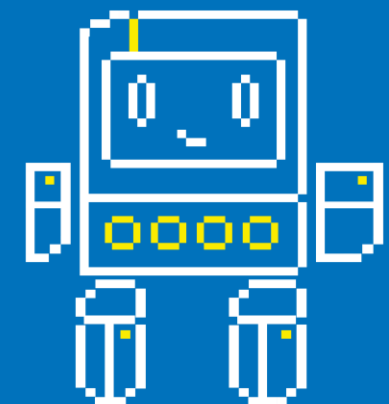
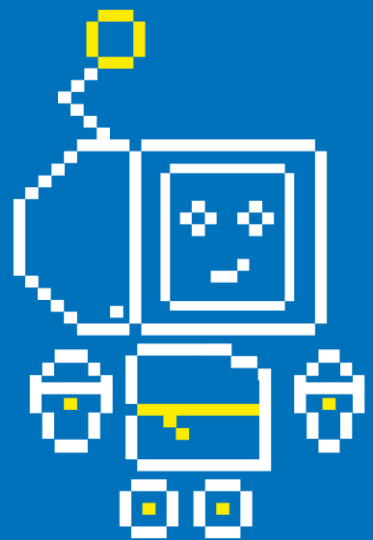




Innovation

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
117 million
forcibly displaced people.
45 million
of them children.



UNHCR
The UN Refugee Agency

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

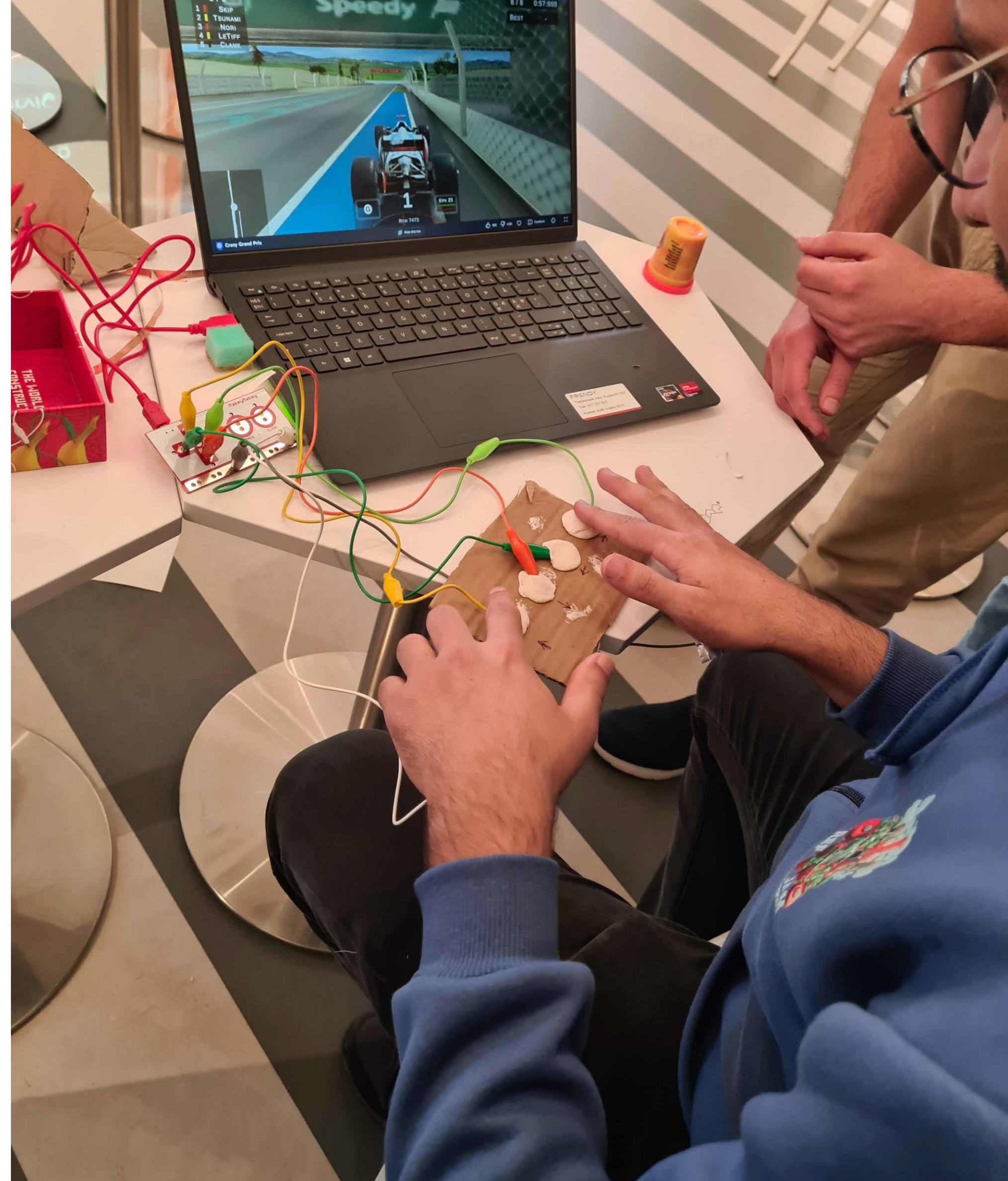
Beyond the immediate **loss of home and safety**, displacement can disrupt friendships, education, identity, and **opportunities for the future.**

“

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.

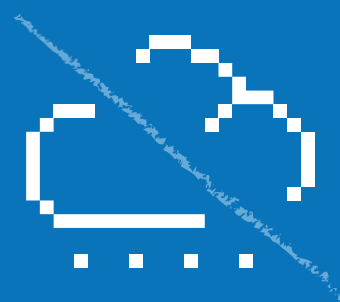
A statement jointly formulated with refugee designers



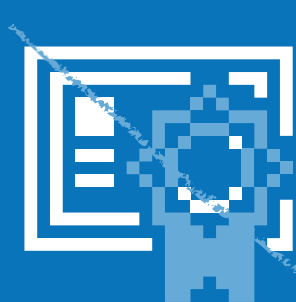
Refugees:



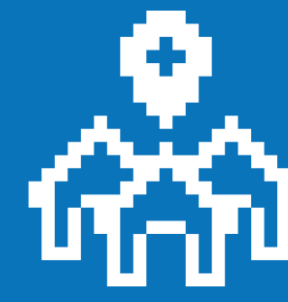
Are less likely to have reliable internet access than host populations.



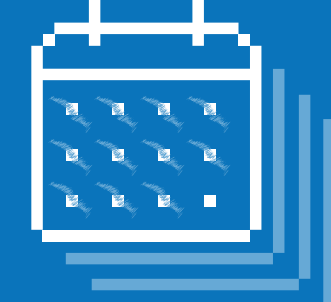
Are often excluded from digital spaces and communities.



Have lower digital literacy and fewer pathways to employment.



Have limited safe spaces to play, connect and belong.

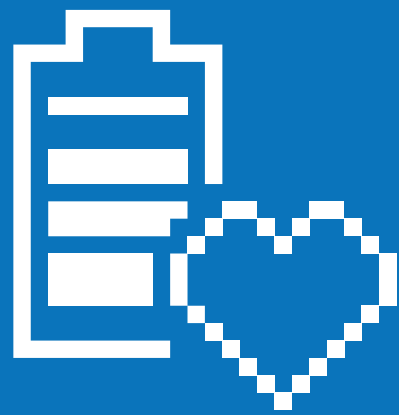


May experience loss of hope and purpose in protracted situations.



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

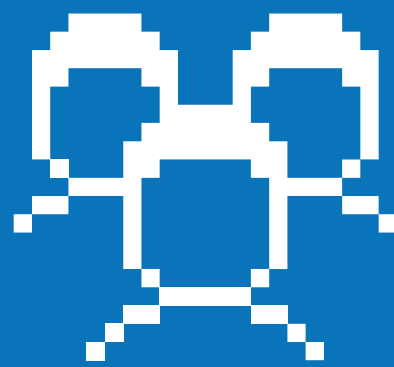
How can games help?



Wellbeing

Find joy, relaxation and purpose in gaming.

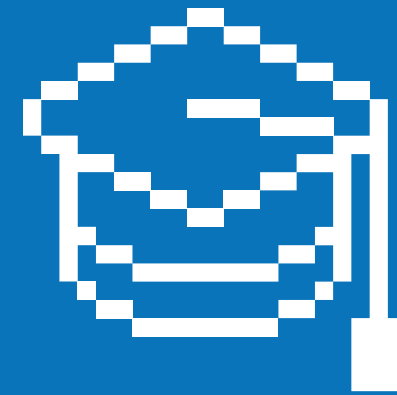
Improved mental health. and peer relationships.*



Community

Belonging through refugee gaming communities.

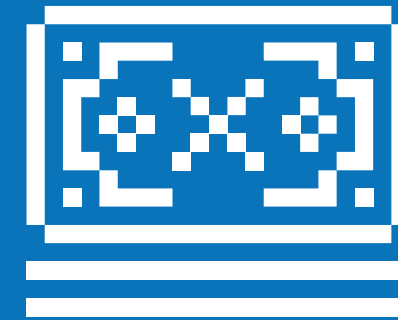
Bring refugees and host communities together.



Learning

Higher intellectual functioning and academic achievement.*

Improved digital literacy and problem solving.



Earning

Work opportunities in the digital and creative economy.

Transferable skills for a wide range of careers.

A group of people, including children and adults, are seated at a long desk in a room, playing video games on multiple monitors. The room has a vibrant, abstract mural on the wall behind them, featuring various geometric shapes and patterns in shades of blue, green, yellow, and red. The people are using black gaming chairs and keyboards. The overall atmosphere is one of a modern, tech-oriented gaming hub.

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

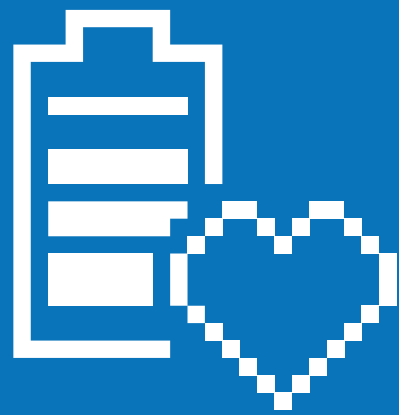


“

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

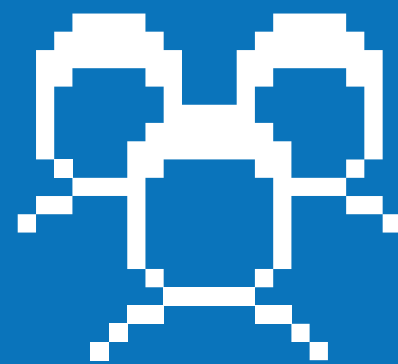
Feedback from participants



Well-being

100%

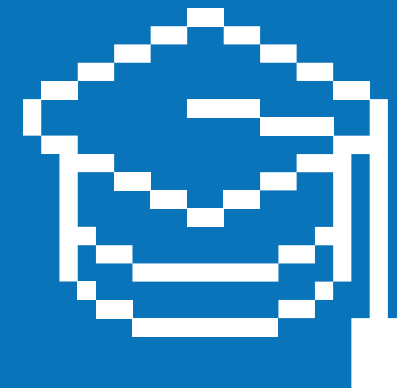
Report a positive impact on mood, relaxation and happiness.



Community

75%

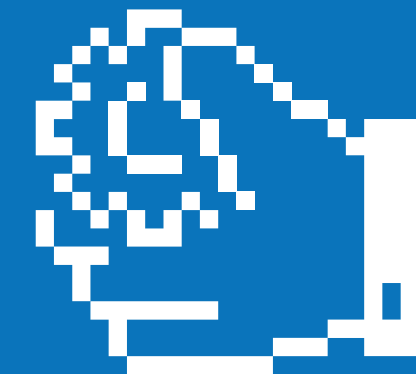
Report increased social connections and making **5 new friends** on average.



Learning

89%

Report improved skills such as digital literacy, teamwork and motor skills.

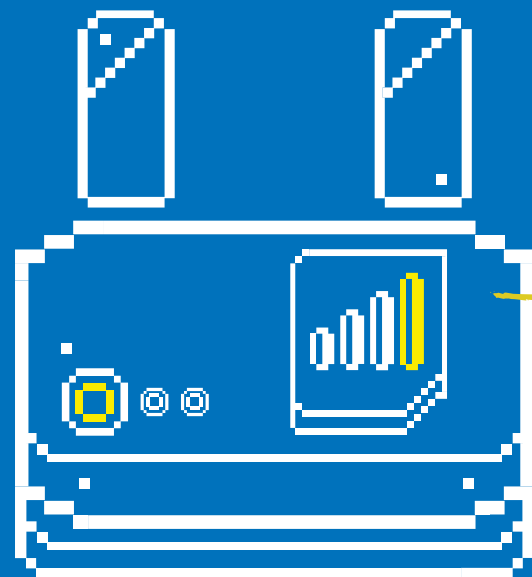


Application

56%

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

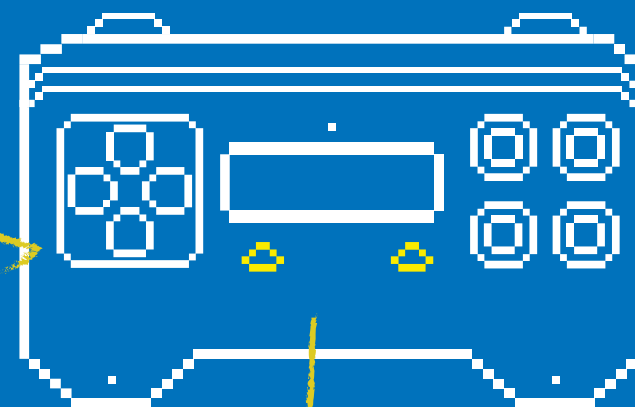
An **ambitious global initiative** integrating gaming across diverse displacement contexts to **welcome millions of new refugee gamers** into the medium.



Access and Community

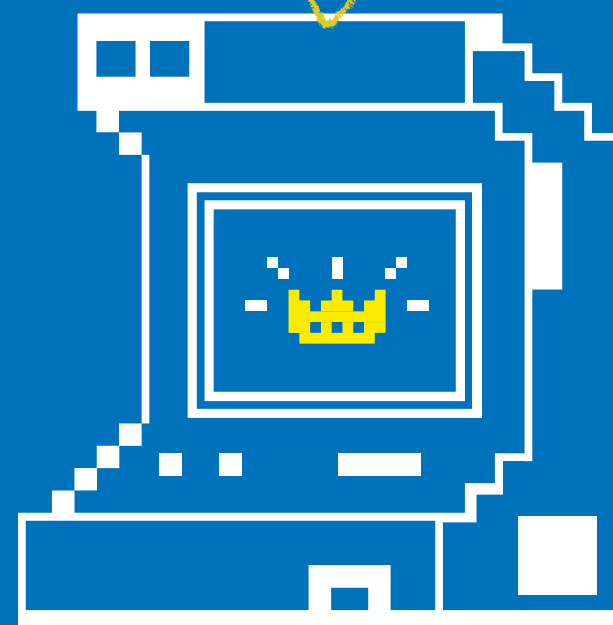
Establish **safe, refugee-led digital spaces** for play, learning and co-working.

Connect refugees to **local and global gaming communities**.



Skills

Build **digital, creative and transferable skills**, through **training and certification** in digital literacy, game development, esports, content creation, AI and teamwork.



Opportunities

Create **pathways for mentorship, professional development and livelihoods** across gaming and the wider creative and digital economies.

Opportunities for Scale



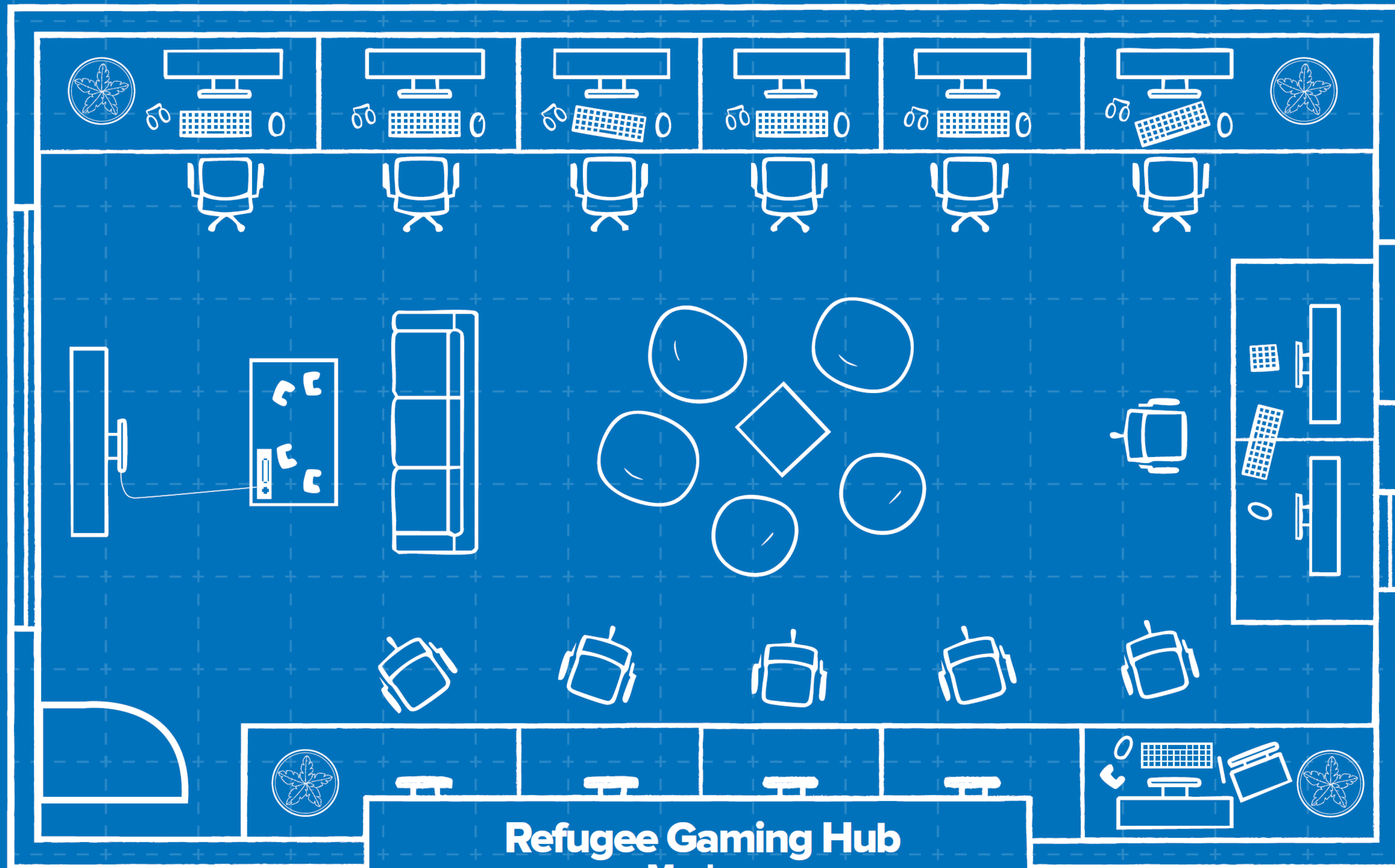
Zaatari, Jordan



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

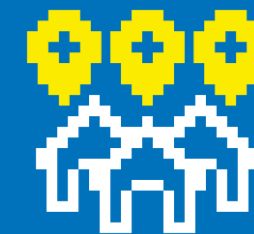


Establish Refugee Gaming Hubs \$150K+

Establish new Gaming Hubs with a shared curriculum.

Support learning, game development and esports competitions.

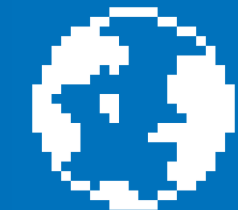
1,500 refugees
access gaming



Global Refugee Gaming Community \$500K+

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

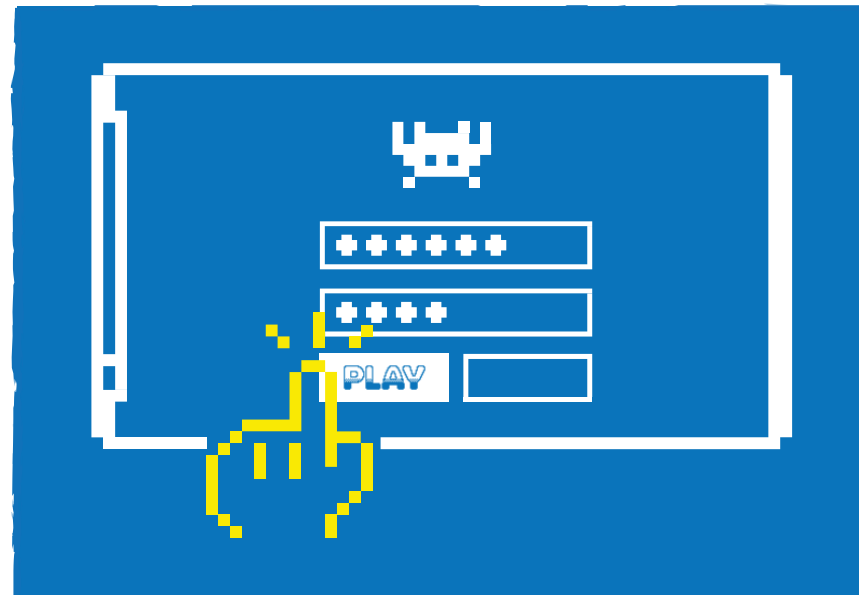
7,500+ refugees
access gaming



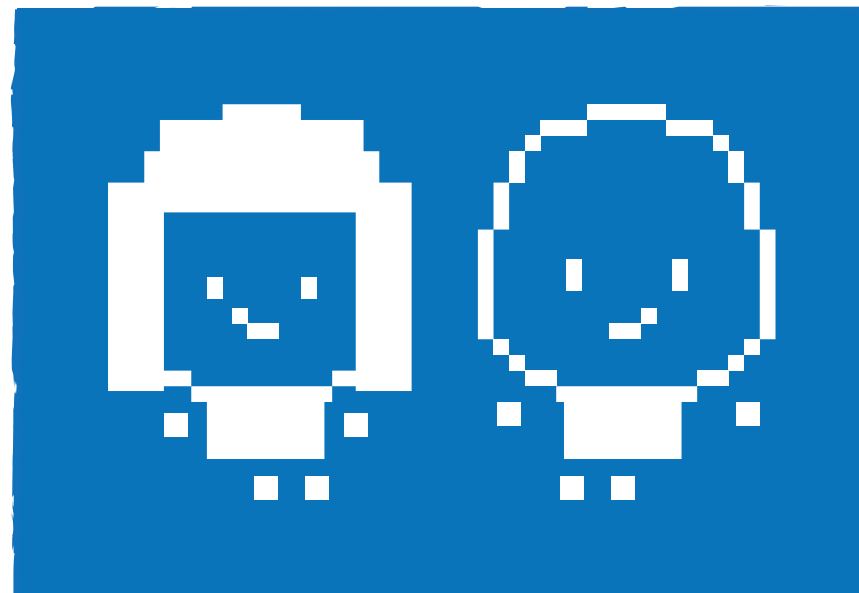
Pathways



Opportunity to



Bring new players, talent and untold stories into gaming, growing the industry and the worlds it creates.



Put gaming at the forefront of positive social change, mobilizing the industry's people, expertise, technology and communities.

What We Offer



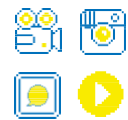
**Co-Design
The Initiative**



**New Players
and Talent for
Your Games**



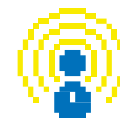
**Branding
Opportunities**



**Website, Press
& Joint
Content Creation**



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



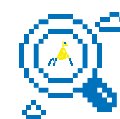
**Access to
Senior UNHCR
Staff**



**Seat at
The Project
Advisory Board**



**Employee
Volunteering
and Mentorship**



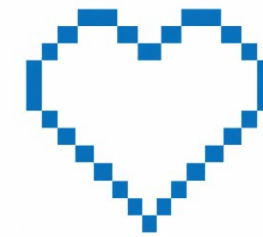
**Field Visits to
Refugee Camps**



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

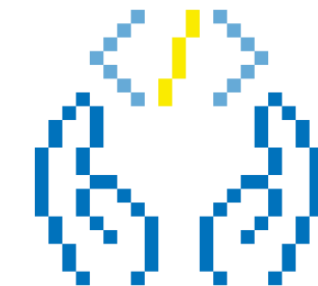


A future where refugees can...



Belong

Find joy, connection and
community in gaming



Create

Make games and share
their stories with the world



Compete

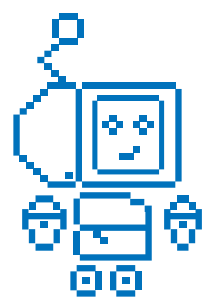
Reach the highest levels
of esports



Thrive

Build careers and earn a
living doing what
they love

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



Petar Dimitrov

Associate Innovation Officer

dimitrop@unhcr.org

[LinkedIn: dimitrov-petar](#)



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**



@unhcrinnovation



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hqinnad@unhcr.org



www.unhcr.org/innovation/