by one (via credit cards) is to allow easier mobilization in subsequent discussions.

# Decision-making Emotions

# iThrive:Sims - Lives in Balance

## Game strategies

- Role-play, Simulation, Strategy

## Competences

- Decision making (strategy & problem solving),
- Social interaction/values/cultures
- Negotiation



## Details

- Role-play, Simulation, Strategy
- Teen
- 45-minute
- Context:
- Digital-game
- Free
- Six Players
- Developer: iThrive Games Foundation
- Language: English

## Description

In iThrive Sim: Lives in Balance, students role-play as government officials tasked with making decisions and charting a path forward amidst a pandemic. As members of a six-person coalition, students must analyze data, negotiate and compromise with their peers, and contend with conflicting information from multiple sources including experts in infectious disease and commerce. iThriveSim scenarios are rich with content that hits core social studies and social-emotional learning standards.

# Quandary

## Game strategies

- Leadership/governance
- Interactive, culturally relevant methods
- Information on diversity

## Competences

- Empathy
- Analytical and critical thinking skills
- Reflection
- Interpersonal sensitivity
- Autonomous learning skills
- Civic-mindedness
- Conflict-resolution skills



## Details

- Decision making
- Age: 8-16
- Time: 60
- Context: in classroom
- Digital
- Free
- Single player
- Learning Games Network
- English/Spanish

## Description

As the Captain of a new human settlement on Planet Braxos, shape the future of a new civilization while developing ethical reasoning skills. Quandary, the award-winning, nonprofit learning game, has landed on your mobile phone!



# The Sims FreePlay

## Game strategies

- Role-play,
- Simulation
- Strategy

## Competences

- Social interaction/values/cultures
- Planning, time and cost management



## Details

- Simulation
- 12+
- Open ended simulation
- Context:
- Mobile Game
- Free
- Singleplayer
- Developer: Digital - Maxis, The Sims Studio, Published by Electronic Arts
- Several languages available

## Description

Create it with your Sims in real-time, customize their wardrobes, build their homes, and help them live out their dreams.

Complete goals to earn Simoleons, expand your Sim Town and pick up rewards along the way. Keep your Sims happy and watch them thrive as you help them live a fun and fulfilled life!

# 5 Minuten Dungeon - Wahre Helden gegen die Zeit

## Game strategies

- Cooperative = work together and win together

## Competences

- Applying concepts/rules
- Decision making (strategy & problem solving)
- Social interaction/ values/ cultures
- Ability to learn/ self assess
- Teamplay
- Mutual mindfulness
- Special edition/expansion: players are not allowed to talk to each other



## Details

- Cooperative = work together and win together
- from 8 years on
- 5-30 minutes
- Board Game
- Not free
- Multiplayer
- Developer: Kosmos
- Language: german, english

## Description

Within five minutes, the goal is to defeat all monsters, obstacles, people and actions together with the other players and to perform them successfully. For this purpose, various "heroes" are available, all of which have different abilities and thus different strengths and weaknesses. Decisions must be made as a team, disagreements that lead to quarrels mean that you do not achieve the goal.

# Ticket to ride Europa

## Game strategies

- Competitive board game

## Competences

- Applying concepts/rules
- Decision making (strategy & problem solving)
- Ability to learn/ self assess
- Intercultural awareness



## Details

- Competitive board game
- from 8 years on
- 30-60 minutes
- Context:
- Board Game
- Not free
- Multiplayer
- Developer: Days of Wonder
- Language: in many language available

## Description

Players collect cards of different wagons and use them to build stations, travel through tunnels and with ferries to travel on the network of routes throughout Europe.

# Feelinks - the game of emotions

## Game strategies

- Information on diversity
- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Empathy
- Creativity
- Reflection
- Interpersonal sensitivity
- Innovative thinking



## Details

- Storytelling, Team-Based Game
- Feelings, emotions
- 8+
- 20-40 minutes
- Context: Children
- Non-digital
- Not-free: 35,00 €
- Multi-player
- Producers/Creators: Raven Distribution
- Language: English, Italian, German, Dutch

## Description

In the game, our preconceptions are challenged. Feelinks contains 50 cards offering 150 situations from everyday life. For example: "You wake up in the body of a person of a different ethnicity" or "The Minister of Justice is caught smoking cannabis". The players are obligated to express their feelings in a given situation and to guess the feeling of another player in the same situation. This empathy for each player is conducive to the debate and to challenges of our preconceptions.

# The Language of Feelings

## Game strategies

- Social inclusion

## Competences

- Empathy
- Creativity
- Reflection
- Interpersonalsensitivity



## Details

- Topic: feelings and emotions
- 2-6
- Context: For young children
- Book game
- Not free: € 16,90
- Single player
- Publisher: Gribaudo
- Language: Italian.

## Description

Talking about emotions is not easy, especially with the little ones. The language of emotions approaches the subject through narration. Thanks to the illustrations and a clear and simple text, getting to know your own inner world and that of others will be a wonderful adventure. Each kit contains a guidebook dedicated to adults. This provides parents and educators with a greater awareness of the child learning abilities and the tools to help him express his potential.

# Cooperation

# Positive attitudes: tolerance and cooperation

## Game strategies

- Social inclusion

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Respect
- Civic-mindedness
- Tolerance for ambiguity
- Empathy



## Details

- Prosocial skills and behaviors
- 3 to 6
- No time limit
- Context: in classroom or family
- Non digital: card/board game
- Payment: 22 euros
- Multiplayer (small groups)
- Producers/Creators: AKROS
- Language: French, German, English, Spanish, Italian, Greek

## Description

This is an observation game where children observe 4 images from each game board and tick inappropriate behaviors with a Red Cross. The game provides opportunities to learn and exhibit prosocial behaviors through cooperation. Provides inputs on tolerance and cooperation. The targeted issues are: Cooperative learning, Empathy and prosocial skills; Education to values, respect, fairness, solidarity and inclusion. The game is the starting point of discussions and dialogue within the group and with the educator.

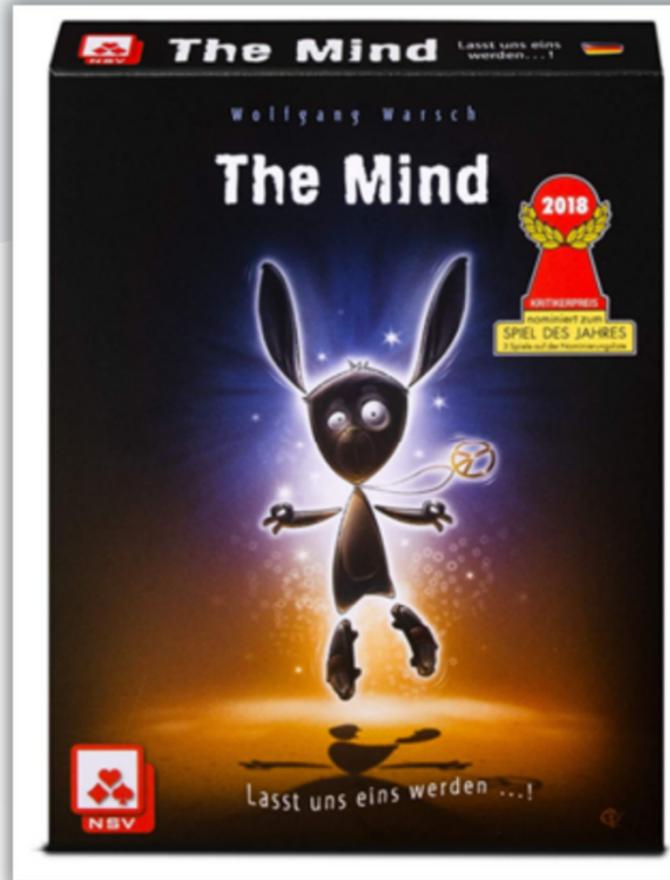
# The Mind

## Game strategies

- Cooperative = work together and win together

## Competences

- Applying concepts/ rules
- Decision making (strategy & problem solving)
- Social interaction/ values/ cultures
- Ability to learn/ self assess



## Details

- Cooperative = work together and win together
- 8+
- 20-40 minutes
- Context:
- Card Game
- Not free
- Multiplayer
- Developer: Nürnberger SV
- Language: non-verbal game

## Description

Players try to discard number cards from their hand in the correct order and "become one" with the other players.

During the game there is a synchronization of the sense of time. Team must become one, i.e. vibrate in unison. Player must feel when it is his turn.

# Rock Paper Scissors

## Game strategies

- Competitive non-verbal game

## Competences

- Communication skills
- Team building
- Negotiation



## Details

- Cooperation
- 4+
- 1-5 minutes
- Context:
- Party Game
- Free
- Multiplayer
- Developer: unknown
- Language: independent

## Description

Scissors Rock Paper is a game that is popular with both children and adults and is played all over the world. Two players each choose one of the three possible symbols, scissors, stone or paper, and then display it simultaneously on command using one of their hands. Since each symbol can win or lose against another, one of the players is always the winner. A draw occurs when both players choose the same symbol. In this case, the game is repeated.

# Hanabi

## Game strategies

- Cooperation

## Competences

- Intercultural understanding
- Communication, non-verbal
- Analytical and critical thinking skills



## Details

- Cooperation
- 7+
- 20-30 minutes
- Context : Recreational
- Card game
- Not free
- Multiplayer
- Editor: Cocktail Games/XII Singes
- Language: English, French, Spanish and German

## Description

You and your group are a team of pyrotechnicians who messed up the fireworks right before the great show, so now you all need to work together to put them back in their right place before the show starts. To do so, the players must build back the five fireworks (blue, yellow, red, green, and white). Each player is given 4 or 5 cards (depending on the number of players) which they cannot see, but they must show to the others. The goal is to form the five fireworks completely (up until number 5) before the three fuse tokens are used.

# Hellapagos

## Game strategies

- Semi-cooperative
- Valuing fairness and equity

## Competences

- Flexibility and adaptability
- Linguistic, communicative and plurilingual skills
- Co-operation skills



## Details

- Cooperation
- 10 +
- 20 minutes
- Context : Recreational
- Board game
- Not free
- Multiplayer
- Author : Laurence and Philippe Gamelin
- Illustrator : Jonathan Aucomte
- Language: English or in French

## Description

The story of the game is that a group of people survive a shipwreck and end up in a desert island. They need to survive by getting water, food, and also wood to build a raft so they can leave the island. Besides, there is a hurricane getting closer. They do not know exactly when it will arrive, but the longer they stay in the island the more dangerous it becomes. The goal of the game is for everybody to leave the island, but since getting food and water can be hard, the possibility of not making it for some of them is very real.

# Portal 2

## Game strategies

- Cooperation

## Competences

- Problem solving
- Creativity, Innovative thinking
- Analytical and critical thinking
- Communication



## Details

- Cooperation, Applying concepts, ability to learn
- 12 +
- 10 minutes - 6 hours (full campaign)
- Context : Recreational
- Digital
- Not free
- Solo and multiplayer
- Developer : Valve
- Language English, French, Spanish, German and Italian

## Description

In order to solve each room (and backstage places, which are still more complex since they do not have a clear exit door) the player(s) must cooperate and learn how to use the different tools around the facilities. The game gets harder and harder, so the player(s) is expected to keep learning different ways of using these tools. Also, the player(s) must have a clear understanding of how the portal gun works, and what it can be done with the different lasers and objects available in the facilities.

# Tokyo, Nagano, Kobe

## Game strategies

- Cooperative - work together and win together

## Competences

- Communication skills
- Team building
- Negotiation
- Creativity



## Details

- Cooperation
- 8+
- 30 minutes
- Context: icebreaker game
- Party Game
- Free
- Multiplayer
- Language: independent

## Description

Besides team building and socializing, the purpose of the game was to experience and reflect upon communication in multicultural and interdisciplinary groups, the importance of understanding a language and obstacles in the language we communicate in.

The game is language independent, as participants have to create their own language.

# The colour monster

## Game strategies

- Cooperation

## Competences

- Self-regulation
- Interpersonal sensitivity
- Communication



## Details

- Cooperation, applying concepts, Self-reflection and regulation
- 3+
- 20-25'
- Context : Classroom
- Non-digital, board game
- Not free
- Solo and multiplayer
- Designer Josep M. Allué & Dani Gómez
- Artist Anna Llenas
- Several languages available

## Description

The game is about a monster who wakes up feeling confused about his feelings, but he has a friend, a little girl, who will help him figure it all out. The goal of the game is to figure out the monster's feelings so he can go to sleep feeling clear about his emotions.

# Prevention bullying Disabilities

# STOP Violence!

## Game strategies

- Information on diversity
- Social inclusion

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Respect
- Responsibility
- Empathy
- Interpersonnal sensitivity
- Problem solving



## Details

- Prevention of school bullying
- Children aged 11-15
- 30, 60 and 180 minutes
- Context: in classroom
- Digital: Online serious game
- Free
- Single player
- Producers/Creators: Tralalèrewith Safer Internet
- Language: French

## Description

This game aims to shed light on the issue of school bullying through three themes: rumor, discrimination and extortion. The pedagogical objectives of the game are: teaching the player to recognize the manifestations of bullying; helping youth understand the collective dimension of this phenomenon; explaining that there are many avenues of recourse in the face of harassment; developing students' empathy by showing testimonials from victims. The game teaches to live in society. There are guidelines for teachers and a module sheet for each theme.

# TOIMOINOUS – YOUMEUS

## Game strategies

- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Respect
- Analytical and critical thinking skills
- Empathy
- Problem solving
- Empowering skills



## Details

- Prevention of school bullying
- Children aged 7-11
- 30 to 60 minutes
- Context: in classroom or family
- Non-digital: board game
- Payment: 70 euros
- Multiplayer – 2 to 32 players
- Producers/Creators: Petits citoyens - Valoremis editions
- Language: French

## Description

The TOIMOINOUS is an educational kit who have to experience or observe situations of violence at school, which are often implicit or even ignored by the adult world. It leads to collective thinking and strategy designing to prevent school bullying.

Being the victim of harassment, racketeering, physical or verbal attacks, the role of appearances and influences, the dynamics of exclusion, or to be the author of that, it is a suffering for each child that should be recognized from the earliest age of socialization.

# Concrete genie

## Game strategies

- Leadership/governance
- Social inclusion

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity,
- Openness to cultural otherness and to other beliefs, world views and practices
- Empathy



## Details

- Action, Adventure, puzzle bullism
- 12+
- 4h00/6h00
- Context: In Classroom
- Digital game
- Not free: 29,99 €
- Single player
- Producers/Creators: Pixelopus
- Several languages available
- Available for Play Station 4

## Description

Concrete Genie takes place in a small port town named Denska, a bad place. Dark, abandoned, even invaded by a black matter that seems to corrupt everything from buildings to people. The player will have to "clean up" every area of Denska with murals, and the geniuses who "live in the walls" are there to help him, destroying obstacles or moving two-dimensional objects in the walls.

# HAND17FAMILLES - Seventeen Families

## (Handicap)

### Game strategies

- Information on diversity
- Social inclusion
- Interactive
- Cooperative

### Competences

- Empathy
- Valuing human dignity and human rights
- Respect
- Civic-mindedness
- Interpersonal sensitivity



### Details

- Disabilities and handicap
- Children aged 6-12
- 30 to 60 minutes
- Context: in classroom
- Non digital: card game
- Payment: 28 euros
- Single and Multiplayer
- Producers/Creators: KESKI
- Language: French

### Description

Game on disabilities that allows you to approach prejudices or hasty judgments about people with disabilities in the simplest way possible. It transforms the relationship with others and develops a sense of tolerance towards different people. The game's main objective is to teach about disabilities and their consequences for daily life and to develop tolerance towards difference. The disabilities are Allergy, Asthma, Intellectualdisability, Autism, Depression, Diabetes, Dyslexia, Dyspraxia, Temporarydisability, Hyperactivity, Back pain, Low vision, Motor disability, Deafness, OCD, Head trauma, Trisomy.

# HANDICAP - DAY

## Game strategies

- Information on diversity
- Teacher education on diversity
- Social Inclusion

## Competences

- Valuing cultural diversity
- Respect
- Responsibilities
- Empathy
- Co-operation skills

## Details

- Disabilities, Role-play
- Diversity, disability
- 11+
- 3h00
- Context: Long-game
- Non-digital
- Free
- Multi-player
- Producers/Creators: CISV International
- Language: no language requirements

## Description

Children must cooperate and help each others. They are stimulated in learning more about different disabilities. The activity should last for some hours, so that children can experience different activities while having handicaps: at the beginning of the activity, different handicaps are given to different children. Some children can be blind, some others may have no arms, one leg, or they could be deaf etc. The simulation game takes place during other "normal activities" (like having lessons in classrooms, or having lunch together and so on). At the end of the simulation, there will be a discussion guided by educators/teachers.

# A blind Legend

## Game strategies

- Single player

## Competences

- Problem solving
- Interpersonal sensitivity
- Respect
- Valuing diversity
- Flexibility and adaptability



## Details

- Disability awareness
- 10 +
- 3-5 hours
- Context : Recreational
- Digital game
- Free
- Solo
- Producers : Dowino
- Language: English or in French

## Description

The game is about a blind knight in the age of knights, whose wife has been kidnapped in the marketplace. He wants to go and save her, but he can do it alone. So, he takes his daughter with him, so she can be his eyes. The player only needs to use headphones (good ones, if possible, since the game uses a state-of-the-art sound system to recreate a 3D sound environment). It is expected to be played on a smartphone, where actions are made by simple movements around the screen, with no need to see what you are doing.

# To the Moon

## Game strategies

- Information on diversity
- Teacher education on diversity
- Interactive, culturally relevant methods

## Competences

- Valuing cultural diversity
- Valuing human dignity and human rights



## Details

- Asperger's syndrome, autism, neurodiversity not as a disease
- Action/Adventure Game, puzzle
- 12+
- 4h10
- Context: In classroom
- Digital Game
- Not free: 7,99 €
- Single player
- Producers/Creators: Freebird Games (Kan Gao)
- Several languages available

## Description

Dr. Watts and Dr. Rosalene are two professionals that offer its customers the opportunity to rewrite their memories on the verge of death, thus ensuring a peaceful passing. The client is Johnny Wyles, whose dream has always been to go to the moon, but he can't remember why. Watts and Rosalene go back in time, understand when this desire was born and modify his memories, so as to make the old man believe he went to the moon. The theme of autism is treated in one of the characters.

**Prejudices and stereotypes**  
**Cultural diversity**  
**Intercultural understanding**

# If you love me don't die

## Game strategies

- Social inclusion

## Competences

- Valuing cultural diversity
- Respect
- Empathy



## Details

- War, refugees, conflicts, prejudices
- 10+
- Context: Children
- Digital game
- Not free: 3,99 €
- Single player
- Producers/Creators: Plug in Digital
- Language: Italian, French, German, English, Spanish
- App available for Android, iOS

## Description

"If you love me don't die" is an interactive story for smartphones and tablets that allows you to take part in the journey of refugees from Syria who are looking for a way to reach Europe. "If you love me, do not die" is an Arabic phrase that is exchanged as a greeting with loved ones when you part. In the Syrian city in which the protagonists live the situation has become unbearable. Nour, who lost his twin sister under the bombs, leaves. The app asks you to make choices between the phrases or emoticons proposed, thus conditioning Nour's journey and pushing her towards one of the 19 different endings imagined by the developers.

# Never Alone

## Game strategies

- Information on diversity
- Teacher education on diversity
- Interactive, culturally relevant methods

## Competences

- Valuing cultural diversity,
- Openness to cultural otherness and to other
- beliefs, world views and practices,
- Knowledge and critical understanding of the world: politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability.



## Details

- Puzzle-platformer
- Topic: minorities, cultural diversity
- Age: 10+
- Length: 3h30
- Context: In classroom
- Digital game
- Not free: 4,99€
- Single player
- Editor: E-Line Media
- Several languages available

## Description

"Never Alone is the first game developed in collaboration with the Iñupiat, an Alaska Native people. Nearly 40 Alaska Native elders, storytellers and community members contributed to the development of the game. Play as a Iñupiat girl and an arctic fox as they set out to find the source of the eternal blizzard which threatens the survival of everything they have ever. In this atmospheric puzzle platformer, children will explore awe-inspiring environments, perform heroic deeds, and meet legendary characters from Iñupiaq stories – all narrated by a master storyteller in the spoken Iñupiaq language."

# Tell me why

## Game strategies

- Single player

## Competences

- Valuing cultural diversity
- Openness to cultural otherness, other beliefs, world views and practices
- Respect



## Details

- Openness to cultural otherness
- 16 +
- 9 hours
- Context : Recreationnal
- Video game
- Not free
- Single player
- Editor: DONTNOD Entertainment Xbox Game Studios
- Several languages available

## Description

The game follows the story of two twins who go back to the hometown in Alaska after 10 years. They left the town all those years ago after their mother's death, and they have not seen each other since then. But they decide to go back to find out what really happened and put an end to the story. Although there are two main characters, the game is single player, and the player can control both twins, sometimes choosing which one and sometimes following what the game wants. The player can move around, take objects, check things, and talk to people. And he or she will be asked to take decisions all the time, which will then decide how the game evolves.

# Can You? The privileges game

## Game strategies

- Awareness rising
- Role-play

## Competences

- Intercultural understanding, empathy
- Self reflection



## Details

- Awareness to diversity, social inclusion
- Age: 12 +
- Time : 20'
- Context : Serious game, Classroom
- Card game
- Not free
- Multiplayer
- Producer: Sexploration
- Language: English, French, Spanish and German

## Description

The game offers a great variety of characters with differences in sexuality, gender, class, race, health, body type, etc. Each player takes one of these characters. Players have to answer to questions related to a situation with “yes” or “no”. Every “yes” means your character benefits from a privilege, and the “no” means it does not. After answering, all players are invited to argue about why they answered as they did. Every “yes” is a point for the player, and the character can move forward, while every “no” means the character cannot move. At the end of the session, each player compare where they character is standing in comparison to other and can visualise the effects of privileges (and discriminations) on daily life situations.

# DIXIT

## Game strategies

- Interpretation, communication,
- Interactive, culturally relevant methods

## Competences

- Empathy
- Creativity, Innovative thinking
- Reflection
- Intercultural understanding



## Details

- Interpretation, intercultural understanding, decision making
- 7+
- 30'
- Very adaptable to the context
- Non digital - card game
- Not free
- Multiplayer
- Designer Jean-Louis Roubira, Artist Marie Cardouat - Libellud Edition
- Several languages available

## Description

This is a game about creating ideas from a drawing that the other people must be able to recognise, but without being too obvious. It is about imagination and alternative ways of thinking and seeing things. In each round of the game, each player must choose which card they think is the right one. It can also make people realize how different cultures and backgrounds affect the way people interpret drawings and ideas. It also makes people think differently, because the aim of each round is to get the maximum number of people to guess your card but not everybody, since that would mean it was too easy.

# Stronger together

## Game strategies

- Information on diversity
- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Openness to cultural otherness and to other belief
- Interpersonal sensitivity
- Intercultural competence



## Details

- Morality, self-control, inclusion, diversity and radicalization
- Children aged 10-12
- 40 to 50 minutes
- Context: in classroom
- Digital: board game
- Free
- Multiplayer
- Producers/Creators: Erasmus + project
- Several languages available

## Description

The game provides 5 modules followed by a digital game. Each module will facilitate a dialogue on the themes: morality, self-control, inclusion & diversity, and critical thinking. These are four important competences to build on in the fifth module: prevention of radicalization. The structure is always the same: after having read the scenario (a playlet), the players engage in a dialogue on the theme and choose, among three possibilities, what they consider to be the most appropriate response to the problem posed. A score is assigned to each of the three possible answers. You will receive feedback that lets you know how well it seems suited to the goal.



# Stereotypes

## Game strategies

- Information on diversity
- Teacher education on diversity
- Multilingual education
- Interactive, culturally relevant methods

## Competences

- Valuing cultural diversity
- Respect
- Empathy
- Conflict-resolution skills

## Details

- Stereotypes, Role play
- 11+
- 1h00/1h30
- Context: Long Game
- Non-digital
- Free
- Multi-player
- Producers/Creators: CISV International

## Description

The game aims at exploring the cultural stereotypes surrounding different countries and to debate them in a safe and constructive environment. Draw the contours of each country on 2 different papers and write the name of the country. Place them one on the floor. Everybody walks around and writes on the papers, what they know (or think) about this country - except their own (1 hour). Then each group of people belonging to the same country writes on the other paper, what they know about their own country (1 hour). By turn, each delegation show the 2 papers and compare - what was the same and what wasn't. They also tell about the things they wrote themselves. It is possible to let the children explain on their own language and someone can translate.

# Assassins Creed: Discovery Tour

## Game strategies

- Educational, Adventure

## Competences

- Social interaction/ values/ cultures,
- Ability to learn/ self assess,
- Intercultural awareness



## Details

- Action/Adventure, Simulation
- from 12+
- 60 minutes and more
- Context:
- PC game
- 19,99
- Single Player
- Developer: ubisoft
- Language: English, French, Italian, German, Spanish - Spain, Russian, Japanese

## Description

The Discovery Tour is an educational mode of the Assassin's Creed® Origins game that allows you to discover and explore a world without conflict or gameplay restrictions. Discovery Tour allows you to freely explore for example the beautiful world of Ptolemaic Egypt. Learn about life, customs and traditions on your own or let historians and Egyptologists guide you through one of 75 historical tours.

The players learn about different cultures and the history of them. Important discoveries of that time can be explored.

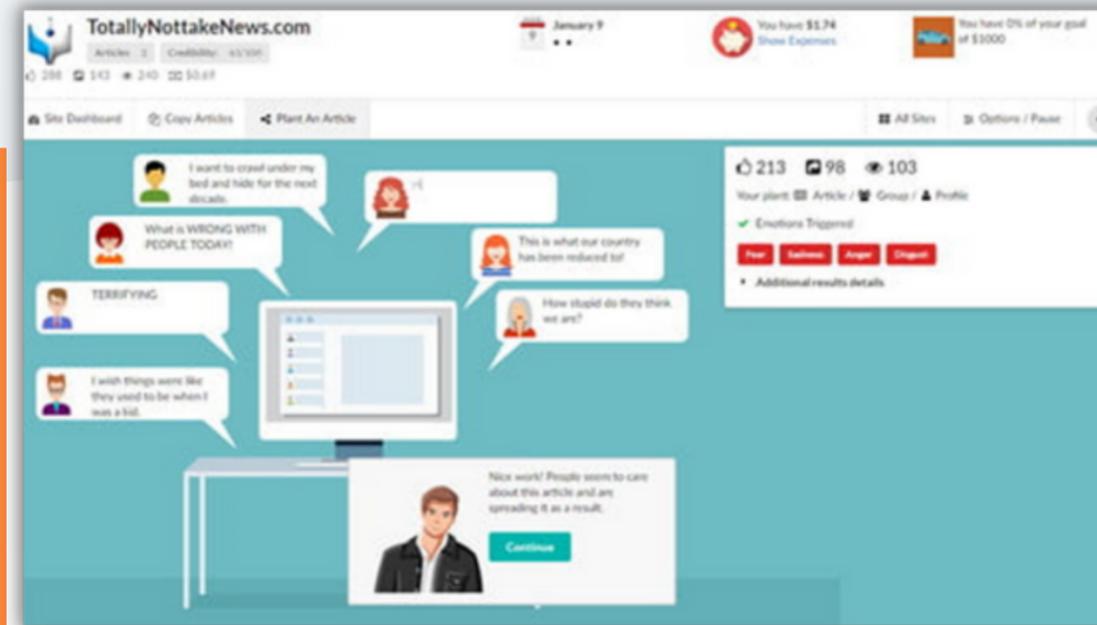
# Fake it to make it

## Game strategies

- Interactive, culturally relevant methods
- Socially responsible ICT

## Competences

- Problem solving
- Analytical and critical thinking
- Tolerance of ambiguity
- Interpersonal sensitivity
- Self-efficacy
- Valuing cultural diversity
- Openness to cultural otherness and to other beliefs



## Details

- Age: 12+
- Time: <30min
- Context: in classroom
- Digital
- Free
- Single player
- Amanda warner
- English/Spanish

## Description

In this simulation-style social-impact game, players take on the role of someone creating and distributing fake news for a profit.

The purpose of the game is for players to leave with a better understanding of how misinformation is created and spread, so that they are more skeptical of information that they encounter in the future. This game is freely available online, and has been played more than 300,000 times by players in 170 different countries.

# Totem - The feel good game

## Game strategies

- Information on diversity
- Teacher education on diversity

## Competences

- Knowledge and critical understanding of the self
- Empathy, reflection
- Intercultural understanding



## Details

- Self-reflection
- Age: 7 +
- Time : 15' -60'
- Context : Serious game
- Card game
- Not free
- Multiplayer
- Editor: Game Flow
- Language: English, French

## Description

The person who starts, the dealer, gives 7 animal cards (strengths) to each player, except for himself. From these cards, each player must choose the one that he or she thinks suits the dealer best, and then give it upside down to him or her. The dealer shuffles the cards and then looks at them. The dealer orders them according to what he or she considers that matches him or her better and then places the card in this order upside down on the table. The dealer shows the last card first, and the person who chose it explains why he or she chose that strength and also gives examples where he or she has seen the dealer showing this strength.

## Game strategies

- Avoiding segregation
- Information on diversity
- Interactive, culturally relevant methods
- Socially responsible

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Respect
- Analytical and critical thinking skills
- Empathy
- Interpersonal sensitivity
- Intercultural competence



## Details

- Relationship to the other
- Children aged 12+
- No time indicated
- Context: in classroom
- Non-digital: board game
- Payment: 72 euros
- Multiplayer - from 2 players
- Producers/Creators: Petits citoyens-Valoremis
- Language: French

## Description

The game invites each player to question one's relationship to the other, both identical and different, about one's tendencies to lock himself/herself up in a real or supposed group of belonging. This game allows to : make young people aware of allforms of discrimination and mockery; become aware of their perceptions of others and their prejudices in order to be able to think about them critically and, if necessary, correctthem; understandthatstereotypes can be dangerous and reductive; develop their critical thinking in order to avoid confusion.

# Kosmopolit

## Game strategies

- Cooperative
- Valuing diversity

## Competences

- Flexibility and adaptability
- Linguistic, communicative and plurilingual skills
- Co-operation skills



## Details

- Cooperation, multilingual education
- Age: 7 +
- Time : 20'
- Context : Recréationnel
- Board game + online application
- Not free
- Multiplayer
- Producer : Opla
- Language: English or in French

## Description

Players are characters working in a restaurant that offers food from around the world, so you get customers from around the world who want to eat their favourite dishes. The waitress is the first one to play, the waitress player is the one with headphones and using the app. He or she has to ask each customer what they want and tell the maître d'hôtel. Every player should cooperate to get the right meal with all ingredients on time for the client.

## Game strategies

- Interactive, culturally relevant methods
- Socially responsible

## Competences

- Valuing human dignity and human rights
- Valuing cultural diversity
- Respect
- Civic mindedness
- Self-efficacy
- Autonomous learning skills



## Details

- Skills on the virtual space
- Children aged 9-12
- No time indicated
- Context: in classroom
- Digital: Online serious game
- Free
- Single player
- Producers/Creators: DSDEN pays de Loire
- Language: French

## Description

@miclick's primary ambition is to provide children in a fun way learning skills and know-how in the virtual world in which they evolve.

In this perspective, the game uses certain principles inspired by role-playing games and video games with the aim of optimizing the playful aspect of the objectives to be achieved with children. A succession of missions is to be carried out to navigate a social network in complete safety. These do not necessarily take place continuously and most are divided into 3 modules.

# Play2talk - Blended Game

## Game strategies

- Information on diversity
- Social Inclusion

## Competences

- Social interaction/ values/ cultures, Intercultural awareness
- Valuing cultural diversity, Openness to cultural otherness and to other beliefs, world views and practices
- Knowledge and critical understanding of the world: politics, law, human rights, culture, cultures, religions, history, media, economies, environment, sustainability



## Details

- Digital
- 7+
- Context: Classroom setting or distance learning:
- Digital Game
- Multiplayer
- Producers/Creators: Play2Talk
- Language: EN, HE, AR
- Available for PC

## Description

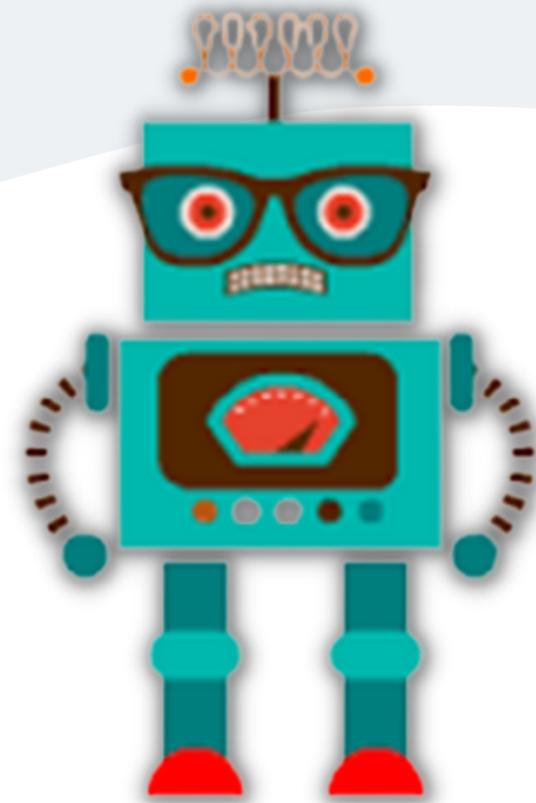
Play2Talk uses the popular game Minecraft to connect between Arab and Jewish school children in Israel. Once a week, children from a pair of Jewish and Arab schools log in from their school's computer room to the Play2Talk Minecraft world. Rather than having one school play against the other, the children are divided into two teams - each mixing participants from the two schools. With every encounter the children are presented with a set of fun challenges that require increasing levels of communication and collaboration.

## Game strategies

- Interactive, culturally relevant methods
- Socially responsible ICT

## Competences

- Problem solving
- Analytical and critical thinking
- Tolerance of ambiguity
- Interpersonal sensitivity
- Self-efficacy
- Valuing cultural diversity
- Openness to cultural otherness and to other beliefs



## Details

- PG-13
- 60 minutes
- Context: in classroom
- Digital
- Free
- Single player
- Tamar Wilner
- English

## Description

In this game for learning, players attempt to stop a rogue robot from spreading a sketchy article by fact-checking and flagging suspicious items.

# Peace and War

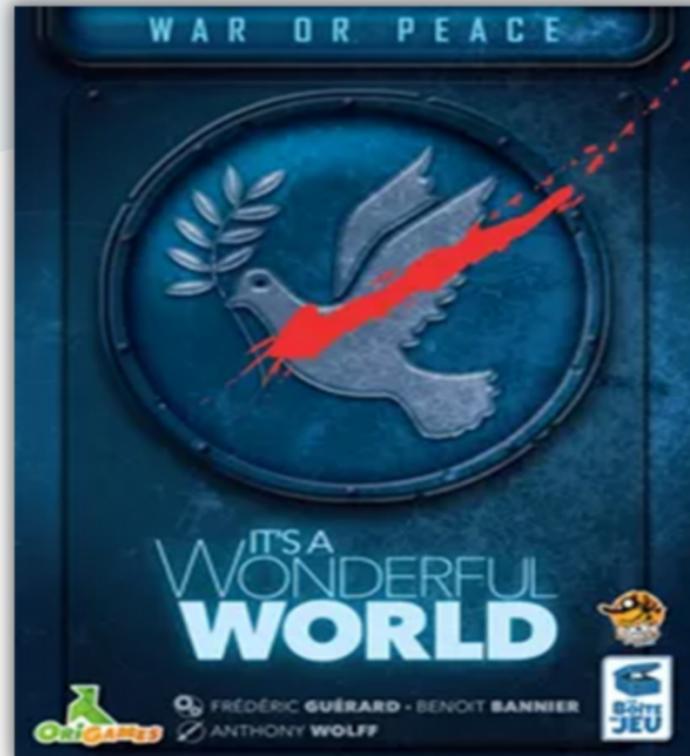
# It's a Wonderful World: War or Peace

## Game strategies

- Leadership
- Information on diversity

## Competences

- Listening and Observing
- Respect
- Responsibility
- Empathy
- Self Efficacy
- Analytical and Critical Thinking



## Details

- Strategy Competitive
- Age: 10 +
- Time : 30' - 60'
- Context : In Class
- Board Game
- No Free: 30 €
- Multiplayer
- Editor: Benoit Bannier, Frédéric Guérard
- Language: English, French, German, Italian, Spanish

## Description

Expansion for It's a wonderful world game.

At the start of a game, players open an envelope containing the story, the special rules of the scenario and the extra cards for this scenario. Then, at the end of the game, each player receives different rewards depending on whether he won or lost and according to his own choices during the game (depending on the scenario).

# Reconstrucción- War is not a game

## Game strategies

- Information on diversity
- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Empathy
- Tolerance of ambiguity
- Reflection
- Interpersonal sensitivity
- Empowering skills



## Details

- USK-12
- Time:
- Context: Long game
- Digital
- free
- Single player
- Pathos audiovisual
- English/Spanish/German

## Description

“Reconstrucción” is a transmedia project offering a different approach to the Colombian conflict. The main part is a video game but it also contains a comic, short documentaries and a blog, allowing the user to have a wide knowledge about the different war stories and resistance in Colombia.

# Peacemaker

## Game strategies

- Avoiding segregation
- Leadership/governance
- Information on diversity
- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Valuing human dignity and human rights
- Cultural diversity
- Valuing democracy, justice, fairness, equality and the rule of law
- Responsibility
- Analytical and critical thinking skills
- Conflict-resolution skills



## Details

- Political strategies
- PG-13
- 2-3 hours
- Context: long game
- Digital
- Free
- Single player
- Impact games
- English/Arabic/Hebrew

## Description

PeaceMaker is inspired by real events in the Israeli-Palestinian conflict. Be a leader and bring peace to the region before your term in office ends. PeaceMaker is two games in one: play both the role of the Israeli Prime Minister or the Palestinian President. Play the news: how would you react to the events in the Middle East presented using real news footage and images? Depending on what you bring to the table, we have three difficulty levels to choose from including calm, tense and violent.

# Valiant Hearts - (The great war)

## Game strategies

- Being deliberately transformative in their purpose: the duty as parents/uncles/older brothers is to remind the new generations not to fall into the temptation to think that a war can be clean or decisive

## Competences

- Respect
- Responsibilities
- Empathy
- Conflict resolution skills



## Details

- Action/adventure, puzzle
- 12+
- 6h30
- Context: in classroom
- Digital game
- Not free: 14,99 €
- Producers/Creators: Ubisoft Montpellier
- Languages: Italian, English, French, German, Spanish
- Available for PC, Xbox 360, Xbox One, PS3, PS4, Switch, Android, iOS

## Description

The player does not use rifles to shoot enemies; the main weapon is a pinch of ingenuity: objects must in fact be used to open paths and get around opponents or, if bombs are thrown, they will be used not to kill but to open gaps in the walls. The game tells the First World War taking its cue from true stories, stories of ordinary men torn out of the blue from their everyday life and forced to go to fight at the front. In fact, as can be seen from some letters present in the game and really written by the soldiers of the Franco-Germanic front. These men were much more worried about the conditions of their loved ones, crops and pastures, without even knowing the political and power conditions that had triggered the conflict.

# Jembatan: Misión ¡Parar la guerra!

## Game strategies

- Information on diversity
- Interactive, culturally relevant methods
- Social inclusion

## Competences

- Empathy
- Strategy
- Joint decision-making
- Interpersonal sensitivity
- Innovative thinking



## Details

- Strategy and decision-making
- Age: 9 +
- Time : 15' -60'
- Context : For smaller kids
- Board Game
- Not free: 26 €
- Multiplayer: 2 Players o Teams
- Editor: Ekilikua
- Language: Spanish

## Description

In the midst of a climate of confrontation, we will have to venture on a risky peace mission to find the lost pieces of the "Shield of Jembatan", symbol of encounter and harmony between peoples. A conflict. Two opposing sides. Three premises to win the game: Audacity. Team play: strategy and joint decision-making. Reconstruction of the demolished bridges until we find ourselves.

# The war of mine

## Game strategies

- Information on diversity
- Leadership/governance
- Social inclusion

## Competences

- Empathy
- Valuing human dignity and human rights
- Reflection
- Interpersonal sensitivity
- Self-efficacy



## Details

- 8+
- 60 minutes
- Context: in classroom
- Digital
- 15€ Steam
- Single player
- Steam
- English/Spanish/French/Polish/Russian/Italian/Portuguese/Japanese/Korean/Turkish/ Chinese

## Description

This War of Mine is a war survival video game. The game differs from most war-themed video games by focusing on the civilian experience of war rather than front line combat. Characters have to make many difficult decisions in order to survive everyday dangers. There are various endings for each character, depending on the decisions made in the game.

# Time for peace

## Game strategies

- Cooperation
- Interactive, culturally relevant methods
- Social inclusion
- Decision Making
- Anti-violence

## Competences

- Listening and Observing
- Respect
- Civic Mindedness
- Empathy
- Self Efficacy

## Details

- Cooperation
- 10 +
- 25 minutes
- Context: In Class
- Board Game
- Free
- Multiplayer
- Editor: Toplum Gonulluleri Vkfi
- Language: Turkish

## Description

This board game is an educational tool for talking with children of 10 years of age and up, on challenging topics such as conflict, war, violence, discrimination, peace, solidarity, equality and freedom. The need addressed is related to the attitudes of children and young people to war and conflict. The board game was developed as an educational tool to talk, on certain challenging conceptual topics such as conflict, war, violence, discrimination, peace, solidarity, equality and freedom.

# El Juego de la Paz

## Game strategies

- Cooperation
- Interactive, culturally relevant methods
- Social inclusion
- Decision Making
- Anti-violence

## Competences

- Listening and Observing
- Respect
- Civic Mindedness
- Empathy
- Self Efficacy



## Details

- Collaborative
- 6+
- 25 minutes
- Context : In Class
- Card Game
- Not free: 2500 \$Arg
- Multiplayer
- Editor: Facundo Cousillas/Victoria Villalba
- Language: Spanish

## Description

The Peace Game is a kit to live experiences as a family.

With this set, families will be able to carry out 14 fun collaborative activities that promote creativity, teamwork and the culture of peace.

Recipients: ideal for family play, with children between 6 and 12 years old.

# Bakeraikileak - Constructoras/es de Paz

## Game strategies

- Intercultural awareness
- Cultural diversity
- Human rights and human dignity
- Information on diversity

## Competences

- Respect
- Responsibility
- Empathy
- Reflection
- Analytical and Critical Thinking



## Details

- Cooperative
- Age: 6 +
- Time : 20'
- Context : In Class
- Board Game
- No Free: 25 €
- Multiplayer
- Editor: museodelapaz.org
- Language: English, Spanish, French, Euskera

## Description

The game consists of discovering, through strategies, 32 people who are referents of peace and individual, civil, human and environmental rights. Throughout the game the participants will reveal information about each person until they discover who they are. Each participant will have to fight against time in addition to adding points.

# The World Peace Game

## Game strategies

- Team-based solutions
- Deliberate creation
- Decision Making
- Information on diversity
- Leadership

## Competences

- Long-term thinking
- Respect
- Responsibility
- Empathy
- Self-Reflective
- Analytical and Critical Thinking



## Details

- Cooperative
- 9 - 12
- 5 days experience
- Context: Create a peace game
- Board Game
- No Free
- Multiplayer: Team game
- Editor: John Hunter, World Peace Foundation
- Language: English

## Description

The World Peace Game is a hands-on political simulation that gives players the opportunity to explore the connectedness of the global community through the lens of the economic, social, and environmental crises and the imminent threat of war. The goal of the game is to extricate each country from dangerous circumstances and achieve global prosperity with the least amount of military intervention.

# Peace War Peace

## Game strategies

- Empathy
- Problem solving
- Creativity

## Competences

- Respect
- Skills of listening and observing
- Empathy
- Problem solving
- Creativity

## Details

- Reflection on peace and war
- Role-Game
- 11+
- 1h00
- Context: Long-Game
- Non-digital
- Free
- Multi-player
- Producers/Creators: CISV International

## Description

Everybody sits in a circle, get a piece of paper and some colored pens. Soft music in the background. Tell the participants to draw and paint peace on their papers (20 min). Then each participant send the paper to the left and everybody receives a new drawing, with peace on it. Tell them to draw or paint war on this new paper. (15 min) Now the participants get their own paper back. Tell them to draw or paint peace again. After the activity, a discussion is needed.

# Contact details

## The Peace Games partnership

The Peace Games partnership is composed by:

- Forum of European Regions for Research, Education and Training (FREREF - France)
- International Institute of Humanitarian Law (IIHL - Italy)
- Liceo Statale "G.D.Cassini" (Italy)
- Ministry for Education and Employment – Malta (MFED)
- Asociación cultural Da2 Trucados (DA2 - Spain)
- Università Degli Studi di Modena e Reggio Emilia (UNIMORE - Italy)
- FH Joanneum Gesellschaft MBH (FHJ - Austria)
- Evangelische Schule Neuruppin (EVSN - Germany)
- Université Côte d'Azur (UCA - France)

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