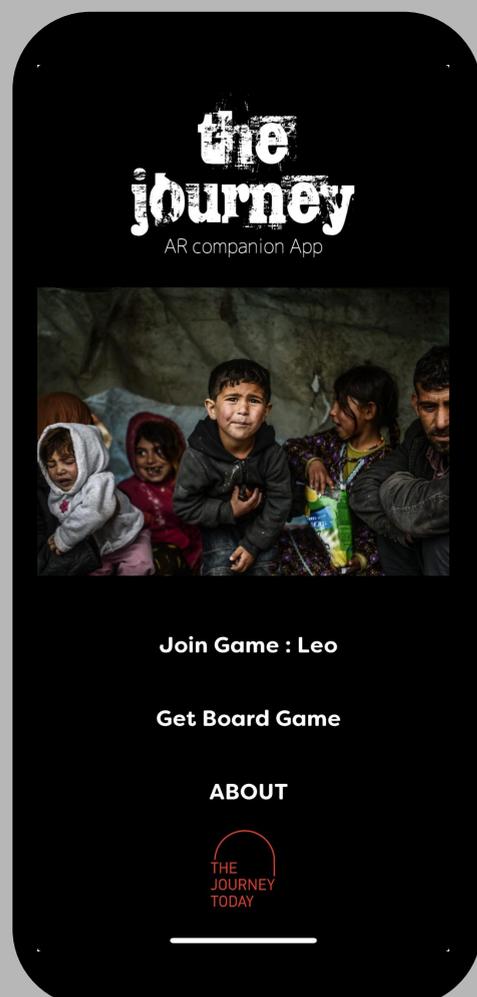
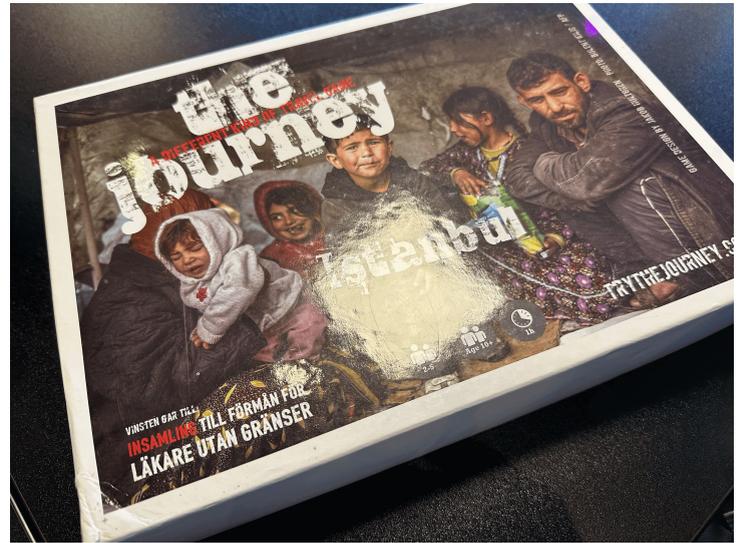


The Journey, Print and Play & **Augmented Reality** Companion App



Background

In 2016, Impact Unified and System & Generation created a board game on migration.

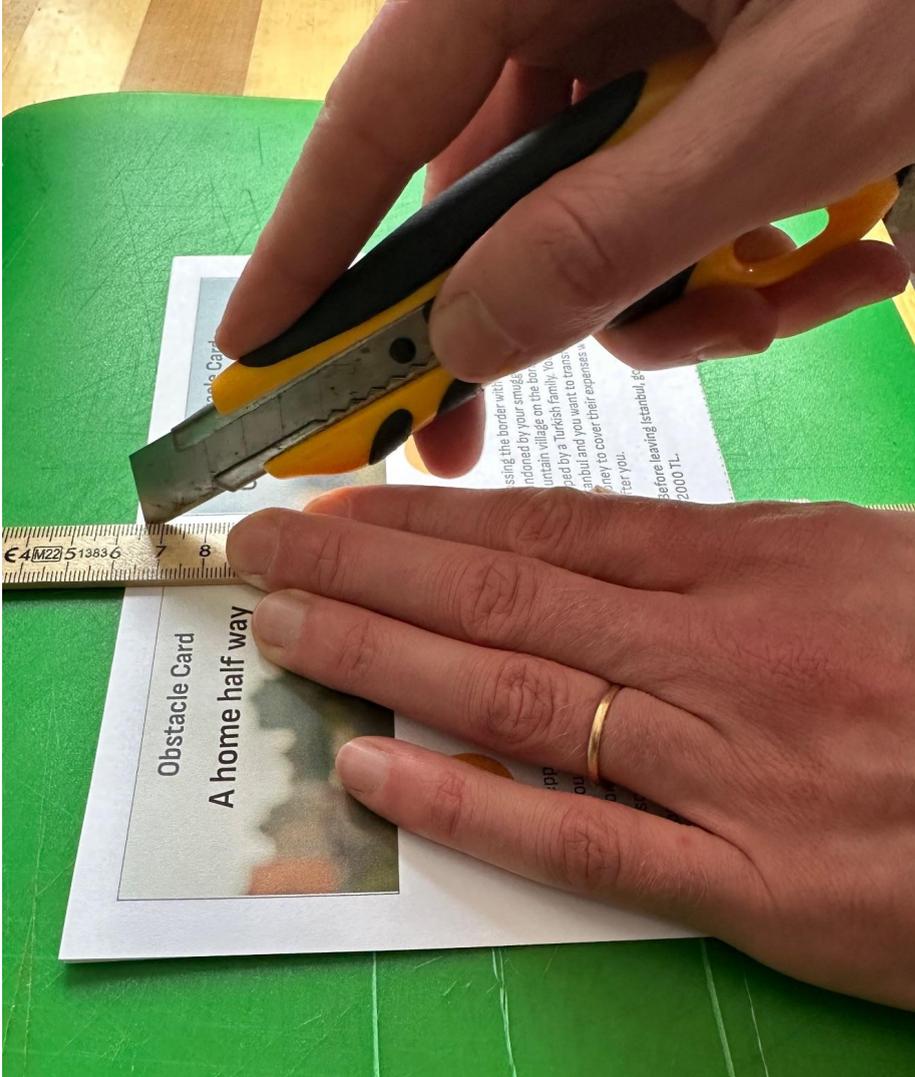
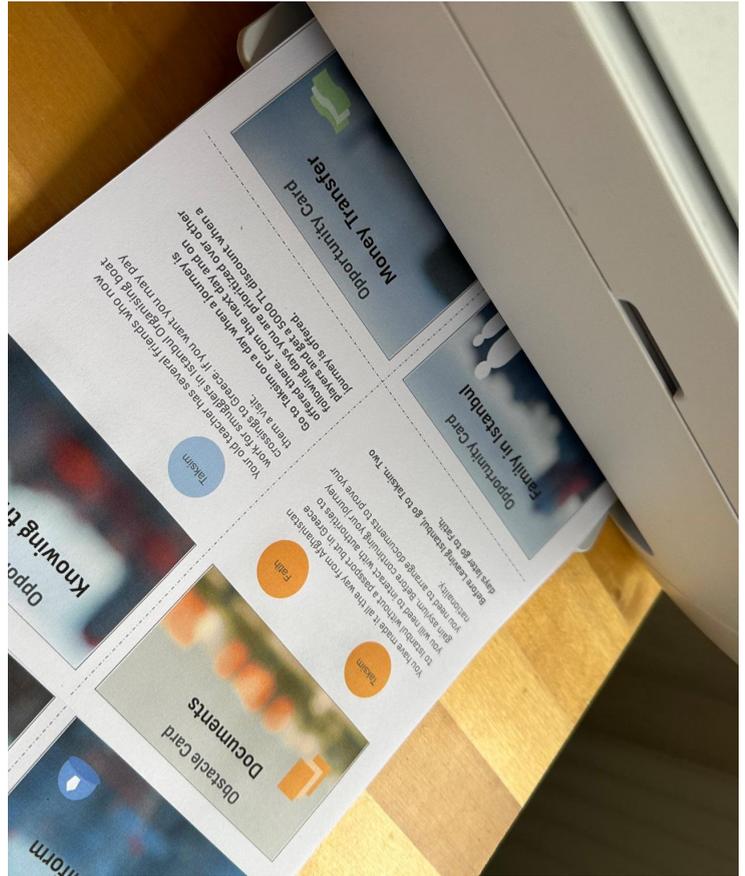


In the game, players take on the role of refugees navigating Istanbul, trying to make contact with smugglers to take them further into Europe.

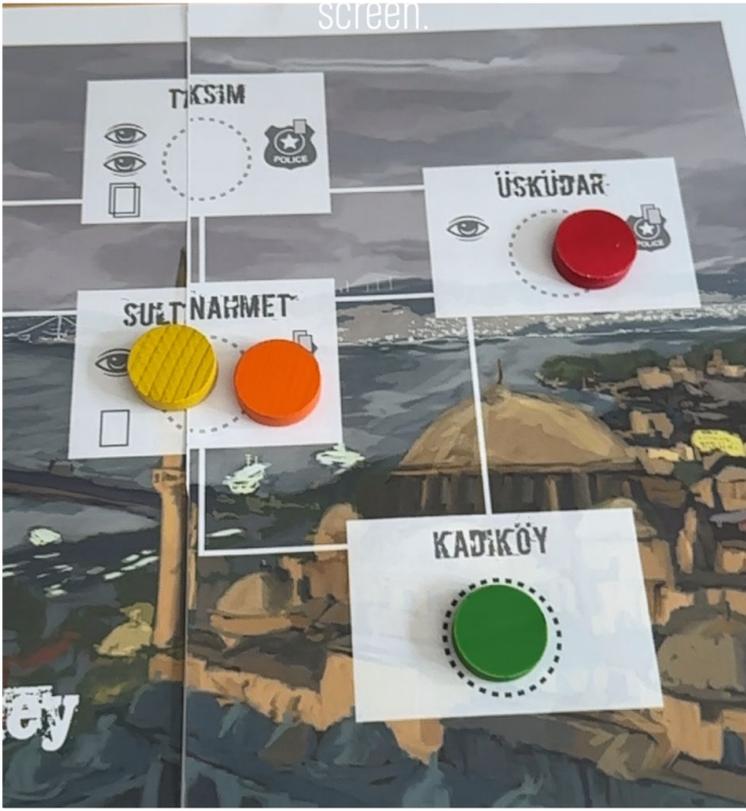
To make the game accessible to everybody, we have created a print and play version with an Augmented Reality companion app.

Print, Cut and Play

The graphical parts of the game consists of a game board and cards which are public available to print online.

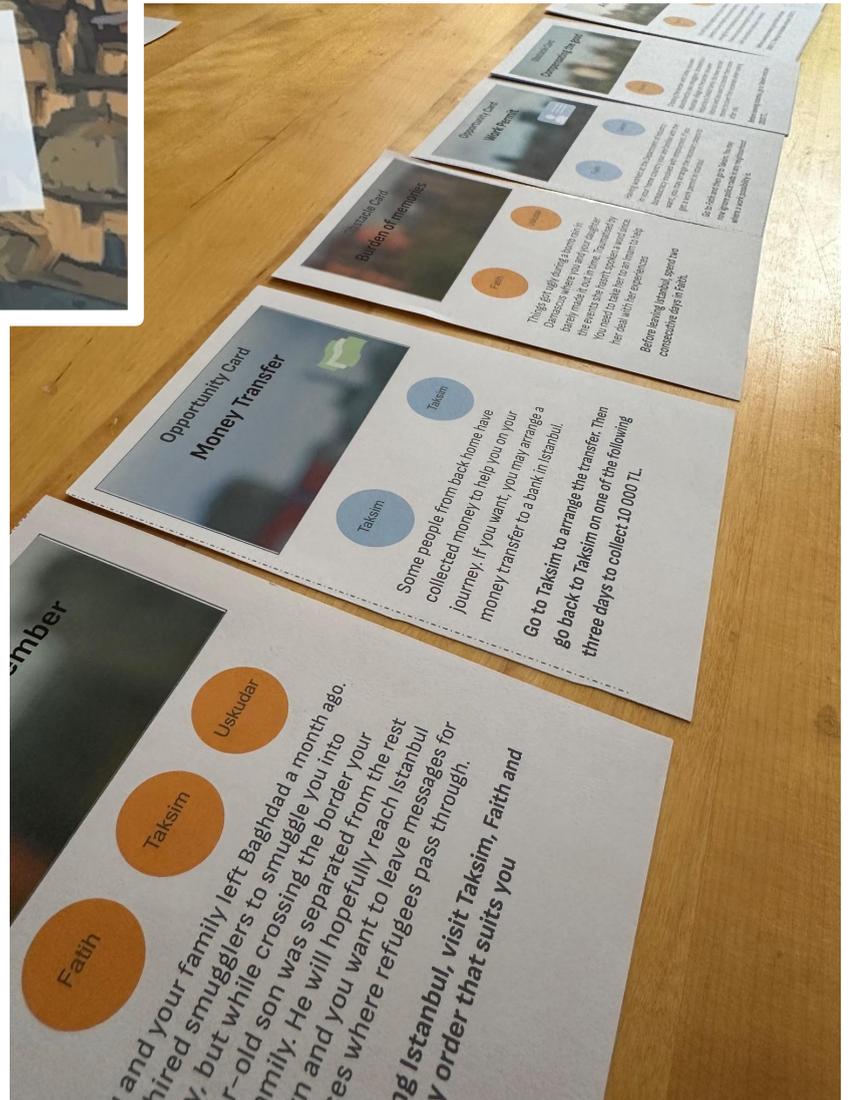


The Game



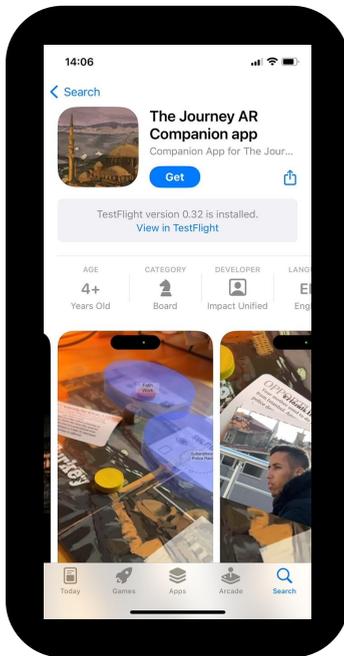
Players move between neighborhoods in Istanbul, avoiding police while simultaneously trying to make contact with smugglers to help them plan their forward journey.

Each player gets two cards containing individual tasks that they need to complete before leaving Istanbul.

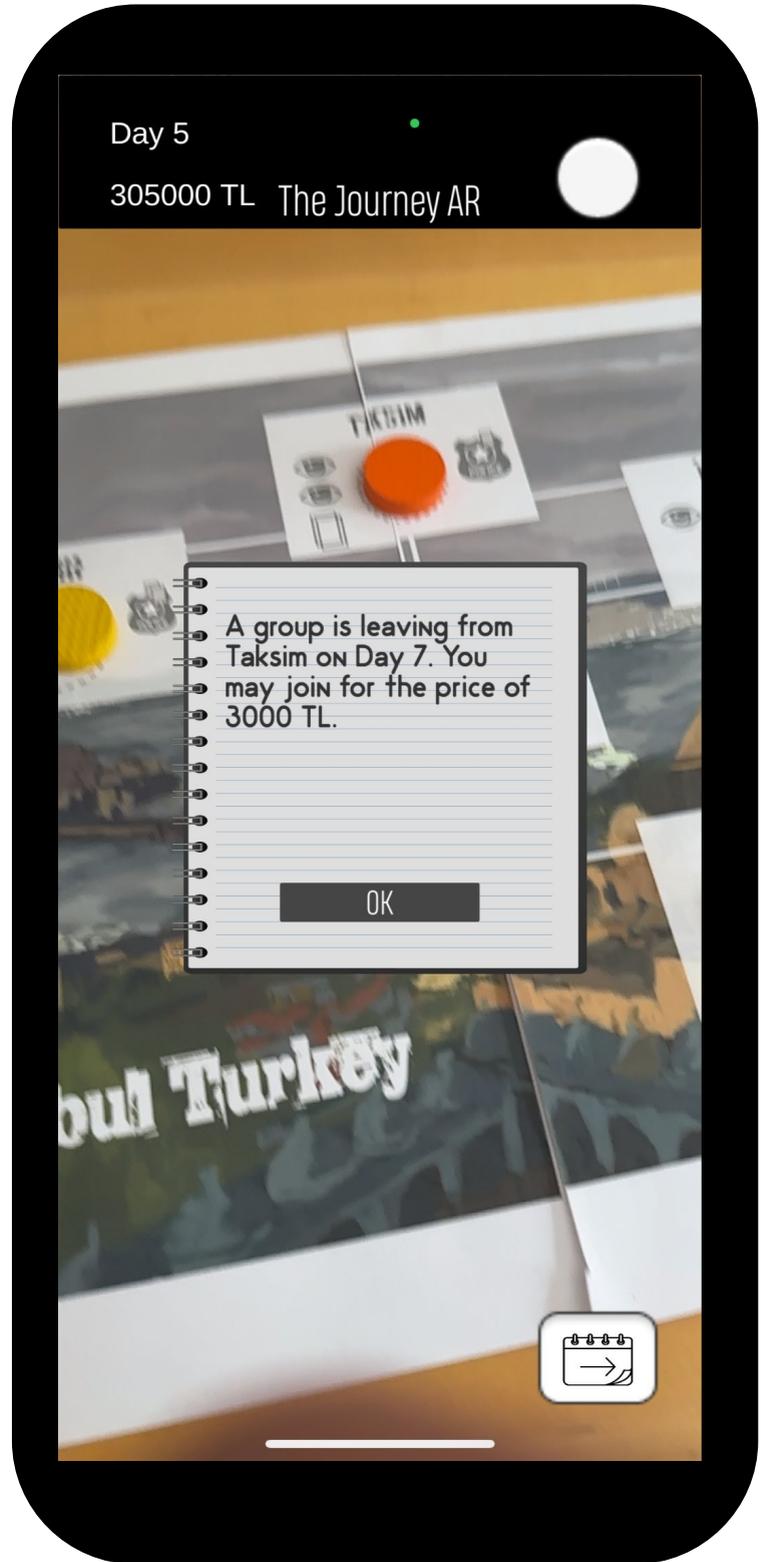


The App

The app controls what happens in the game and is a tool that helps the players navigate the game. As the player directs their phone camera towards the game board, information is overlaid on the screen.



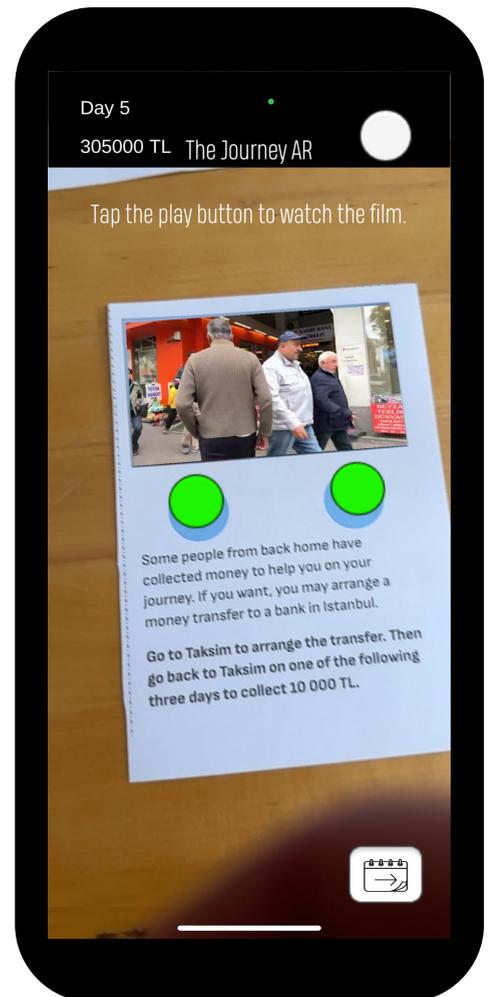
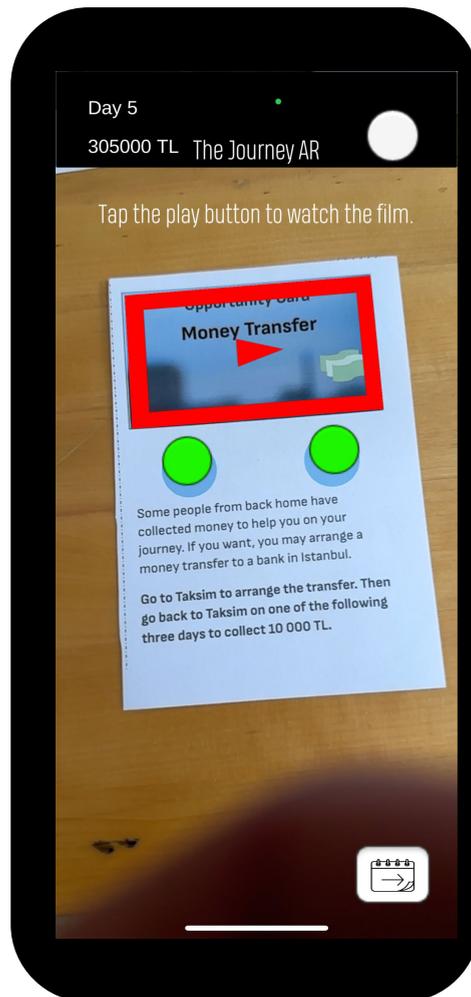
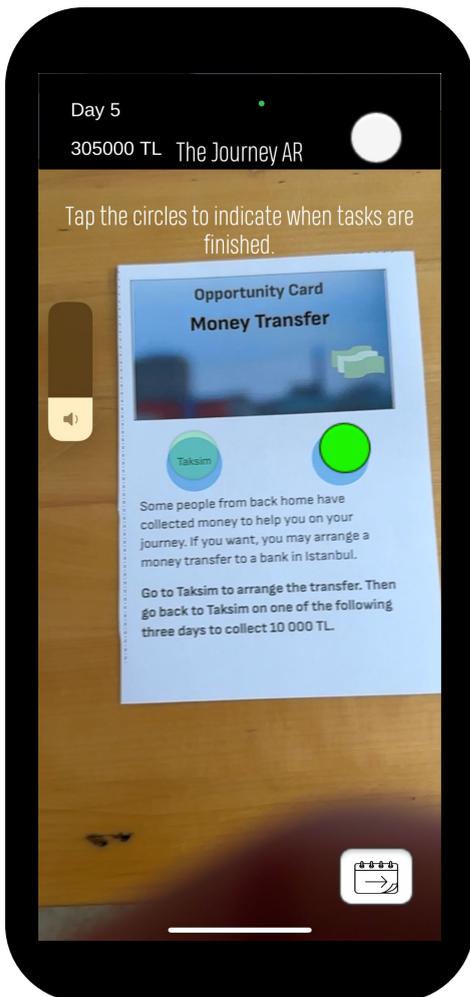
Available on Google Play and App Store.



Live Action Film



Most importantly, the app features live action films which become accessible to the players as soon as they have completed the tasks on their cards.



Available at

iOS

[The Journey AR Companion App](#)

Android

[The Journey AR Companion App](#)

Print & Play

<https://www.thejourney.today/theproject/games/>
