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 <b>Link to the Game</b>	<a href="https://wearemuesli.itch.io/ventimesi">https://wearemuesli.itch.io/ventimesi</a>
 <b>Promoter</b>	Polo Europeo della Conoscenza (Italy)
 <b>Type of Game</b>	Downloaded - single player - narrative game
 <b>Target Age</b>	11+
 <b>Language(s)</b>	Italian and English
 <b>Prosocial Value(s)</b>	Peace/democracy/citizenship Emotions Empathy
 <b>Prosocial Skill(s)</b>	Perspective taking Identify and express feeling and emotions Be empathetic
 <b>Objectives</b>	<i>Direct:</i> Explore at the historical topic from different perspectives <i>Indirect:</i> Learn the human complexity of historical events <i>Inter and cross-disciplinary:</i> Deepen historical facts of the Second World War in Italy <i>Psychological, sociological, prosocial:</i> Understand the sacrifices done in the past for the gain of freedom for totalitarianism
 <b>Description of the games</b>	VentiMesi is a collection of playable stories about Italian Resistance and Liberation from Nazi-Fascism. The game tells 20 stories based on actual WWII events in the Milan metropolitan area (Sesto San Giovanni and its surroundings), 20 diverse points of view on Italy's history of democracy, during the 20 months of partisan resistance (from September 1943 to April 1945), from the Italian armistice to the final liberation from the Nazi-fascism. So for each month the player is introduced to a new story and, as the months march forward, he/she experiences the hardships of various characters in a series of different segments, each inspired by a real event.



	<p>The game covers all aspects of the Italian resistance, from a conflicted priest watching trains depart for concentration camps to a German soldier and factory worker tensely negotiating a checkpoint, and a child dreaming that bombs are stars,</p>
 <b>Equipment Needed</b>	<p>Pc or Mac</p>
 <b>Description of The Activity</b>	<p>Every short interactive novel is dense of psicological, emotive and historical informations. The player has only to choose among few dialogues but that's enough to put him in front of hard decisions (i.e. to be friendly or evasive with the sentinel; to leave the light on in the room on cause the kid is scared of dark or to turn it off so the bombers won't see the house...)</p> <p>Teachers can easily engage the whole class to reflect about the decisions and also about the meaning of each episode.</p> <p>Both graphic and sound are particularly cared for and can bridge to arts and music subjects.</p>
 <b>Timing</b>	<p>Each episode lasts few minutes</p>
 <b>Images or Other Documents</b>	



	
 <b>Other Relevant Links</b>	<a href="https://www.wearemuesli.it/">https://www.wearemuesli.it/</a>
 <b>Tips and Tricks</b>	
 <b>Source</b>	Published on <a href="https://itch.io">itch.io</a> and <a href="https://gamejolt.com">Game Jolt</a> by Wearemusli

