



EDUCATING ON MIGRATION: THE MIGRATE GAME



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Abstract

Recent trends in migration (source: UNHCR)
65.6 million forcibly displaced people by the end of 2016 (20 new displacements every minute)
22.5 million refugees by the end of 2016, over half of whom are under the age of 18
10 million stateless people by the end of 2016

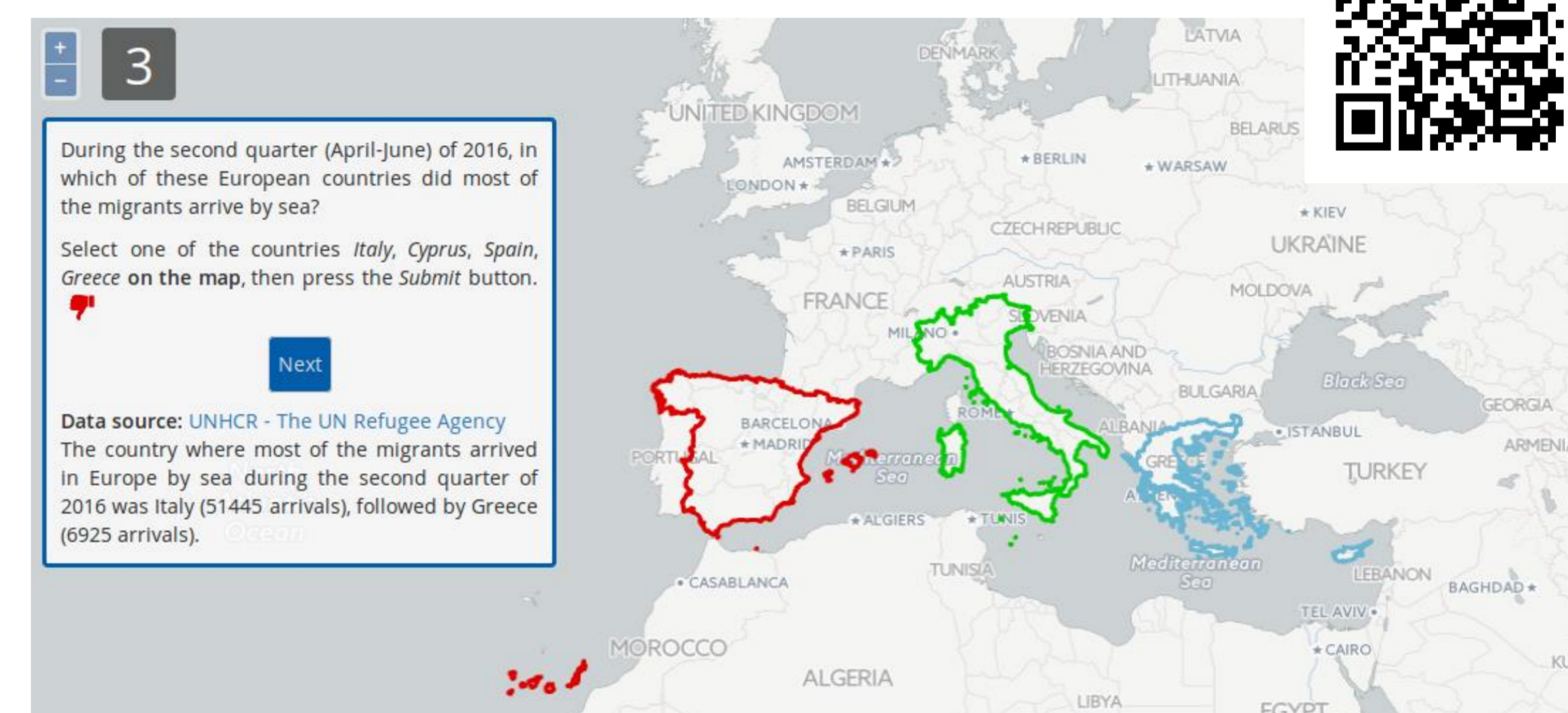


5.5 million registered refugees from Syria by the end of 2016
82897 sea arrivals in European Mediterranean countries by June 2017
2005 dead or missing people estimated by June 2017

Objectives

MIGRATE – MIGRation pATterns in Europe is a Web Application with the objectives of:

- ✓ educate & raise awareness on migration in Europe
- ✓ derive insights on people's perception of migration

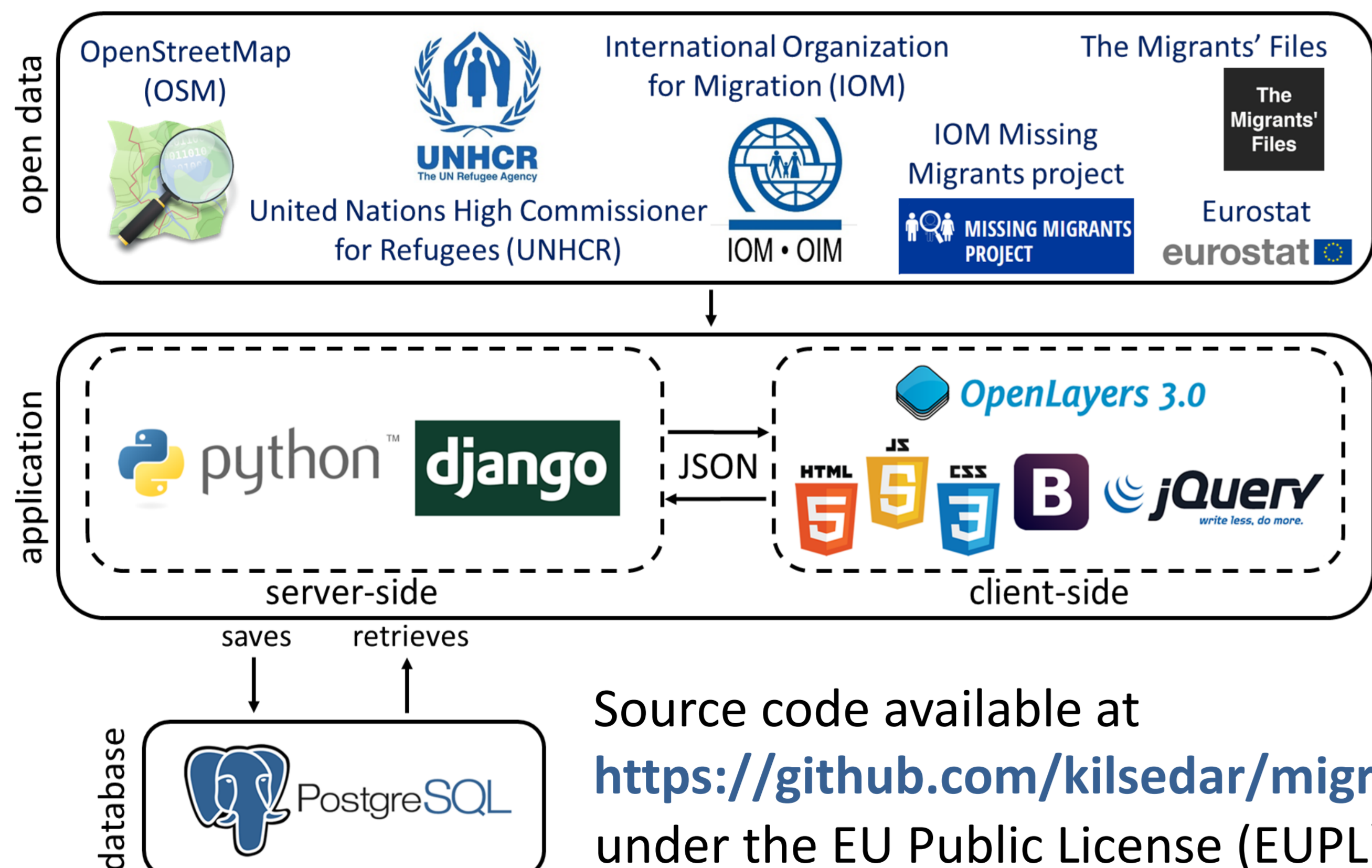


<http://geomobile.como.polimi.it/migrate>

How much do people really know about these numbers?

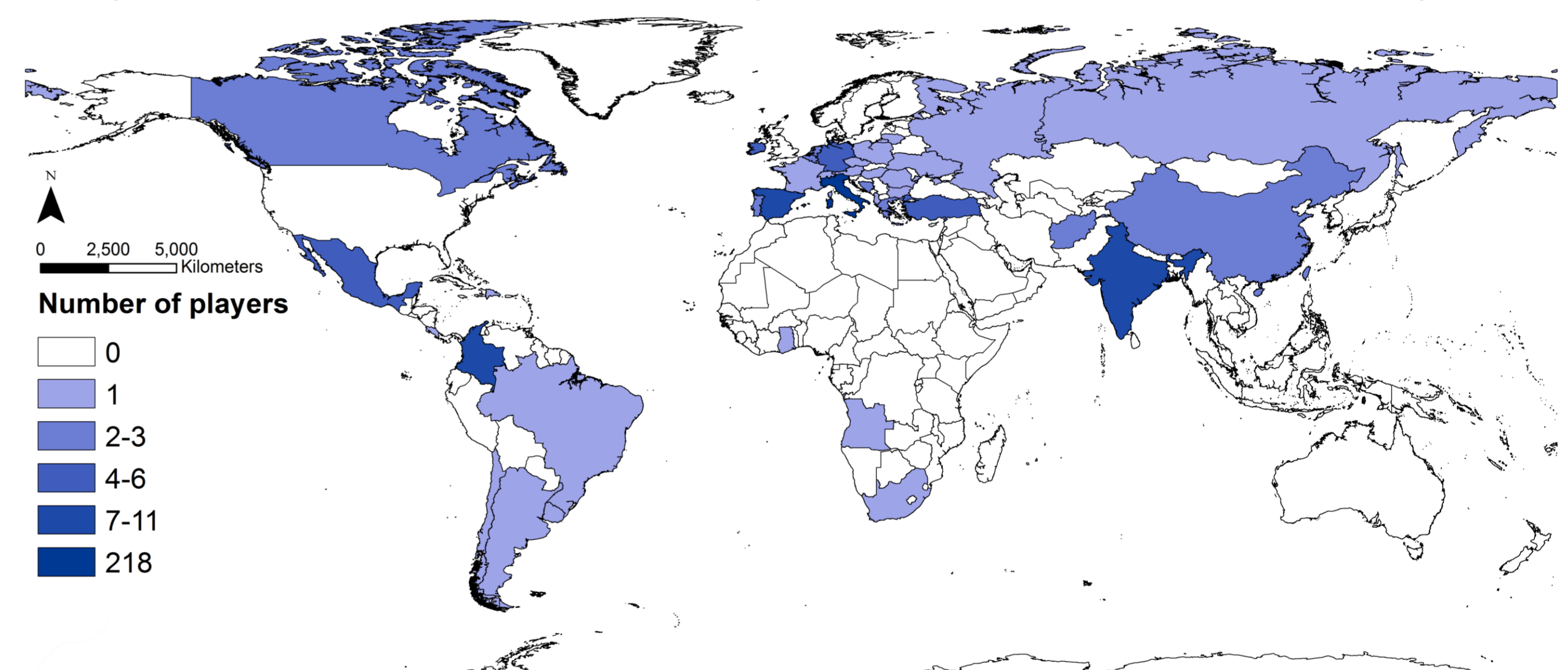
Methodological approach

- ✓ Based on open data & free and open source software
- ✓ Developed with a gamification approach (trivia game)

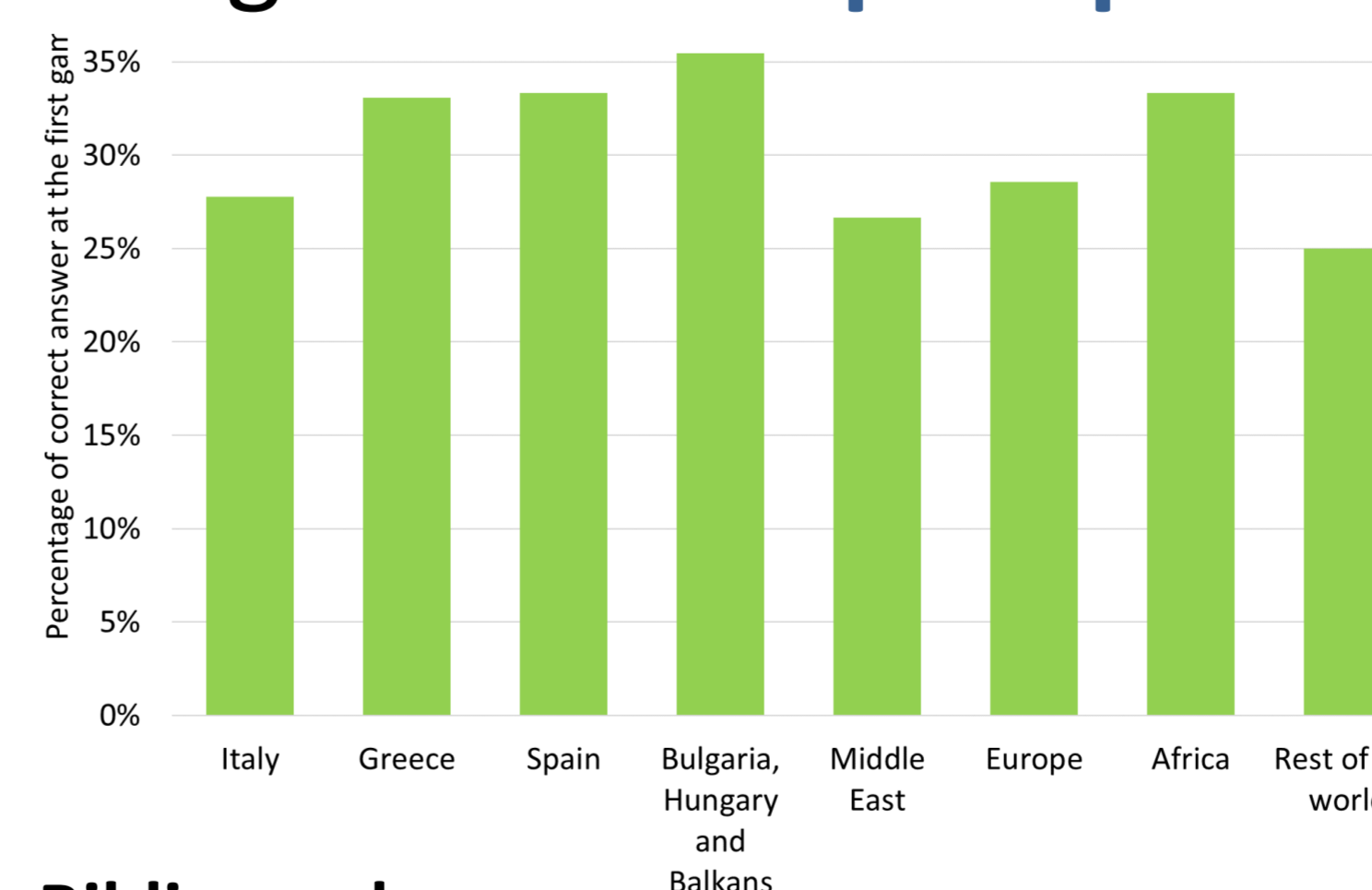


Achieved results

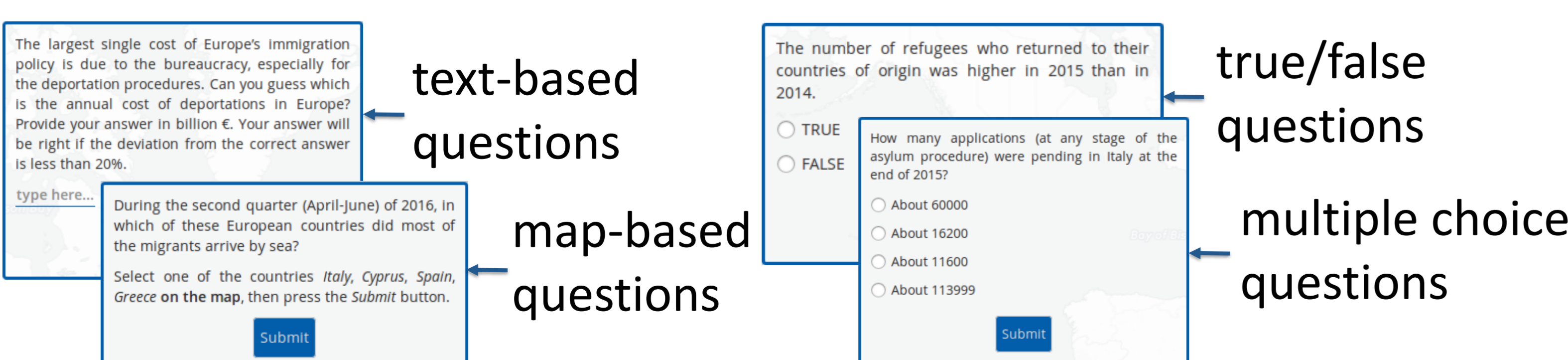
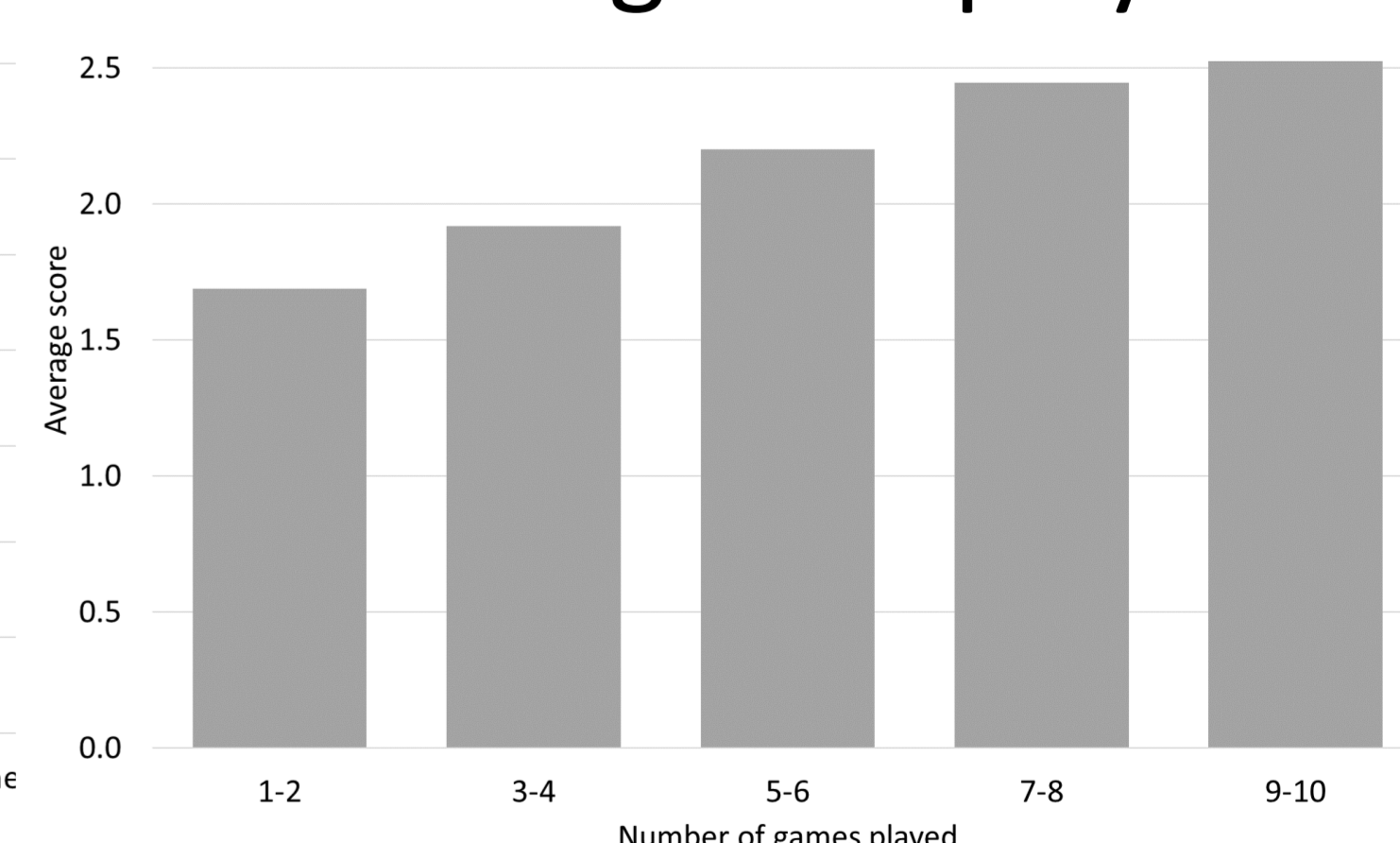
15,000 games played from **324** users from **44** countries (top countries include Italy, Colombia, India and Spain)



User's initial awareness on migration was quite poor.



User's awareness increased with the games played.



Outcome (right/wrong), **explanation** and **link to data source** are provided for each question.

Bibliography

- Brovelli M.A., Minghini M., Kilsedar C.E., Zurbarán M., Aiello M. & Gianinetto M. (in press) MIGRATE: A FOSS Web Mapping application for educating and raising awareness about migration flows in Europe. In: *The International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences*.
- Aiello M., Brovelli M.A., Kilsedar C.E., Zurbarán M., Minghini M. & Gianinetto M. (in press). MIGRation pATterns in Europe: Geomatics and gamification techniques to raise the awareness of european citizens on migration flows. *Geoengineering Environment and Mining (GEAM)*.

Acknowledgements

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