



NEWSLETTER 1

Shadows of Occupation – A Journey Through History and Digital Innovation

PROJECT NUMBER: 101174535

Unveiling Shadows of Occupation

The Shadows of Occupation project is an ambitious and immersive initiative designed to educate, engage, and inspire audiences by blending historical narratives with innovative digital storytelling. Rooted in historical accuracy and cultural depth, the project seeks to bring the stories of occupied Europe to life through an interactive and thought-provoking gaming experience.

Objectives and Vision

The project aims to:

- Preserve and promote European cultural heritage through interactive storytelling.
- Engage young people and gaming communities in historical education.
- Enhance digital learning by integrating historical narratives into game-based experiences.
- Foster social inclusion and diversity through representation in digital media.
- Build cross-sector collaborations among cultural institutions, historians, and game developers.

Scope and Impact

This project goes beyond entertainment—it is an educational tool that enables players to experience the complex realities of occupied Europe during World War II. Inspired by Primo Levi's *If This Is a Man*, the game immerses users in a gripping narrative where they make crucial decisions that reflect historical dilemmas.

To ensure broad accessibility, the project incorporates:

- ◆ Multilingual support and inclusivity features.
- ◆ Historical and cultural research to maintain authenticity.
- ◆ Partnerships with educators, cultural institutions, and game developers to enrich content.
- ◆ Digital engagement strategies, including workshops, panel discussions, and community events.



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



Bringing History to Life

The gameplay encourages players to step into the shoes of different characters, experiencing firsthand the struggles and resilience of individuals living under occupation. Through mystery-solving, historical exploration, and decision-making elements, the project fosters a deeper understanding of cultural heritage and human rights.

Project Objectives

- **1. Promote Historical Awareness**

Through detailed storytelling, players will explore historical events with accuracy and depth, engaging with narratives inspired by real testimonies and scholarly research.

- **2. Foster Empathy & Social Inclusion**

By playing as characters from different social, ethnic, and economic backgrounds, players will gain a deeper understanding of marginalized communities and the struggles they faced under occupation.

- **3. Strengthen Digital Storytelling & Game Development**

This project serves as a platform for innovation, integrating cutting-edge storytelling techniques in the gaming industry while enhancing the skills of developers, writers, and designers involved in the project.

- **4. Encourage Cross-Border Collaboration**

The project is a collaborative effort between historians, cultural experts, and game developers from multiple European countries, fostering cooperation and shared knowledge.

Join the Movement

As we move forward, Shadows of Occupation seeks to collaborate with educators, policymakers, cultural institutions, and gaming communities to expand its reach. Whether you are a historian, gamer, educator, or cultural advocate, we invite you to be part of this journey.

- ◆ Stay Updated! Follow our progress, upcoming events, and opportunities to engage with the project.
- ◆ Spread the Word! Help us promote historical awareness through interactive storytelling.
- ◆ Get Involved! If you or your organization are interested in collaborating, reach out to us!

For more information, visit our website www.shadowsofoccupation.eu !

Together, let's ensure history is remembered, understood, and experienced in a way that resonates with future generations.



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.