



Building worlds, transforming perspectives: our new educational game on human mobility has finally to life!

After an international gathering in April to finalise the content, rules, objectives, supporting materials, structure, tone and style of *Lives in Motion: The Game*, the team of toolkit developers are now working in close collaboration with Maghweb's graphic design team to produce a dynamic, playable, user friendly and aesthetically sophisticated final product. The gathering in April enabled educators, migrations studies students, map makers and graphic designers to implement all of the feedback gathered from each cultural context's educational communities and collectively agree on a multi-sensory design strategy to make this tool an engaging and unforgettable learning experience for students in 5 languages: English, Italian, Croatian, Romanian, Portuguese. The meeting was a crucial arrival point for final decisions, conversations and ideas about the toolkit after a long, methodical and in-depth process of the game's development across the *Lives in Motion* in project on a local and international level. This collective creative process is now bearing its fruits, as educators from each country watch Maghweb's graphics team transform this authentic, learning tool—based on original macro and micro histories, empathy and roleplaying—take concrete, playable form.



As educators observe this transformation, they also note the collective educational power of the heterogeneous community of people who have variously contributed to the game take off. As one of the educators from the Italian context said: “It’s really exciting to start seeing and handling a tangible manifestation of an educational pluriverse, historical and contemporary worlds of knowledge that truly offer multiple perspectives, questions, contradictions and complexities to students and teachers.”

Take a glimpse at how the pluriversal worlds of Lives in Motion: The Game, are coming to life in full colour and 3 dimensions below and listen to a sample of one of the game’s founding testimonies in Portuguese “From Europe to Africa: The Story of Martina”.



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