

## WALIKALE A VIDEO GAME ABOUT SUSTAINABLE CONSUMPTION

*www.walikale.org is a teaching tool that ALBOAN created for its conflict-free technology campaign, which joins the other educational and audiovisual resources available at [www.tecnologia Libre de conflicto.org](http://www.tecnologia Libre de conflicto.org).*



Our phones are made from countless minerals and raw materials, including "conflict minerals", that is, tantalum, tungsten, tin and gold (known as 3TG) from the Democratic Republic of the Congo and Africa's Great Lakes region.

As we follow the journey these devices make until they end up in our pockets, we can see that the supply chains in other regions (like Asia) that tech manufacturing companies use are driven by and create inequality and labour exploitation.

Electronic devices reach the waste phase at the end of their useful life, and much of this e-waste ends up back in places like Africa and Asia, creating large landfills where the local population lives in extremely precarious conditions.

Through [www.walikale.org](http://www.walikale.org), a free game developed by Flying Dodos and ALBOAN and in collaboration with the city of Bilbao on the creation of this educational file, the game is designed to help young people think about the following questions:

- What is a smartphone's life cycle?
- Under what human and working conditions is technology manufactured?
- What is the hidden side of electronics manufacturing?
- How do different human rights violations impact the lives of women involved in technological device supply chains?

*A guided tour around the planet introduces different characters involved in the making of a fictitious smartphone, the "Fakephone 6". By talking with the characters, and helping them complete different mini-games, players unravel the complex path that a phone takes from the mines of the Democratic Republic of the Congo to the end of its life cycle in e-waste landfills.*

Instead of a model of compulsive consumption, the game proposes more sustainable consumption patterns, in which users learn about the human and environmental costs of producing each new device. The game's main features are:



Designed for ages 11 to 14 years, with a cartoon aesthetic to help engage that age group. However, it can be played by people of any age who do not have any knowledge about the subject.

It serves as a tool for developing empathy for the living conditions of communities in Eastern Congo. The game uses feelings of powerlessness and defencelessness to help create a sense of empathy.

It promotes a first-hand reflection on the challenge that involves changing the different realities displayed as the game progresses.

The game takes approximately 50 minutes to play. Perfect for classrooms with a follow-up session for discussing the different issues brought up in the game.

It is an online html5 game, so it is accessible from all kinds of computers and mobile device, with no need for external downloads or plugs-ins.

It is a series of different mini-games, which keeps it from becoming repetitive and the difficulty level is balanced, so even though it is a challenge to complete, it can be finished in the estimated time.

Available in Basque and Spanish.

The game saves points earned so that players can complete the game in several sessions, picking up right where they left off the last time.

Designed to identify and raise awareness about gender inequalities throughout the supply chain.

Concrete action is proposed so that groups of young people can make an impact on the inequalities described throughout the game.

\* Only available in spanish and euskara

\*\* See the "Defining conflict minerals" file

A project from:



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