



VentiMesi	
 Link to the Game	https://wearemuesli.itch.io/ventimesi
 Promoter	Polo Europeo della Conoscenza (Italy)
 Type of Game	Downloaded - single player - narrative game
 Target Age	11+
 Language(s)	Italian and English
 Prosocial Value(s)	Peace/democracy/citizenship Emotions Empathy
 Prosocial Skill(s)	Perspective taking Identify and express feeling and emotions Be empathetic
 Objectives	<i>Direct:</i> Explore at the historical topic from different perspectives <i>Indirect:</i> Learn the human complexity of historical events <i>Inter and cross-disciplinary:</i> Deepen historical facts of the Second World War in Italy <i>Psychological, sociological, prosocial:</i> Understand the sacrifices done in the past for the gain of freedom for totalitarianism
 Description of the games	VentiMesi is a collection of playable stories about Italian Resistance and Liberation from Nazi-Fascism. The game tells 20 stories based on actual WWII events in the Milan metropolitan area (Sesto San Giovanni and its surroundings), 20 diverse points of view on Italy's history of democracy, during the 20 months of partisan resistance (from September 1943 to April 1945), from the Italian armistice to the final liberation from the Nazi-fascism. So for each month the player is introduced to a new story and, as the months march forward, he/she experiences the hardships of various characters in a series of different segments, each inspired by a real event.



	<p>The game covers all aspects of the Italian resistance, from a conflicted priest watching trains depart for concentration camps to a German soldier and factory worker tensely negotiating a checkpoint, and a child dreaming that bombs are stars,</p>
 Equipment Needed	<p>Pc or Mac</p>
 Description of The Activity	<p>Every short interactive novel is dense of psicological, emotive and historical informations. The player has only to choose among few dialogues but that's enough to put him in front of hard decisions (i.e. to be friendly or evasive with the sentinel; to leave the light on in the room on cause the kid is scared of dark or to turn it off so the bombers won't see the house...)</p> <p>Teachers can easily engage the whole class to reflect about the decisions and also about the meaning of each episode.</p> <p>Both graphic and sound are particularly cared for and can bridge to arts and music subjects.</p>
 Timing	<p>Each episode lasts few minutes</p>
 Images or Other Documents	



	
 Other Relevant Links	https://www.wearemuesli.it/
 Tips and Tricks	
 Source	Published on itch.io and Game Jolt by Wearemusli

