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A Game to Remember: Gamifying Holocaust Remembrance [GREM]
Grant agreement n. 101091269, CERV-2022-CITIZENS-REM

ETHICAL STATEMENT

This document outlines the ethical considerations which the consortium implementing the project A Game to Remember: Gamifying Holocaust Remembrance [GREM], funded by the European Commission, has agreed to adhere to. All gamification activities, carried out in the framework of the project, shall be aligned with the principles listed below.

The actions of professionals in the field of education, gamification, and youth work on the topic of the Holocaust and authoritarian and totalitarian regimes have significant impact upon the learners. Therefore, this statement of ethics is intended to assist the consortium in assuring that they conduct themselves in a manner which will best support positive educational outcomes for the learners and that the produced detective games are implemented with sensitivity, accuracy, and respect for the victims and survivors of the Holocaust and other authoritarian and totalitarian regimes.

General Principles

All gamification activities carried out within GREM shall be implemented following the below listed principles:

1. **Respect to the memory of the victims of the Holocaust and authoritarian and totalitarian regimes and their families.**
   All activities, developed within GREM, should be created and implemented while demonstrating full respect to the memory of the victims of the Holocaust as well as conducted in a sensitive and responsible manner. All staff, volunteers, educators, etc., involved in the gamified activities on behalf of the partner organizations, shall embody thorough appreciation towards the memory of all victims of the Holocaust and their families.
2. **Dignified portrayal of the stories of Holocaust and authoritarian and totalitarian regimes survivors and/or victims.**
   The partners involved in the project and their respective representatives should reflect an accurate and truthful representation of the stories and the period portrayed. The gamified educational tools produced within GREM should not be marketed in a way that could be perceived as insensitive or disrespectful. The games should also include appropriate disclaimers and warnings to ensure that players understand the gravity of the subject matter.
3. **Unconditional stand against Holocaust and/or authoritarian and totalitarian regimes distortion.**
   The partners of the consortium agree to take an unconditional stand against any attempts for Holocaust and totalitarian regimes denial, distortion, and

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manipulation of facts, events, and opinions, on behalf of participants in the educational activities, and/or any partners or third parties.

4. **Refrain from causing harm.**
   All persons, involved in the games development, rehearsal, piloting, and actual game play, will receive special training on the impact of gamifying a tragedy on the emotional well-being of players. The researchers, teachers, youth workers, trainers, part of GREM, will all be trained personnel within this educational project, and as such should be careful to avoid causing any harm or trauma to their specific audience. The games produced should be age-appropriate and not contain any graphic or disturbing content that could be potentially traumatizing for the players.
5. **Protecting the origins of the stories used.**
   All original stories, which the detective games will be based upon, will not include the real names of the people involved, they will remain anonymous. Their identity could be revealed only by them personally. Consent forms should be used when collecting the stories for the educational purposes of GREM.
6. **Protection of any personal belongings used as game props.**
   Written permission should be signed by the owners for usage of any items of their personal belonging as part of the gamification process. All props should be stored well and used only for their intended purposes.
7. **Non commercialization of activities.**
   The activities developed within this project may not be used in connection with any commercial endeavors. Illegal and/or unauthorized use of the activities is not permitted. Unauthorized framing of or linking to any of the gamified activities is prohibited.
8. **Voluntary participation.**
   All learners, engaged in these activities, should be participating voluntarily and under no compunction to participate. All learners have the right, and know that they have the right, to decline any invitation to any participation in an activity.

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