

DESTINATION EUROPE

An interactive learning and training tool about migration decision-making

Developed by the European Migration Network



Cover of the Northern, western, and southern EU edition (left) & the Central and eastern EU edition (right)

Summary

Destination Europe is a learning and training tool based on role-play for 4-6 users. Over 90 min., players experience migration decision-making as a complex process that involves different actors with sometimes conflicting interests.

They consider various migration challenges first at the European Union level and then in their national and city contexts. The tool illustrates real-life impacts that policy decisions have on various categories of migrants and the public in the countries that receive them.



Examples of event cards

Why this learning and training tool about migration decision-making?

Migration is a highly politicised subject. The image of migration in public debates is not always well grounded in facts and can lack balanced representation of different points of view. This innovative learning and training tool helps students and professionals engage in more nuanced discussions about migration and integration challenges and opportunities.

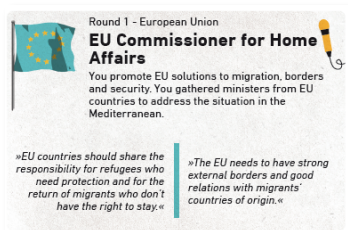
What is *Destination Europe* about?

It is a discussion platform that helps users understand the complexities of migration decision making. They take up roles of different migration stakeholders and

immerse themselves in narratives about migration and integration at the level of the EU, their country, and their city. The stories are based on research and evidence. They illustrate potential outcomes of migration policy decisions for different groups of migrants such as refugees and asylum seekers, labour and irregular migrants and citizens of EU countries where immigrants settle.

Characteristics and practicalities

- Role-playing tool with game mechanisms designed for face-to-face interaction but also adaptable for online sessions
- 4-6 users
- 1.5 hours for a whole session, can also be split into 3 sessions of 45 min.



Examples of future outcome & role cards

Who is it for?

The content of *Destination Europe* is suitable for players aged 16+. It has been tested with over 230 users including university students, migration experts and practitioners.

What will the users get out of it?

- Experience the complexity of migration governance at different levels: EU, national, city

- Try out the positions of different actors with stakes in migration and integration decision-making: EU and national policymakers, civil society, employers, migrant associations, different sections of the public.
- Consider possible impacts of migration and integration policies on different groups of migrants: asylum seekers, refugees, irregular migrants, labour migrants and the population of EU host countries.