


Papers please

Duration:	20+	min
Number of players:	1	player/s – plays in teams
Materials/ Tools needed:	PC, Android, iOS	
Publisher:	3909 LLC	
Game Designer:	Lucas Pope	
Language	ENG	
Links:	https://papersplea.se/	

<p style="text-align: center;">Type of game:</p> <p> <input type="checkbox"/> board <input type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input checked="" type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other: </p>	<p style="text-align: center;">Main topic:</p> <p>Migration Border Control</p>
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<p style="text-align: center;">Short description/ Goal of the game:</p> <p>Play as a border inspector in the fictional country of Arzotska and make decisions about who to let in your country, and who won't get in.</p>	<p style="text-align: center;">Image:</p> 
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<p>Educational value/ Learning Objectives:</p> <ul style="list-style-type: none"> - decision making based on people's lives - migration issues - empathy
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Recommendations for use:

Pro's & Contra's:

- can be a difficult game to play
- playing on tablet/phone is easy for players
- fictional situation needs translating into real world questions



