

Questions and Answers

1. How do you define antisemitism?

Our understanding of antisemitism is grounded in long-standing German and international scholarship on antisemitism. The content of the game draws on findings from a previous research project on antisemitism and youth in Germany, in which we identified antisemitic narratives and stereotypes in young people's way of talking. These findings, together with a new series of interviews on experiences of antisemitism on social media conducted after 7 October 2023 with students from Germany, Israel, and Denmark, informed the selection and development of the game's content.

2. What distinguishes ShoutOut! and its pedagogical approach from established formats in antisemitism-critical education?

Our approach is based on participant-centered learning and focuses on participants' needs and experiences. It understands the emotions and conflicts that might arise in the course of the learning process as educational moments of reflection and meaning-making. Participants learn from each other in small groups and can actively shape the learning process through their contributions. Accordingly, the focus shifts away from a facilitator-centered discussions and towards a participatory and dialogue-oriented way of learning. This enables a personal, grounded in lived experiences and meaningful engagement with the topics antisemitism and Holocaust distortion on social media.

3. Where can I access the game?

The game is available on the project website: <https://www.uni-due.de/biwi/migrations-ungleichheitsforschung/somelaa/shoutout>

4. What should I do if participants disagree with assessments presented in the game?

Disagreement and conflict are not only welcomed but are considered a valuable and productive part of engaging with the game. Participants are encouraged to discuss among themselves how to recognize antisemitism and Holocaust denial. Emotions, doubts and disagreements foster these exchanges.

5. Can the game be used in out-of-school educational settings?

Yes, the game can be used in any educational context that seeks to foster discussions about antisemitism, racism and hate on social media.

6. Who is the game intended for?

We recommend using the game and its learning environment for participants aged 15 and older. The game and the educational unit it is embedded in can be used in all educational institutions (e.g. secondary schools, universities, vocational schools) to address hate and antisemitism on social media. Particularly in educational programs for (future) teachers and educators, the game can be used to strengthen both pedagogical competencies and subject-specific knowledge.

7. Will the game be continuously developed and adjusted?

The game's content was selected to reflect common antisemitic tropes, narratives, and stereotypes that occur across a range of contexts. As these manifestations of antisemitism are not tied to specific events, the game will remain relevant regardless of current developments. Consequently, we do not anticipate updating the game in the foreseeable future. However, we will evaluate the game and publish the findings of our research.

8. Do educational institutions and educators have to pay for using the game?

Using the game, its learning environment and the accompanying educational materials is free of charge. However, they must not be used for commercial purposes.