NEWSLETTER 4

Shadows of Occupation – A Journey Through History and Digital Innovation

PROJECT NUMBER: 101174535

The game takes shape

One year into Shadows of Occupation, the project has moved from research to development. The game now has a name – **WWII Choices** – four playable characters and a first playable version, and the partners met in Alcoi in November to review progress and plan the testing year ahead. This newsletter presents the game as it stands today and the work on cultural sensitivity and localisation that runs alongside it.

Interim Project Partners' Meeting – Alcoi, 14 November 2025

Hosted by ASEID in Alcoi, the Interim Meeting brought the four partners together at the mid-point of the project. The agenda covered the state of game development under WP3, the first results of the cultural sensitivity work under WP4, the testing protocol and the calendar of the four Local Testing Workshops for 2026, the localisation of the game into Greek, German and Spanish, and the dissemination activities of the second year – the transferability events, the local events and the videos.

WWII Choices – the game takes shape

Developed under WP3, led by Fifty-Fifty, **WWII Choices** is a narrative game set in a fictional European town in 1942, under occupation. The player chooses one of four characters and faces a series of dilemmas drawn from the historical research of WP2 and from Primo Levi's testimony: whom to trust, what to publish, whether to hide a banned book, how to answer an informer. Every decision shifts the character's values and changes the course of the story, so no two playthroughs end the same way.



A full playthrough takes 10 to 15 minutes. The game runs in the browser (Unity WebGL), is free and needs no installation, so it can be used in a classroom, a youth centre or at home without any technical preparation.

Capital Youth Association ASEID fifty-fifty PYLON ONE

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Four characters, four perspectives

The characters were designed to be diverse and gender-balanced – two women and two men – and to show occupation from different positions in society. Each has a background and a personal story, and the same event looks different depending on whose eyes the player sees it through.



The Journalist
what to publish, what to withhold



The Citizen
keeping a family and a practice going



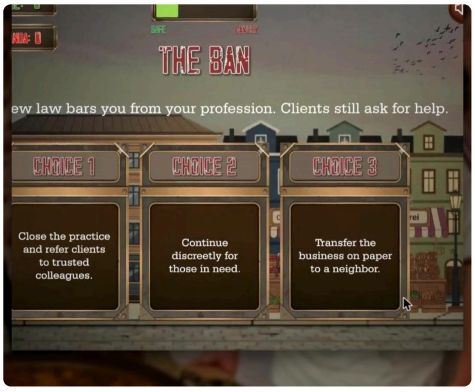
The Persecuted
a young woman under new laws



The Resister
how far to go, and at what cost

For teachers and youth workers

The game comes with a **Game Manual and Playing Guidelines** (D3.3), written for educators and youth workers: how to run a session, the learning objectives behind each scenario, the historical context of the dilemmas, and prompts for the discussion after the game. A **Visual Storyboard** documents the scenes and the branching of the story. Both will be published on the project website with the game.



A dilemma and its three options

Cultural sensitivity and localisation (WP4)

In parallel, PYLON ONE leads the Cultural Sensitivity and Inclusivity Assessment of WP4. Two documents guide the final version of the game: the **Cultural Impact Analysis and Recommendations for Enhancing Inclusivity** (D4.1), which reviews how persecuted and minority groups are represented, and the **Localisation Strategy for Gender-Balanced Multilingual Versions** (D4.2), which sets the rules for the Greek, German and Spanish versions of the game – terminology, register, forms of address and the presentation of translated text.

What's next?

2026 is the testing year. The game will be played and discussed by **240 young people** in four two-day Local Testing Workshops – in Alcoi, in Ruggell and twice in Thessaloniki – with historians, linguists, educators and inclusion experts joining the sessions. Their feedback will shape the final version. Later in the year follow the Inclusivity in Gaming Policy Forum, the Cultural Gaming Research Symposium and a Cultural Sensitivity Hackathon.

Visit our website: shadowsofoccupation.eu · **Contact us:** cya.liechtenstein@gmail.com · **Follow us on Facebook:** facebook.com/profile.php?id=61572434565924

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