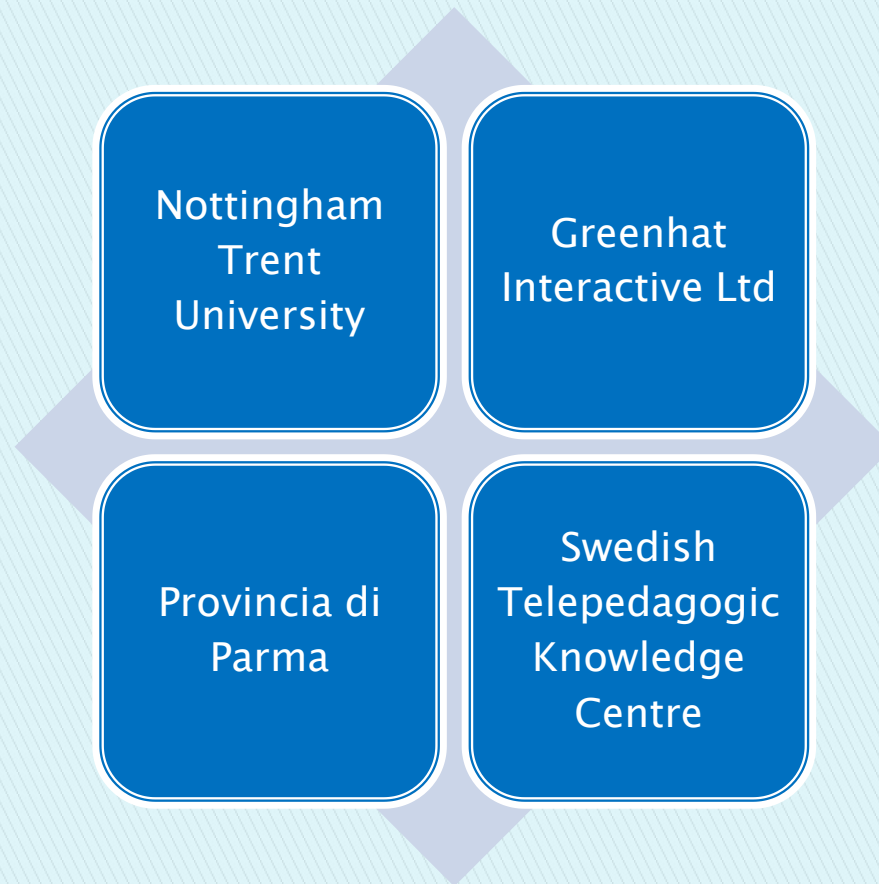# User Scoped Content Creation for Games Design

Jacqui Lewis, Terry Yarnall, Mariam Klingi, Cly Mensah and Tapiwa Mezendame

# Partners

Nottingham Trent University

Greenhat Interactive Ltd

Provincia di Parma

Swedish Telepedagogic Knowledge Centre

# Aim

To remove attitudinal and discriminatory barriers to employment for newly arrived migrants refugees & ethnic minorities.

# Rationale

The average refugee employment in the UK was in this period of time 49%, which was well below the average employment rate of 80% for the UK working-age population

- The proportion of temporary contracts was 35%, which was much higher than that of the general UK workforce, at 5%.

At a more local level, taking Birmingham in the West Midlands as an example, evidence suggests rates as high as 65% unemployment amongst male refugees, and 80% for females.

- Some specific research carried out at the Refugee Resource Centre in Birmingham by Birmingham University have recorded 80% unemployment overall amongst refugees.

# Objectives

- To produce 3D scenario games that will be used by employers in equality/diversity training and by service users in employment preparation programmes.

- To make sure that the issues and barriers to employment addressed are those most relevant and real to our user groups.

- To support user groups to produce their own narratives for the games to ensure that the real issues for the target group are addressed.

# Target Groups

- UK – Refugees
- Other partners –Newly arrived migrants and refugees;
- Public sector agencies supporting employment and lifelong learning (Job Centre +).
- Training organisations specialising in pre-vocational training and/ or diversity, cultural awareness and anti-racism from all sectors.
- Employers in all sectors and their workforces and wider communities.
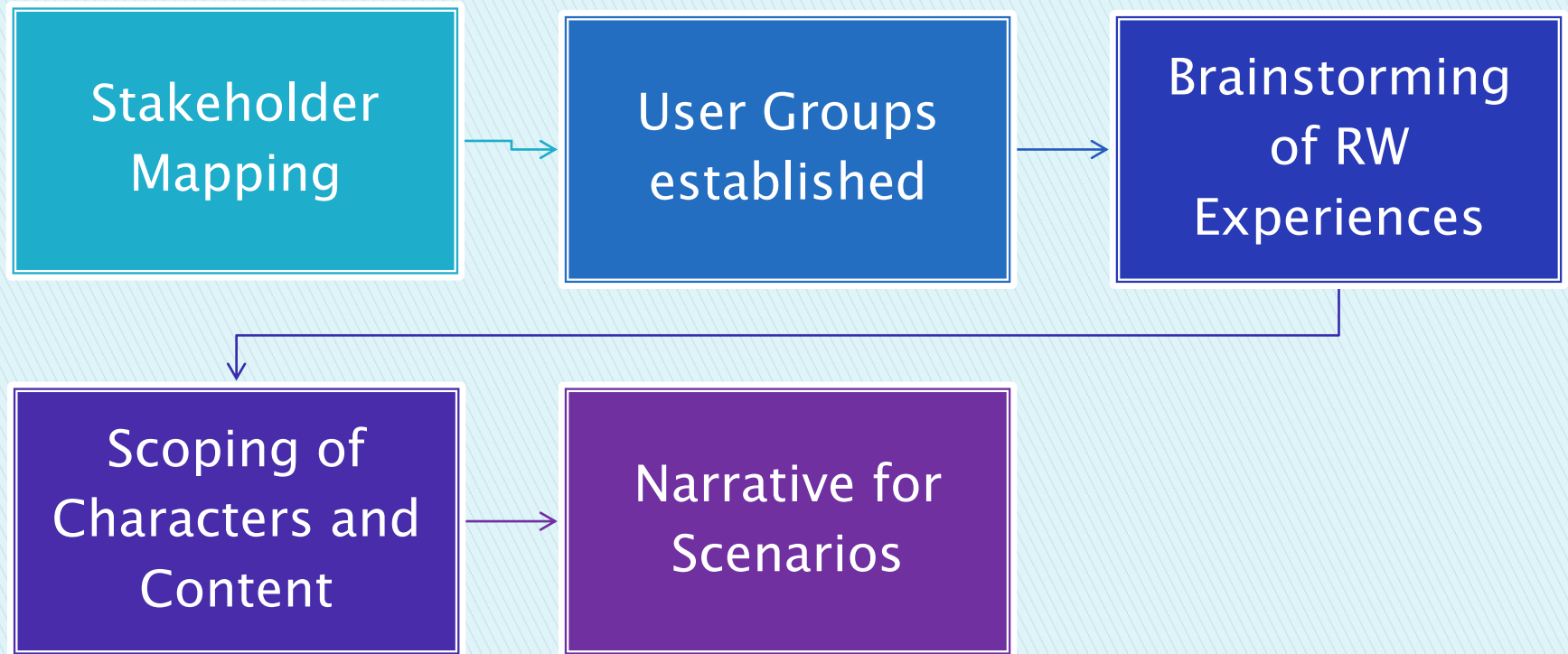
# User Group Q & A Session

User Group :

Facilitator – Terry Yarnall

Mariam Klingi

Cly Mensah

Tapiwa Mazendame
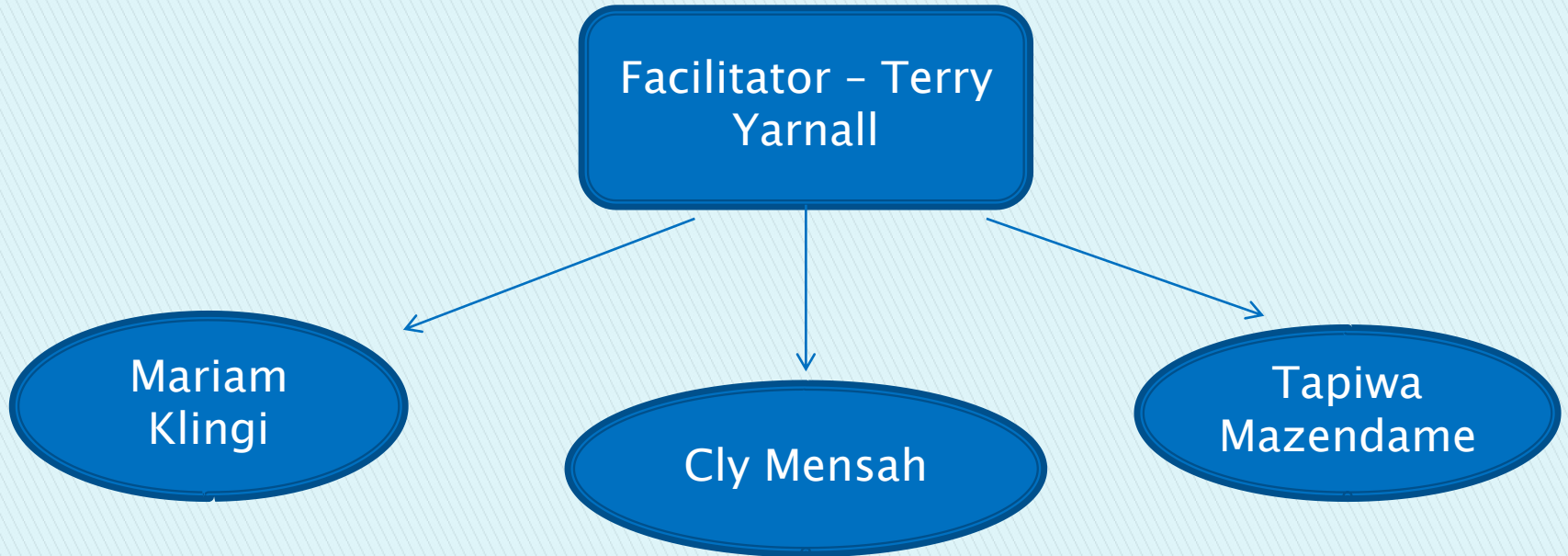
# Q & A Session

- Can you explain what the user groups are for and why you were interested in joining them?

- What has the design process for the games been and how have your experiences been used to help with designing the games?

- Why have you kept participating and do you feel involved in the project?

- What have you learnt or how has it benefitted you from being involved in the project?

# User Facilitated Design process

**Stakeholder Mapping** → **User Groups established** → **Brainstorming of RW Experiences**

**Scoping of Characters and Content** → **Narrative for Scenarios**

# Games Design Process

**User Created Content** + **Games Design Document** = **Inclusive, Real World Games Design Process**