



New game ideas **overview**
proposed by
the young participants
with another cultural
background

The participants' answers show that they care most about feeling included, understood, and comfortable when playing together. Many highlighted the importance of communication, especially when language differences exist, as well as the need for simple rules that everyone can quickly understand. They are interested in games that allow self-expression, creativity, and interaction rather than strict competition. At the same time, there is a clear desire for meaningful connection—getting to know others, sharing experiences, and building confidence in a safe and supportive environment. Some also expressed interest in incorporating cultural elements or personal identity, while others emphasized fun, imagination, and engaging activities that keep players involved.

From these reflections, it can be concluded that a suitable game should be inclusive, easy to learn, and focused on cooperation rather than competition. It should encourage communication, creativity, and emotional expression, while allowing players from different backgrounds to connect without needing strong language skills. The game should create a balance between fun and meaningful interaction, offering simple but engaging tasks that promote teamwork, understanding, and shared experiences.

Key Focus Areas for the Game

1. Social connection & inclusion

The game should bring young people together, helping them communicate, interact, and build friendships across cultures. Cooperation is more important than competition.

2. Simple and accessible rules

Rules should be easy to understand and explain, especially for players with different language levels or gaming experience.

3. Communication & self-expression

Activities should encourage players to share thoughts, emotions, and experiences (e.g., reacting to situations, describing others, storytelling).

4. Cultural exchange & identity

The game can include elements from different cultures, helping players learn about each other while also expressing their own identity.

5. Teamwork and cooperation

Focus on group success rather than individual winning, promoting helping, listening, and working together.

6. Creativity and imagination

Include creative tasks (e.g., storytelling, role-playing, drawing, interpreting situations) to engage players in fun and meaningful ways.

7. Learning through play

The game should support emotional learning, decision-making, and confidence-building in a natural, playful environment.

8. Active and engaging gameplay

Include small challenges, movement, or interactive elements to keep the game dynamic and interesting.