



















<b>Liyla and the Shadows of War</b>	
 <b>Link to the Game</b>	<a href="http://liyla.org/">http://liyla.org/</a>
 <b>Promoter</b>	Friends of Education (FYROM)
 <b>Type of Game</b>	Mobile game - single player - role-play game
 <b>Target Age</b>	13-15
 <b>Language(s)</b>	English
 <b>Prosocial Value(s)</b>	Empathy Peace/democracy/citizenship Emotions Solidarity/help each other Freedom
 <b>Prosocial Skill(s)</b>	Respecting Others Perspective taking Be empathetic Set goals and plans Ask for help Help the others
 <b>Objectives</b>	<ul style="list-style-type: none"> <li>‣ <i>Direct:</i> Understanding of serious issues such as war and suffering (especially of children)</li> <li>‣ <i>Indirect:</i> Understanding refugees and rising awareness about why they need to be accepted</li> <li>‣ <i>Inter and cross-disciplinary:</i> Peaceful methods of conflict management, understanding the geo-political conditions in Gaza</li> <li>‣ <i>Psychological, sociological, prosocial:</i> Empathy, Generosity, Acceptance</li> </ul>



 <p><b>Description of the games</b></p>	<p>Liyla and the Shadows of War is based on actual events and tells a story of a little girl who lives in Gaza during the war in 2014. The minimalist, story-driven platformer challenges players to avoid bombs, drones, and other dangers while guiding a family through the hazardous Gaza strip. You must solve puzzles, respond to changes in the environment and make brave, difficult decisions in order to survive.</p> <p>The game allows players to experience war from the perspective of a civilian and see the devastating effects of war on children. Face your fate with time running against you, your family in danger, and nowhere to hide. The game communicates that when you live in war zone and death is hunting everyone, things will look different and choices become harder; all you can do is get to a safer place.</p> <p>You control the father of a young Palestinian girl (the titular Liyla) as war breaks out in Gaza. You begin by finding your wife and Lilya, and after doing so, proceed to attempt to evacuate the warzone together. As you make your escape, the game has you navigate screens that show some of the things that Palestinians had to go through in the Gaza war. It is genuinely haunting and authentic.</p>
 <p><b>Equipment Needed</b></p>	<p>Android phones/ tablets available at Google play          Requires Android 2.3.3 and up</p>
 <p><b>Description of The Activity</b></p>	<p>Can be used in connection with activities that relate to the topics of war, children migration, refugees as well as stir books and other videos.</p> <p>Preparation and implementation:</p> <ol style="list-style-type: none"> <li>1) Introductory Activity:              The story books 'Elmer the Elephant' showcase perfectly well why sometimes people need to live their countries and find a better place to live. It is animals talking surely but it is a very effective way. Also the story book 'Something Else' speaks about what it means to be different and hated and not accepted by others.</li> <li>2) Main Activity – playing the game</li> <li>3) Conclusion - Students can be asked to draw books themselves, create a story board, or write a poem on the topic</li> </ol> <p>This topic is very sensitive and can be considered quite uncomfortable for some teachers. But it needs to be dealt with so that students become aware about what is happening in the world around them.</p>
 <p><b>Timing</b></p>	<p>It is relatively shot (not more than 20min ) but it depends on the player.</p>



 <p><b>Images or Other Documents</b></p>	
 <p><b>Other Relevant Links</b></p>	<p><a href="http://liyla.org/resources">http://liyla.org/resources</a></p>
 <p><b>Source</b></p>	<p>Developer: Rami İsmail, Co-Funder Vlambeer</p>

