

A quest for helping refugees

Previous compulsory steps / Prior students' knowledge	Basic knowledge of human rights
Learning objectives	Developing an in-depth knowledge about human rights, with a particular focus on migration and inclusion. Understanding war and its consequences, students will also develop an understanding of the main needs and challenges faced by refugees. This sequence aims to foster empathy and inclusion.
Subjects (maths, history, science, arts, etc)	Social Sciences, Politics, History
Recommended Age (10 – 14) or (15 - 18)	15-18
Material needed	Laptop
Sequence duration	3.5 hours
Individual or group activity	Group activity
Inclusion best practices	Final Fantasy XIV: A Realm Reborn has been recognized as one of the most accessible video games for deaf, or colorblind players as well as for players who are only able to use one hand.
Expected production	Short essay/group presentation
Skills developed (after learning objectives)	Research, critical thinking, cooperation, empathy, social skills
Price range of the game	20-40€

Extension / differentiation activities (at the end of the sequence)	This sequence could be combined with Sequence 'Spectator6' from IO3.
Tips for a shorter duration	For a shorter duration, the introduction part, as well as the gaming session, could be shorter. It is however important for students to play at least 1.5hours of the game in order to understand the topic of the sequence. The creation of a short paper on migration by the students is also optional.

Step by step: how to implement the sequence

In this sequence, the students will use a multiplayer online role-playing game that needs a subscription to start playing. For this sequence, your students could subscribe to the free trial.

The monthly subscription to the game is €10.99.

To register for the free trial, you need to sign up for the Online Final Fantasy XIV. You can do this here: https://freetrial.finalfantasyxiv.com/na/?utm_source=google_search. Internet connection is required to play the game.

- **Step 1: Introducing the video game (30 minutes)**

In this sequence, students will use the online video game Final Fantasy XIV: A Realm Reborn. This is an online, multiplayer game in which players can choose and customize their character. Final Fantasy XIV takes place in an imaginary world – the continent of Eorzea which is made out of various nation-states. Eorzea tries to recover from a war that led the whole continent into an era of Darkness and Cold. Yet, the memories of the war and the destruction it brought are not forgotten.

Although Eorzea and its citizens are fictional, with unique strength and magic, the game manages to show the real extent to which political and religious beliefs often interfere with the lives of people.

In Final Fantasy XIV, the player can choose their initial destination. The initial fights and missions the player should complete are different but the main story will eventually unfold in the same way. The main objective of the player is to save the world of Eorzea from total destruction and to help their friends retrieve their memories from the pre-war era. To do so, the player will need to complete various quests.

One of the main issues addressed in Final Fantasy XIV is the case of refugees. Each nation-state hosts refugees from the states that were destroyed during the war. Refugees have their own aims, which could be to reclaim their land or to take control of another. Some of the game's quests are to protect refugees from being attacked.

Before assigning a playing session to your students, you can show them an introductory video to the storyline of the game.

Introductory videos:



“FINAL FANTASY XIV: A Realm Reborn – Launch Trailer”,

<https://youtu.be/dc5HY3KEqug>: a short introduction to the world of Eorzea and the main characters of the plot.

“FINAL FANTASY XIV “A new Beginning””, <https://youtu.be/yhaHhE8R8GY>: a video showing the consequences of war and the destruction that follows.

- **Step 2: Playing the video game in groups (1.5 hours, multiple sessions (x6, x12 – optional)**

In this sequence, “Final Fantasy XIV: A Realm Reborn” should be used with a particular focus on refugees. You could divide your students into three groups and ask them to start playing from a different nation-state. While playing, the students should consider what outcomes their actions could have on the life of refugees. Students should also consider the reasons behind the fighting and whether their quests could lead to additional refugees.

Questions for the players:

- Who is a refugee?
- Can you identify similarities between the game and real life?
- Can you name 5 negative effects of war?
- Is it possible to save Eorzea without fighting?
- Is revolution always justified?

It would be nice to ask your students to record their emotions while playing. Do they feel satisfied when winning a fight? Do they feel responsible for the refugee crisis?

- **Step 3: Group Discussion (30 minutes)**

After the playing session, students should refer to their experiences and their emotions when playing to discuss war and refugees. Have the students identify any similarities between Final Fantasy XIV and reality? What is the role of governments in a refugee crisis?

As this is a very sensitive topic you should make sure that all students feel comfortable sharing their thoughts.

- **Step 4 (optional): A short paper on migration (1 hour – as homework)**

After discussing as a group, you should divide your students into groups once again (the same groups as during the playing session) to write a short paper on migration. Students should be free to explore migration as they want.

Possible topics they could choose:

1. Refugees and War
2. Human rights and war
3. Different forms of migration
4. Migrant v. refugee: the importance of definition

References:

Final Fantasy Wiki. Final Fantasy XIV timeline.

https://finalfantasy.fandom.com/wiki/Final_Fantasy_XIV_timeline.

Final Fantasy XIV Online. <https://eu.finalfantasyxiv.com/>.

VentureBeat. AbleGamers: Final Fantasy XIV was the most-accessible mainstream game of 2013. <https://venturebeat.com/2014/01/28/final-fantasy-xiv-a-realm-reborn-was-the-most-accessible-mainstream-game-of-2013-according-to-ablegamers/>.

Polygon. Final Fantasy 14 guide: How to buy a subscription.

<https://www.polygon.com/ffxiv-guides-ff14-final-fantasy-14/22374138/add-time-card-buy-subscription-standard-entry>.