

Undocumented: An Interview with Stefanie Game

This month Connections Next Gen (aka Will the social media director) has interviewed our very own Stefanie Game about her crisis simulation: Undocumented.

Where did you go to university and what did you study?

I went to McGill university, double majoring in Political Science and International Development Studies.

What started the wargaming bug?

I took a course with Rex Brynen about conflict simulation, where I developed my first game, Undocumented, with a team of other students in the class as a final project.

What's the name and purpose of the game?

Undocumented: Journey to the American Dream is designed to raise awareness and humanize migrants who travel across South America to the US Border.

Background of development

The group had many brainstorming sessions, when a girl on the team suggested looking at Columbia-Venezuela migration, the seed was planted. Given the niche nature of the subject, the group decided to go with a journey from South America to the US through Mexico.

Through the process there was a lot of playtesting, every time something needed to be changed or tested the process was simple: play through the original version first followed by playing through the changed section to see how it would fit in.

What did you change during the process?

When I joined Imaginetic, Undocumented went through further development. I removed the dice from the game, added a resolution booklet to add to the storyline, and graphics were developed. The core of the game hasn't changed but mechanics have been tweaked. A big part of the development has been trying to keep track of policies that would affect the journey and outcomes of the migrants. There is now discussion about incorporating player surveys during the game to track emotional connections to the migrants you play with.

How would you adapt this for a multi country version?

Very similar to what it looks like currently but on a bigger scale! The most important point is to model what they go through to get to point A to point B.

Updates

- Keep up to date on events and other information by checking our [website](#), under the Notice Board tab!
- The next Game Night, will be taking place on **September 14th!** Register [here](#) or on our [website](#).
- Contact us at info@connectionsnextgen.org or on social media if you have any topic or game suggestions!
- We will be speaking at Connections UK in September. For more information, click [here!](#)