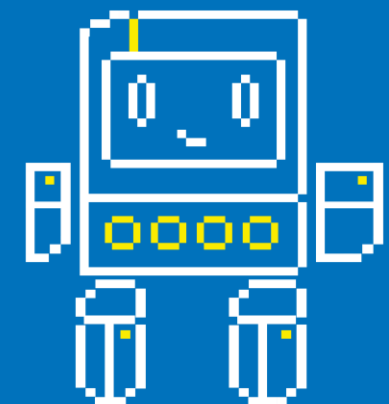
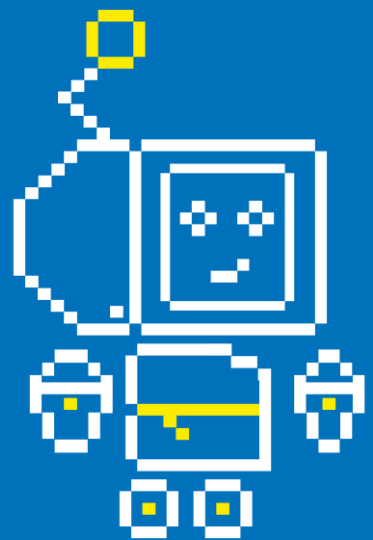




Innovation

Connected Through Play

Unlocking opportunities
for displaced communities



Who we are

World leading organisation
providing protection to
those forced to flee
since 1950.

Present in
123 countries.

Assisting
129 million
forcibly displaced people.
47 million
of them children.



UNHCR
The UN Refugee Agency

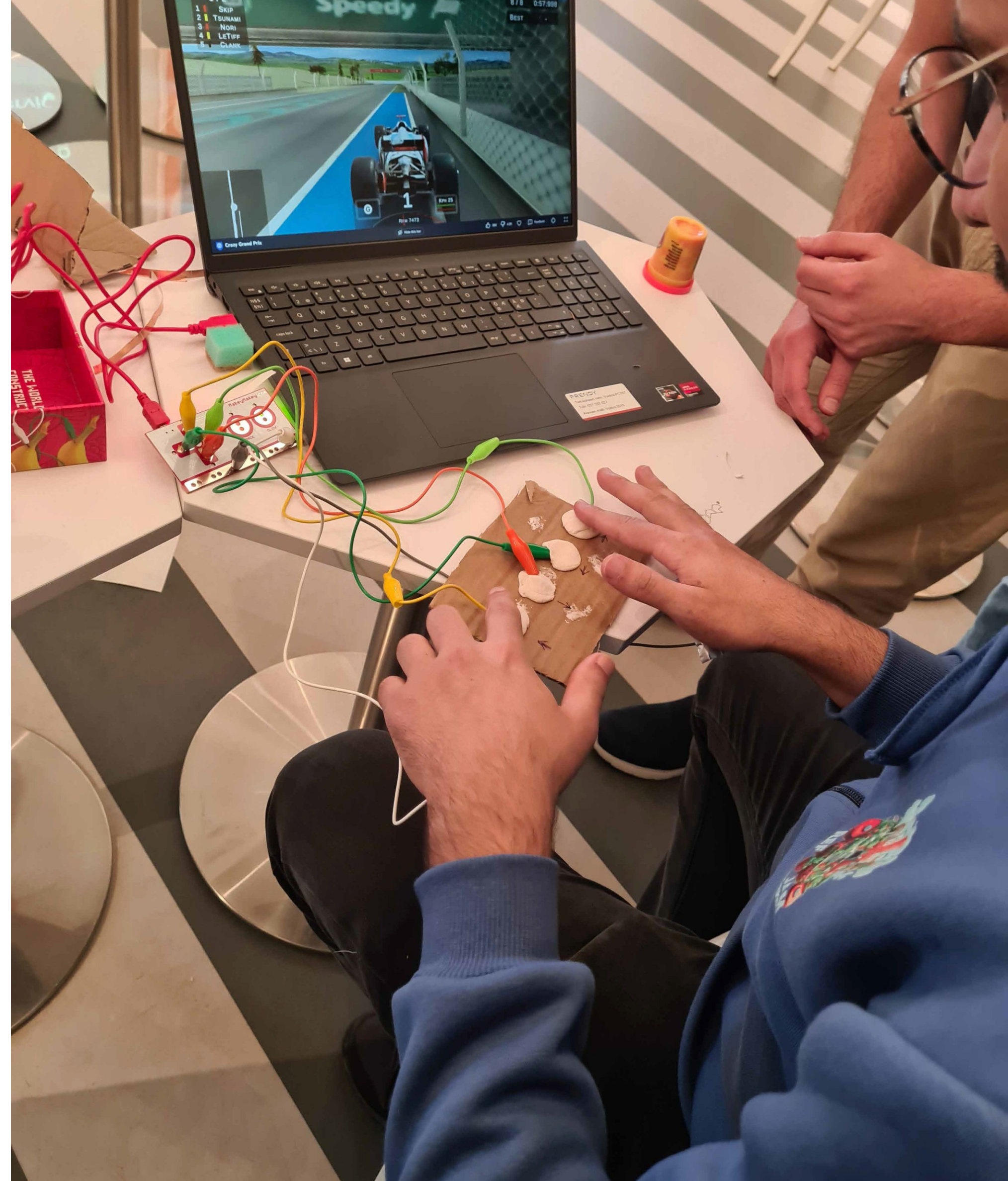
We help to save
lives and build better
futures for millions
forced from home.

“

My community feels guilt about engaging in leisure activities.

My community needs a chance to rest and play, to connect and be happy with other people.

A statement jointly formulated with refugee designers

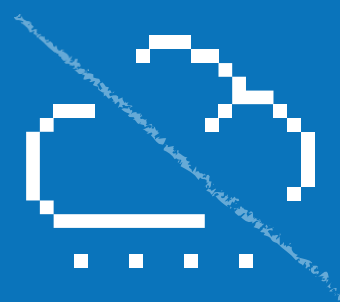


The Challenge

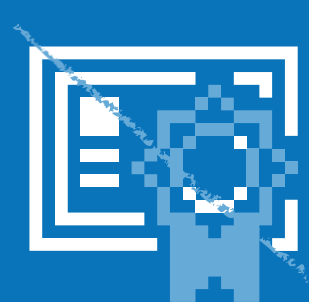
Refugees:



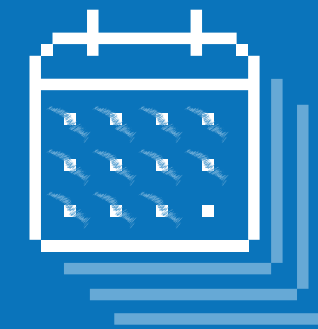
Are less likely to have access to the internet.



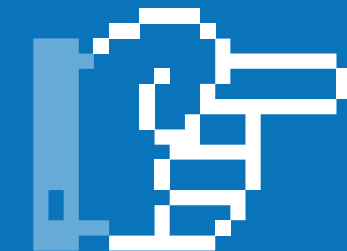
Are excluded from most digital spaces and communities.



Have low digital literacy and lack of employment opportunities.



Experience loss of hope and meaning in protracted situations.

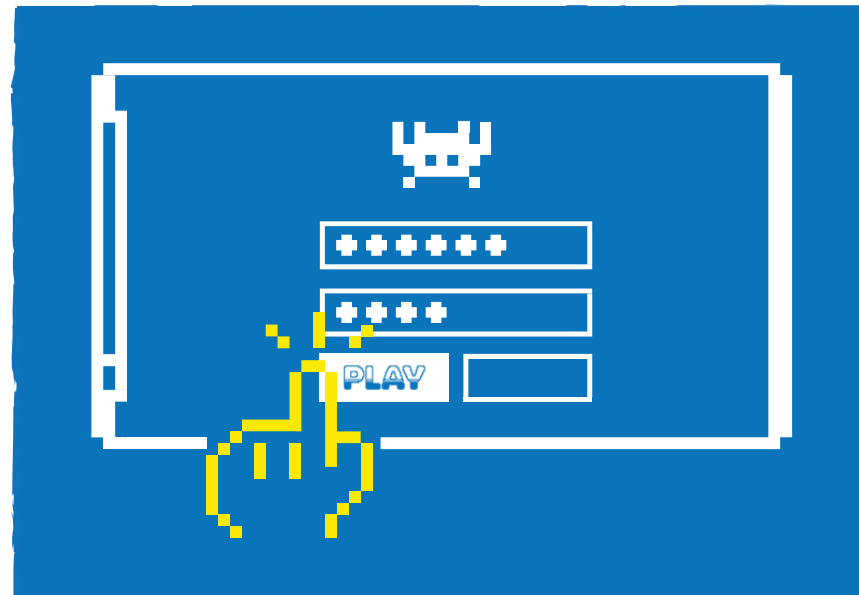


Face stigma about gaming and digital leisure in general.

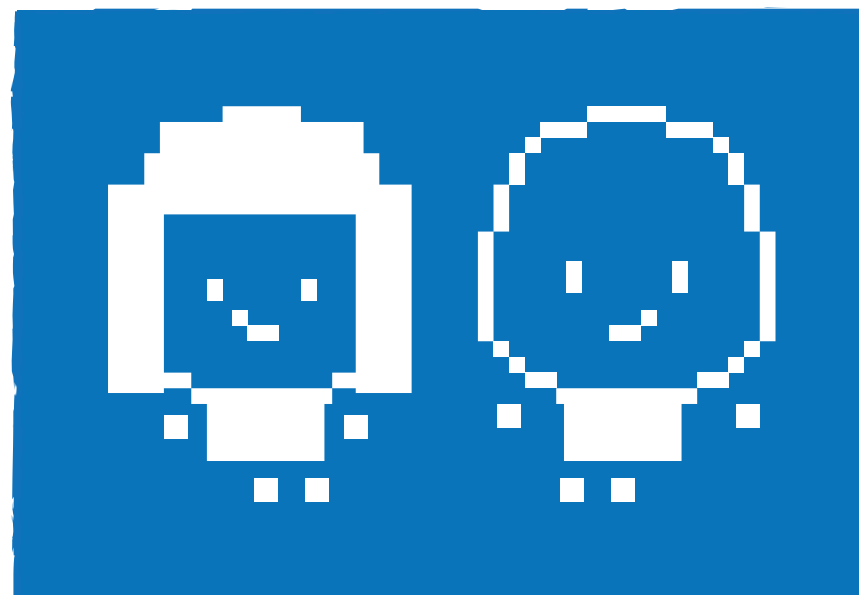


When the **next billion people** in developing countries connect to the internet, they will explore it through **entertainment and gaming.**

The Opportunity

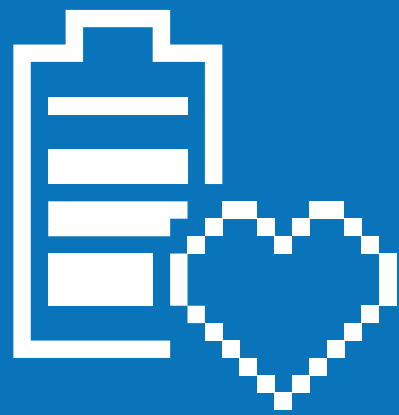


Bring new players and talents into the gaming industry, offering diverse lived experiences, fresh ideas and untold stories.



Gaming at the forefront of positive social change, driven by meaningful and impactful volunteering and mentorship opportunities for people in the industry.

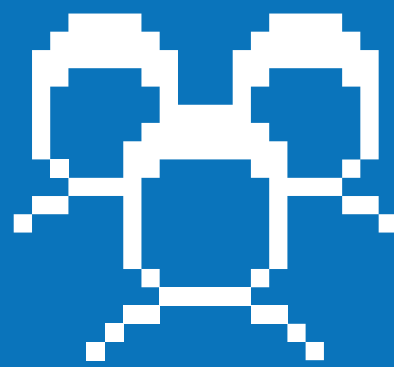
How can games help?



Well-being

Find joy and meaning in gaming.

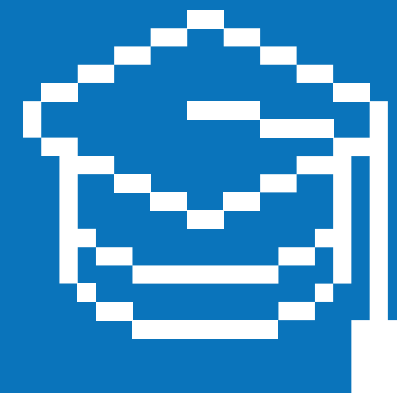
Improved mental health. and peer relationships.



Community

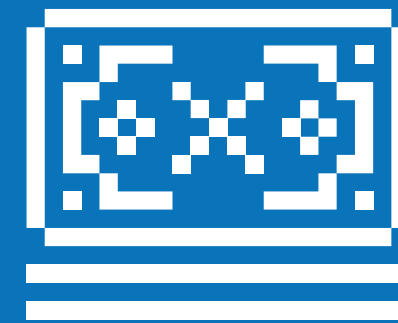
Fostering local and international refugee gaming communities.

Integrate with host communities.



Learning

Improved digital literacy, problem solving, academic achievement and resourcefulness



Earning

Work opportunities in the digital economy.

Refugee-led entrepreneurship and game development.

Gaming Hub pilot with refugees from Ukraine and host communities in North Macedonia



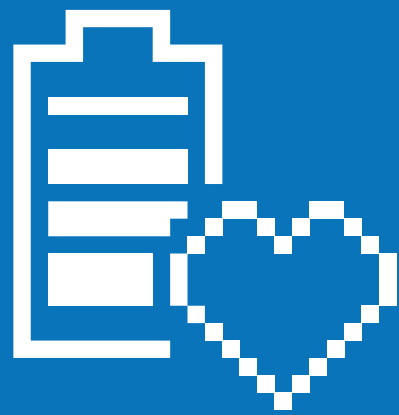


“

We’ve made a lot of friends here. Because my friends come here too, I feel much happier, and I get to learn new things. Personally, I feel better and learn better!

Mihail, 14 from Kharkiv – CTP Hub participant

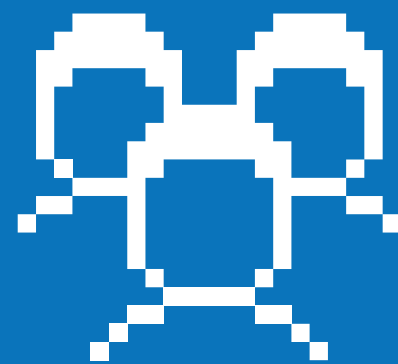
Feedback from participants



Well-being

100%

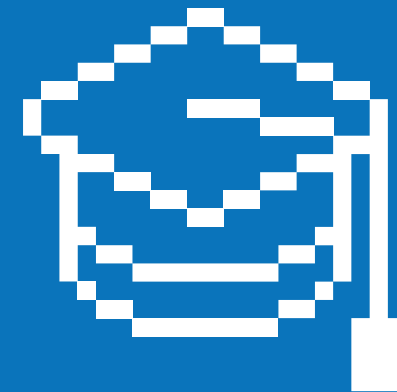
Report a positive impact on mood, relaxation and happiness.



Community

75%

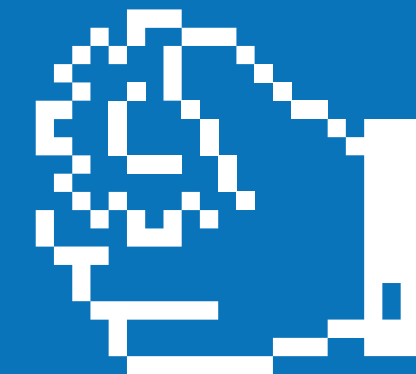
Report increased social connections and making new friends.



Learning

89%

Report improved skills such as teamwork and motor skills.

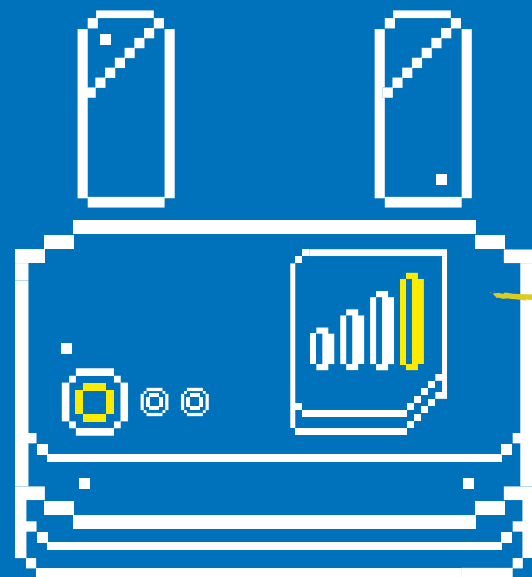


Application

56%

Find the new skills useful outside of the Centre (e.g. at school, home etc.).

An **ambitious global initiative** integrating gaming across diverse displacement contexts to **welcome millions of new refugee gamers** into the medium.

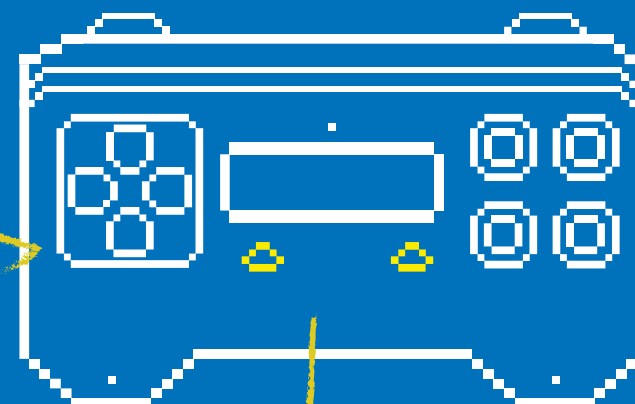


Infrastructure

Build and upgrade **refugee led Gaming Hubs** in camp and urban settings.

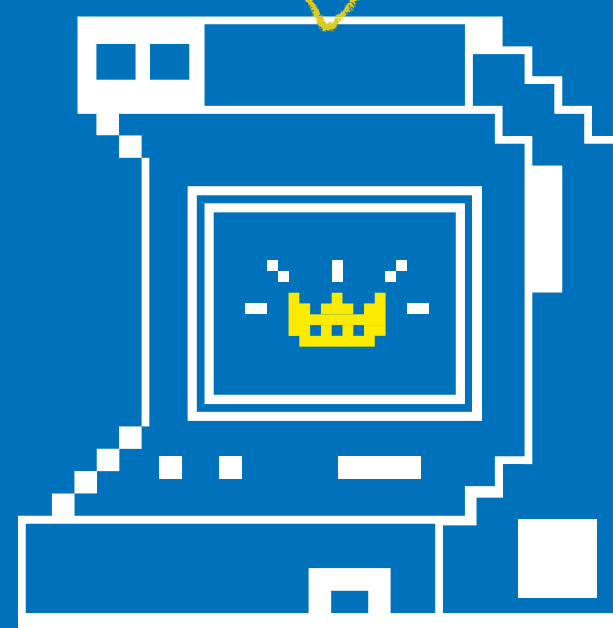
Ensure **safe and reliable access** to digital infrastructure.

Foster a **vibrant global community** of refugee gamers.



Skills

Provide **training and certification** in digital skills, including game development, esports, content creation and soft skills.



Opportunities

Create new **pathways for refugees** to enter the gaming and esports ecosystems as athletes, developers, content creators and related roles.

Potential CTP Countries



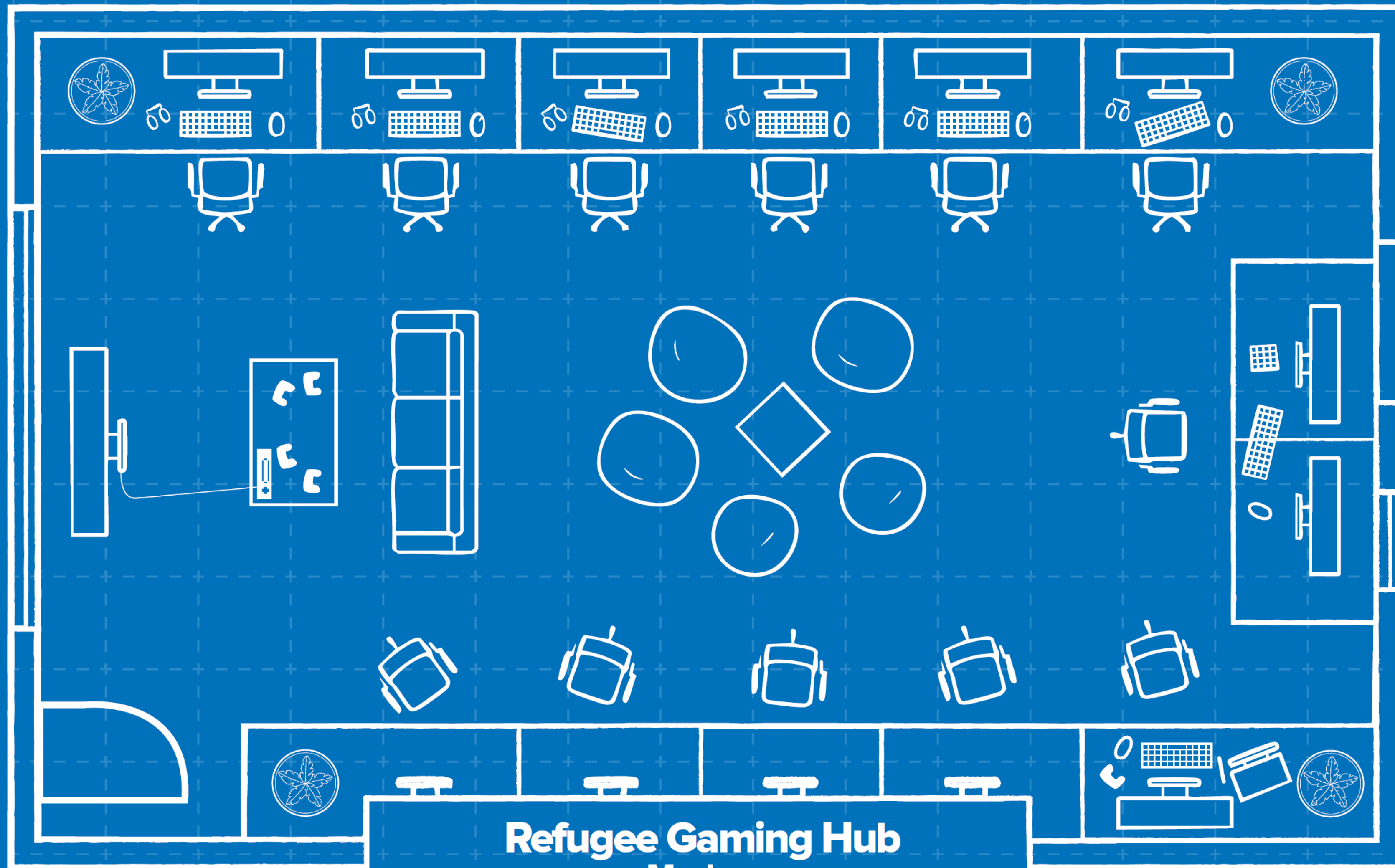
Zaatari, Jordan



Mahama, Rwanda



Boa Vista, Brazil



Refugee Gaming Hub
Mockup

Upgrade Community Spaces \$50K

Equip an existing refugee community space for gaming and support refugee-led operation for 18 months, including sustainability planning.

500 refugees
access gaming

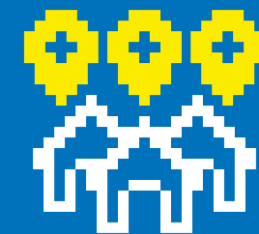


Establish Refugee Gaming Hubs \$150K+

Establish new Gaming Hubs with a shared curriculum.

Support learning, game development and esports competitions.

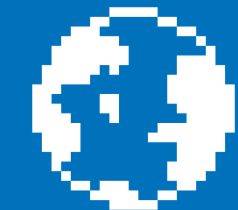
1,500 refugees
access gaming



Global Refugee Gaming Community \$500K+

Network of Gaming Hubs with shared curriculum and activities. Cross-hub tournaments, game jams, community events and incubator.

7,500+ refugees
access gaming



Pathways



What We Offer



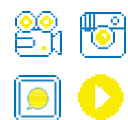
**Co-Design
The Initiative**



**New Players
and Talent for
Your Games**



**Branding
Opportunities**



**Website, Press
& Joint
Content Creation**



**Use of UNHCR
Logo & Brand with
“In Partnership With”**



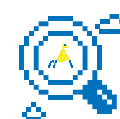
**Access to
Senior UNHCR
Staff**



**Seat at
The Project
Advisory Board**



**Employee
Volunteering
and Mentorship**



**Field Visits to
Refugee Camps**



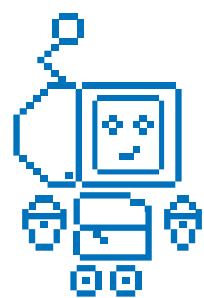
UNHCR Goodwill Ambassador **Cate Blanchett meets young **Rohingya refugees** at the UNHCR funded Temporary Learning Centre at the Kutupalong refugee settlement**



Our Unique Position

- Access to refugee communities in urban and camp settings.
- Co-design and joint implementation with refugees.
- Long-term impact through self-sustaining CTP Hubs.
- Infrastructure for global scale through presence in over 123 countries.

**We are looking for
partners to turn this
vision into reality.**



Petar Dimitrov

Associate Innovation Officer

dimitrop@unhcr.org

[LinkedIn](#)



Further reading

Research

- [What can video games offer to forcibly displaced people?](#)
- [The digital leisure divide and the forcibly displaced](#)

Articles

- [Gaming builds connections and skills among refugees and locals in North Macedonia.](#)
- [Co-creating the future of refugee gaming](#)



Thank you!

**Connect
with us**



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www.unhcr.org/innovation/