

Destination Europe		
Duration:	30 - 90	min
Number of players:	4/5	player/s – plays in teams
Materials/ Tools needed:	print and play version	
Publisher:	University of Luxembourg	
Game Designer:	Dr. Alice Szczepanikova with contribution from Gamesandlearning.nl	
Language	EN, NL and possible all languages EU	
Links:	https://destinationeurope.uni.lu/	
Type of game:		
<input type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input checked="" type="checkbox"/> Serious <input type="checkbox"/> Other:		
Main topic:		
<p style="text-align: center;">Destination Europe is an interactive learning and training tool about migration and integration. It is an engaging tabletop tool based on role-play that stimulates discussion and learning about some of the most topical issues in today's Europe.</p>		
Short description/ Goal of the game:		
<p>Educators can face difficulties when teaching about migration decision-making and its impacts on migrants and host societies. It is currently a highly politicised topic. Young people, their families and friends have different opinions and migration-related experiences. Public debate that shapes these opinions is not always well grounded in facts and can lack balanced representation of different points of view. This innovative learning tool uses role play and other game mechanisms that minimise potential tensions among users.</p>		
Image:		
Educational value/ Learning Objectives:		
<p>Migration and integration are issues of key importance in today's Europe and will shape its future.</p> <p>Destination Europe stimulates young people's awareness and critical thinking about migration and integration. It is an interactive tabletop learning tool based on role-play that accommodates 4-6 players aged 16+. Over 90 minutes, they experience migration decision-making as a complex process that involves different actors with sometimes conflicting interests. They are faced with various migration challenges first at the European Union level and then in their national and city contexts. The tool illustrates real-life impacts policy decisions can have on various categories of migrants and the public in the countries that receive them. It was developed by migration experts from various European countries joined in the European Migration Network.</p>		

Recommendations for use:

Pro's & Contra's:

The website has an instructional video
 The game is free to download as a print and play in all European languages

Tips and Tricks for Facilitators

How to adapt game for different groups, topics, occasions/needs

The website has background material for educators and trainers.

Round 1 - EU level
Minister in EU country 1
 These are the positions of your government:



»Many migrants and refugees try to enter the EU through our country. They can't all stay here.«
 »We are on the front line. We need more support from the EU to be able to accept these boats.«

Round 2 - National level
Minister of Labour and Welfare
 You set the direction of policies on employment and welfare benefits in your country.



»Employers in our country must have access to the workers they need.«
 »In the long term, we need to help our nationals find work.«

Round 3 - City level
Spokesperson for the "Welcoming City" project
 You are the spokesperson for a local grass-roots initiative. Your sick grandfather is being taken care of by Yasmine.



»People of different cultures make our city interesting. But neighbourhoods where many migrants live in poverty are bad for our image.«
 »It's not easy to be a newcomer. Migrants need support to feel at home and to be able to contribute to our society.«


2 A shared responsibility? →



4 Future Outcome



Ahmed dreams of: ✍️



25 year-old
 Middle East
 Car mechanic
 Single, no kids
 "I would get tortured or killed if I stayed at home."
 😊 😞

Quick Setup Guide

(Refer to the rule book for detailed instructions on each of the Setup steps.)

One player should keep a **timer** handy to keep track of time.

Give each player a **Role card**.

Take one unused set of **3 Migrant cards** and **1 EU Public card**. Read, discuss, and fill them in. Place the EU public chip in one of the three middle spots on the EU card.

Keep the **Smiley chips** and the **Voting chips** ready. Place the **map** on the table.

You are ready to start the game. Read Event 1, on the next card.

Role Set 1

A few tips on how to play your role:

At the start of each round, introduce your role in your own words.

Stick to your role, try not to represent your personal views. You may have to choose which of the 2 positions seems more important for your role.

During the discussion, try to influence others to vote your way and remember that you may change your mind as well.

22 Discuss

