

Section 2

Chapter 7 - Videogames as educational tools

Exemplary case 2

Title: **PeaceMaker**

Description:

[PeaceMaker: Israeli Palestinian Conflict](#) is a strategy videogame in which players can choose to play either the Prime Minister of Israel or the Palestinian President. They have to deal with real-world events and other stakeholders by taking political, social and military decisions. Their goal is to resolve the Israeli-Palestinian conflict and try to bring peace to the Middle East.

Teachers can use *PeaceMaker* to teach 20th century geography, history, and current issues focused on the relationship between Israel, Palestine, the surrounding countries, and their political partners around the world. The in-game situations are very close to real-life events, therefore the game can be used for research projects. Students can search deeply into the most up-to-date information on Israel, Palestine and their neighbors, opponents and allies, or take a historical approach and argue about significant events for specific conflicts or periods of peace.

The game should help students build empathy and offer them the opportunity to test hypotheses about what kind of government actions bring peace or war.

PeaceMaker is available for free for Windows, Mac, iPad, Android. It supports three languages: English, Arabic and Hebrew.

Mac, PS4, Windows, Xbox One.

