

The Immigration Game

I do not speak for every immigrant I am simply another immigrant with hope and dreams. At the age of twelve, I came to the United States because of my family sold everything they had back home to pay for a heart operation for my brother, and I was scared for my life in the country I was born because at the time I knew kids like me who got kidnapped for their organs. That's my reason I immigrated with my mother at the age of twelve.

Once I came with my mother was placed in ESL(English as Second Language) and was there for three years; while being in those classes I got to meet many people who came to the united states for different reasons, all of them had different challenges and their own story.

With recent political stress and ongoing news of the president, it worries me that we immigrants are seen as bad people. All I have done my whole life is study and work really hard for my family because our sacrifices have not been in vain.

In this game, I want to show something I noticed over the years while listening to stories, talking to people and reading about others stories.

This is a two part game. The first part is about systems and how they force some people to leave their country of origin. These reasons are called pushed factors (unemployment, poor safety, and security, poverty, war, drought, etc).

In the first part the game is designed to make you frustrated, annoyed, angry, unsure, insecure. This is a feeling that is created by a broken system, a system that is made to make the player fail.

The second part is about some of the challenges I encountered once I immigrated with my Mother. These challenges are from adapting to a new country to encountering prejudice towards me.

There is much more to immigration, this is just a small piece of what may happen and some reasons people might leave their country.

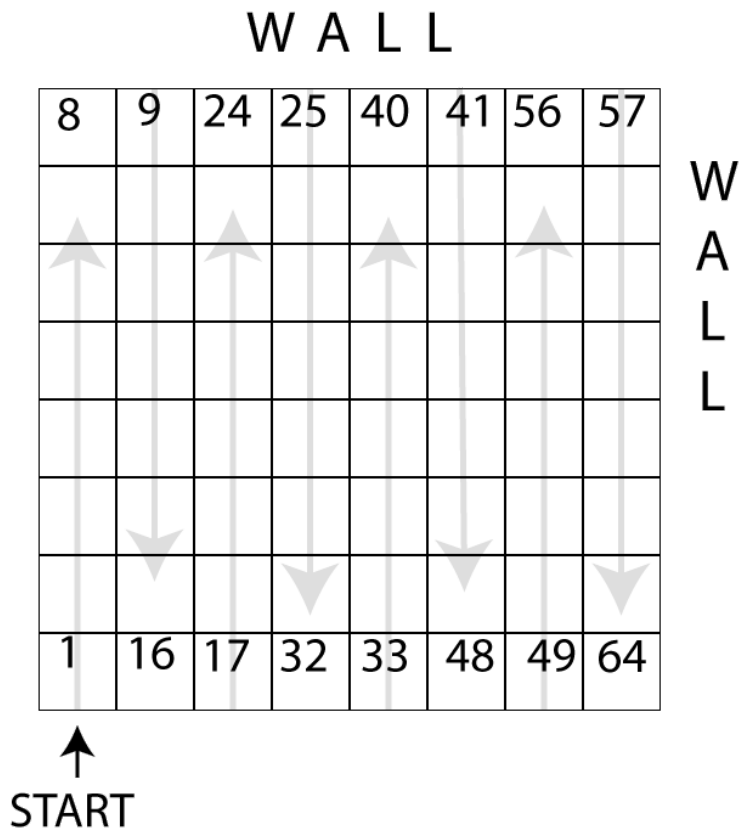
The Immigrant Game.

Part 1

Have you ever wondered why people come to this country?
perhaps you have your own story.
Or you have thought about leaving your country.

1. Roll the die and move the amount of spaces the die indicates.
2. On the floor/board there are photographs and paper with writing on them.
Read them and follow the instructions.
3. There are three boxes with challenges in them. Please wait for the game to
ask you to go to the boxes.

You are free to leave the game at anytime.
In the challenges you are also free to not perform them.
Follow the chart.



During the first part of the game the player encounters frustration because the first part is made for the player to fail. This is a small simulation of what people may face from pushed factors I mentioned earlier. This causes the players to leave the first part of the game and the payers are invited to move to the second part by the instructions given by the photographs on the board.

Part 2

If you were in one of the situations of that you read, and you were told that there is a land of freedom, that there is a land of opportunities for you or your children would you try to reach to it?

would you leave the place you were born?

Would you give up everything you have for hope?

Would you go to a place without knowing the language?

With nothing but hope and faith?

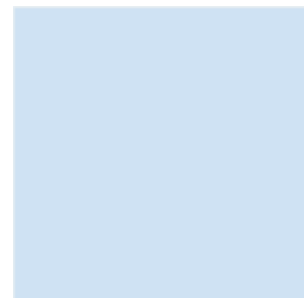
There are three boxes that have challenges inside, these challenges are from adapting to a new country to encountering prejudice.



Challenge 1



Challenge 2



Challenge 3

Challenges

1. Stare at someone's eyes for two minutes
2. Look for someone who you think immigrated or has a close relative who has migrated and ask them where they come from
3. Look for someone who you think speaks another language besides English and ask them how they learned it
4. Ask a random person to teach you two words in another language.
5. Try to fit four people in one of the squares in the board.

This last challenge is the end of the game.

If you are comfortable with sharing a story please write a reason you or someone you know came to this country, if you don't have an immigrant story write a reason you would leave your country. tie your story or reason on a square on the board.

Thank you for playing

Photos of people playing the game at Open Studios



