



## **A videogame to warn about the dangers of crossing the Strait of Gibraltar in dinghies**

**LOCATION:** Algeciras (Cádiz)

**LENGTH:** 1'48"

**SUMMARY:** It is a project by the Company Omnium Lab in collaboration with the United Nations Alliance of Civilizations and their programme PEACEapp. 'Survival' is a graphic adventure which hopes to warn people of the danger involved in crossing the Strait of Gibraltar in dinghies, and all the problems and threats faced during migrant crossings. In the Cádiz city, young immigrants and refugees have worked hand in hand with local teenagers to contribute to the development of the game. In this way, the project promoters have fostered intercultural coexistence.

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Videogames can be used to increase social awareness. With the help of teenagers who have emigrated from Africa, this company in Algeciras has developed a graphic adventure that warns of the dangers experienced by those who decide to risk everything in a rubber dinghy in order to build a better life on this side of the Strait of Gibraltar.

**José Antonio Racero**  
**Founder of Omnium Lab**

*"It is a serious game that aims to raise awareness of the plight suffered by refugees on their journey, from when they leave their hometown, their country of origin, until they reach the West, in this case Europe, crossing the Strait of Gibraltar."*

It is a project driven by the United Nations Alliance of Civilizations and their programme PEACEapp. And it's not by chance that the UN chose this city in Cádiz. In Algeciras, 10% of the population are immigrants. 107 different nationalities live alongside each other. And their day to day lives are marked by the plights of the immigrants who come over on boats.

**José Carlos Cabrera**  
**Intercultural mediator**

*"Youngsters who are planning to come over can play the game beforehand to see the difficulties that they are going to encounter when coming to Europe, that it's not easy and that many lose their lives in the Strait of Gibraltar and in other parts of the Mediterranean."*

**Shana Idrisi**  
**Member of the 'Survival' team**

*"It's not so easy to get to Spain, it's not so easy to get your papers and build a stable life."*

That's the message that they want to send out, through the videogame, to potential players from North Africa. To this end, they have a version in Arabic.

**José Antonio Racero**  
**Founder of Omnium Lab**

*"The project's strength is that it's inspired by the testimonies of those youngsters who have, in some way, either been affected by this plight or suffered it themselves."*

Young refugees and immigrants, like Shana, have worked hand in hand with professors and students from the local School of Art and the Centre for Permanent Education to develop the videogame which is now available on Android.

*"And working together is what they are going to be doing in the future."*



**José Carlos Cabrera**  
**Intercultural mediator**

The intercultural experience has been so inspiring that they are already thinking about another project: a videogame to prevent young people from the Maghreb falling into Jihadist networks.

For more information or support, please contact [info@historiasdeluz.com](mailto:info@historiasdeluz.com)