

Prosjektbeskrivelse

Indigenous peoples have always played and created new games themselves. Games and gaming are also essentially part of Sámi culture, but there are still only a handful of digital games. Among other things, games and games pass on the intangible cultural heritage from one generation to the next, and they have also played a role in increasing the mental resilience of the Sámi people. Transfer of Sámi language to new generations as mother tongues has been significantly weakened or even completely interrupted. The revival and conscious preservation of the Sámi languages has been strengthened since the 1990s. Even though there are some positive results, the Sámi language is seen and heard very little on new media platforms such as games, movies, animations, apps and social media, on the platforms which are enormously important for children and youth. Using gaming can contribute to good communications and language skills, and it is therefore important to have games available in Sami languages with Sámi content.

Sápmi is mostly a sparsely populated area with a strong cultural tradition, but a thin economic structure. Sámi art, which goes hand in hand with Sámi revitalization, is living its heyday and has been noticed even at the Venice Biennale. Responsible, sustainable jobs are needed in Sápmi, which spring from the cultural tradition without depriving it. The game industry needs experts in the Sámi language and culture, musicians, game developers, technical experts, graphic artists, etc. The project not only supports lifelong learning, the revitalization of the Sámi language and culture, but also creates, at best, jobs and new earning opportunities.

Indigenous peoples have historically been the objects of the gaming industry: mystical shamans who help the white heroes of the games. There is a great need for culturally sensitive games in indigenous languages, based on indigenous needs and cultures. Game design is a specific but growing industry. Today, indigenous peoples work in the international gaming industry, but still mainly have the role as a cultural consultant.

Interest in Sámi culture in the gaming industry is growing in the world, and the Sámi themselves must meet that need. Because of scarcity of human and other resources in Sápmi, there must be cross border cooperation on this field. Sámi game design is in the margins of margins. There are many players among the Sámi, but only few are game designers. Some Sámi games are being designed here and there, e.g. for language learning, but most projects face big challenges for which no help can be found. A network is needed for Sámi game design in order to learn from best practices and create new ones.

Spesifikasjon Bakgrunn

Indigenous peoples have always played and created new games themselves. Games and gaming are also essentially part of Sámi culture, but there are still only a handful of digital games. Among other things, games and games pass on the intangible cultural heritage from one generation to the next, and they have also played a role in increasing the mental resilience of the Sámi people. Transfer of Sámi language to new generations as mother tongues has been significantly weakened or even completely interrupted. The revival and conscious preservation of the Sámi languages has been strengthened since the 1990s. Even though there are some positive results, the Sámi language is seen and heard very little on new media platforms such as games, movies, animations, apps and social media, on the platforms which are enormously important for children and youth. Using gaming can contribute to good communications and language skills, and it is therefore important to have games available in Sami languages with Sámi content.

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Prosjektmål

This preparatory project search and ensure international partnerships, specifying the content of cooperation and preparing partnership agreements for the main project. In this project, international partners are searched for, negotiations on partnerships are conducted and agreements are prepared. Result of the project is an application for the actual Interreg application in 2023.

Forankring

The Sámi allaskuvla is the only university in the world where the (Northern) Sámi language is the main language of instruction and administration in the entire school. Sámi allaskuvla is an indigenous institution responsible for teaching and research, as well as co-operation with the Sámi community, the indigenous community and the surrounding communities. At the heart of the Sámi allaskuvla is the Sámi language, traditional knowledge and its implementation in new environments, such as various digital environments and the use of diverse digital media. In the academic year 2021-2022, a renewed teacher training in information and communication technology and distance learning was implemented in the Sámi allaskuvla.

Resultat

Preparatory project for searching for international partnerships, specifying the content of cooperation and preparing partnership agreements for the Interreg main project application. During the preparation project, international partners are searched for, negotiations on partnerships are conducted and partnership agreements are prepared. Result of the project is an application for the actual Interreg application in 2023.