



RAN Collection practice template

<p>Name of the practice</p>	<p>Concordia Bloggers video games "I survived terrorism"</p>
<p>Description</p>	<p>The series of video games Concordia Bloggers appeared in 2014. There are six chapters based on human rights articles:</p> <ul style="list-style-type: none"> • Freedom of Religion • Stop Discrimination • Cursed Romance • Right of Asylum • Horror on the Net • I Survived Terrorism <p>Each Concordia Bloggers game suggests some ideas and possible situations in real life. Young people should apply their critical spirit and turn it around according to their own convictions. Developing and expressing your own opinion is the key, always with regard for the respect and knowledge of human rights.</p> <p>For the RAN Collection of inspiring practices, we present our latest chapter, which appeared in 2019, "I survived terrorism".</p> <p>Terrorist violence is not delegitimised in many sectors in the Basque Country, especially among young people. The attitudes, which are the seeds of violence, are still present. They persist nowadays and it is necessary to react. We have</p>

	<p>learned that the delegitimisation of terrorism is necessary in the Basque society.</p> <p>For our Foundation, "Learn from the past so that it does not happen again" is the most important thing today. Dialogue is the best tool to resolve conflicts. Our video game is based on the testimony of a young boy (Iker) who has suffered terrorism and his experience of life is the way to demonstrate that violence only generates pain.</p> <p>After playing with the video game, the aim is let the subject be discussed in class and with friends or families. In our society, this is sometimes a taboo and the video game can help to break that trend. A very important objective is that through the promotion of fundamental values, it contributes effectively to the prevention of the use of violence, helping social cohesion in a country where violence has been in place for more than 50 years.</p>
Peer reviewed	No
Key themes	<p>(Early) prevention</p> <p>Victims of terrorism</p>
Target audience	<p>Educators / Academics</p> <p>Families</p> <p>Youth / Pupils / Students</p>
Geographical scope	Spain
Start of the practice	<p>Starting year: 2014</p> <p>Ending year: Select ending year of practice in case practice has ended.</p>
Deliverables	https://www.concordiabloggers.com/

<p>Evidence and evaluation</p>	<p>1. 350 schools have received the video game. The video game is online, which makes it easy to spread but difficult to know the impact once the video game is played.</p> <p>This last video game has been played online around 2 000 times until today and the set of chapters of the series more than 25 000 times. In any case, we cannot know the times that it is played when this is done from the CD.</p> <p>2. So far, we have not carried out any survey. We only have opinions that come directly to us. Some teachers have expressed their surprise at it being an innovative and more effective way of reaching students on these very difficult topics.</p> <p>Also, some parents have shown their satisfaction with this tool because it is more attractive than other classic tools.</p> <p>And finally, from speaking with the end users, the young people, it seems to them that it is something very different and that it attracts them more than books or documentaries.</p> <p>3. Regarding the feedback in the RAN Working Group where it was presented (RAN VoT / C&N – ‘How to support victims in sharing their counter and alternative narratives in a P/CVE context’, 11 June 2020), they found it to be something very innovative and different. No other video game of this nature is known that addresses the delegitimisation of terrorism.</p>
<p>Sustainability and transferability</p>	<p>The cost of this last video game has been EUR 14 000. It is the first of the video games that, in addition to being played online and on the computer, can be played on mobile phones and tablets. So, the cost is higher. Previous video games cost an average of EUR 8 000. All of them are available in three languages: Spanish, Basque and English.</p> <p>This video game can be applied to other environments and problems. The dynamics of the video game are simple and it would be easy to adapt them to other projects.</p>
<p>Presented and discussed in RAN meeting</p>	<p>Name: RAN VoT / C&N</p> <p>Date: 11/06/2020</p> <p>Place: Online meeting</p> <p>Subject: ‘How to support victims in sharing their counter and alternative narratives in a P/CVE context’</p>

<p>Linked to other EU initiatives or EU funding</p>	<p>This project is not linked to other EU initiatives or projects. It is financed with funds from the different Spanish public administrations that finance our Foundation.</p> <p>In any case, it should be noted that this video game has been possible thanks to the collaboration and co-financing of the Memorial Center for Victims of Terrorism in Spain, with which we collaborate on many occasions.</p>
<p>Organisation</p>	<p>Fernando Buesa Blanco Foundation was created in November 2000. It is a non-profit organisation. Its goal is keeping alive his example of supporting a culture of peace, democracy and social progress. It is a participatory foundation, open to the different sensibilities that exist and coexist in the Basque Country, and open to anyone in the world who believes in and actively defends human rights and values such as freedom, equality and solidarity as well as a favourable attitude towards understanding others.</p> <p>Since 2012, we have mainly worked on the delegitimisation of terrorist violence and on the memory of the victims.</p> <p>Type of organisation: Foundation</p>
<p>Country of origin</p>	<p>EU or EEA country: Spain</p>
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<p>Last update text (year)</p>	<p>2021</p>