

MINOSIA LABYRINTH

Minosia Labyrinth is an educational role-play and simulation game about migration in Europe. It aims to raise awareness on the complexities of the migration process and the difficulties migrants and refugees face in Europe. By letting participants "step in the footsteps" of a migrant, refugee - or for example a lawyer, journalist or immigration officer - the reality of migrants and refugees becomes more comprehensible. The game creates empathy and enhances understanding for the people affected by migration and offers a multidimensional approach to reflect on privileges, racism and stereotypes.

Minosia Labyrinth is a non-formal educational tool that can be used in multiple settings and at any location. The target group for the game is broad and can range from youth in schools and students to non-profit organisations or professionals working in migration related fields.



This is a really impactful game, everyone who works in the field of migration should experience this.

PARTICIPANT FROM ITALY

This game is not a game, it's an everyday reality. I have been in this situation, and still am. We have to work together to make a change. We have to break the borders between people.

PARTICIPANT FROM MAURITANIA

This game is a good awareness tool to provoke actions for change.

PARTICIPANT FROM THE NETHERLANDS

WWW.MINOSIA.EU



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EDUCATIONAL ROLE-PLAY GAME

Minosia Labyrinth is an interactive and educational role play- and simulation game. It is an experience based non-formal educational tool. Through interactive play, an open environment is created to learn, reflect and exchange ideas, experiences and new approaches to the topic of migration.

PLAYERS

The game is designed for different target groups from diverse backgrounds, such as students, social workers, policymakers, NGO's, volunteers and other professionals working in migration related fields. The game requires a minimum of 25 and a maximum of 40 players. The minimum age is 16+ or 18+, depending on the complexity level.



LOCATION & DURATION

Minosia Labyrinth is a station based game, which means participants will move and interact around the space, visiting different "stations". The game can be played at any location that fits the group size. The duration of the game is between one or two days, depending on the complexity level.

MINOSIA

Minosia (inspired by the Greek mythology of the island Minos) is the name of the fictitious country in which the game takes place. The labyrinth represents the national laws and bureaucratic regulations of Minosia, which are based on any European country, and in which many migrants feel trapped.



TOOLKIT

Minosia Labyrinth is available in a toolkit. It contains a handbook with instructions and many documents to represent the bureaucratic procedures and scripts to get into the role of the characters.

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