

NEWSLETTER 6

Shadows of Occupation – A Journey Through History and Digital Innovation

PROJECT NUMBER: 101174535

Two years, one game – and what stays

On 31 October 2026 Shadows of Occupation comes to an end after two years. This last newsletter looks back at the final month – the Cultural Sensitivity Hackathon in Eschen and the three local events in Liechtenstein, Spain and Greece – and at what the project leaves behind: a free game in four languages, a manual for educators and a set of open resources on the project website.

Cultural Sensitivity Hackathon – Eschen, 12–15 October 2026

Fifteen guest participants and the CYA team spent four days at nobel-x in Eschen working on the game's most sensitive points. Day one set the historical and cultural context, starting from Primo Levi's *If This Is a Man*, presented the characters, the scenarios and the known sensitivity challenges, and formed mixed teams with one challenge each. After two days of work sprints with mentoring, the teams presented their proposals – narrative options, alternative dialogues, cultural details, storyboards and templates – to a jury of cultural advisors and the project team. Their recommendations on localisation, accessibility and inclusive design feed the final version of WWII Choices.

The project in numbers

240
young people tested the game in four Local Testing Workshops

7
experts reviewed the game – historians, linguists, educators, inclusion specialists

40
young people at the Policy Forum, from Liechtenstein, Greece and Spain

180
participants at the three Local Dissemination Events

4
languages: English, Greek, German, Spanish

5,000
visitors and players on the website and the game over two years

Capital Youth Association ASEID fifty-fifty Social Innovation & Cohesion Institute PYLON ONE

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Three local events, 180 participants

In the same two weeks the partners presented the project and the game to their local communities, each pairing the game with a film on occupation and a discussion on discrimination and personal choice, then and now.



Eschen, 14 October Info Day and Youth Movie Night – 20 participants



Quatretondeta, 17 October Presentation and game session at the Fireta – 45 participants



Thessaloniki, 23 October Info Day and Youth Movie Night, film *The Last Note* – 115 participants

What the project leaves behind

- **WWII Choices** – a free browser game in English, Greek, German and Spanish, at ww2-choices.netlify.app.
- The **Game Manual and Playing Guidelines** for teachers and youth workers.
- The research and framework documents of WP2 and the cultural sensitivity and localisation work of WP4, all public.
- **Four short videos** – one per partner and a general project video – in English with subtitles in German, Greek and Spanish.
- Six newsletters, the project e-brochure, posters, flyers and banners, downloadable from the website.
- The **Thessaloniki Forum Declaration** on inclusive games and the memorial plaque in Quatretondeta.

After October 2026

At the Final Assessment Partners' Meeting in Thessaloniki on 21 October, hosted by Fifty-Fifty, the partners reviewed the results against the project's objectives and agreed how each of them will carry the game forward. The game stays online and free. The partners will keep using it in their own youth and educational work, will propose it to schools, youth centres and museums in their countries, and intend to extend it to further languages and new scenarios in a follow-up project. The project website remains the place where the game, the manual, the videos and all public documents can be found.

Thank you to everyone who played, tested and discussed the game with us over these two years – the young people in Alcoi, Ruggell, Thessaloniki, Eschen and Quatretondeta, the experts, the institutions that opened their doors, and the readers of this newsletter.

Play the game: ww2-choices.netlify.app · **Website:** shadowsofoccupation.eu · **Contact:** cya.liechtenstein@gmail.com · **Facebook:** facebook.com/profile.php?id=61572434565924

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