Digitalities of war: Pl(r)ay for Ukraine

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Outline

◈ Digital technologies and forced displacement

◈ Context of Russian invasion of Ukraine

◈ Digital war and forms of resistance

◈ Play for Ukraine

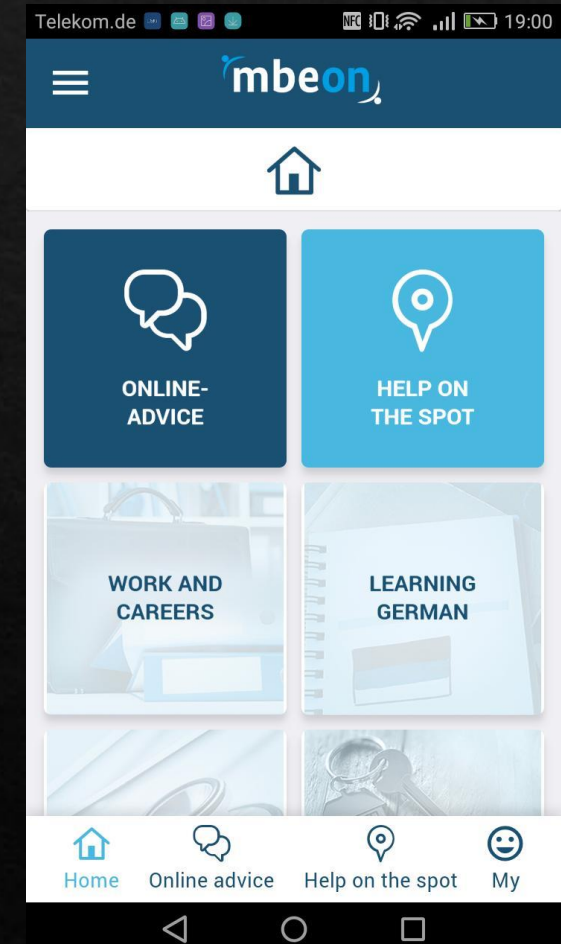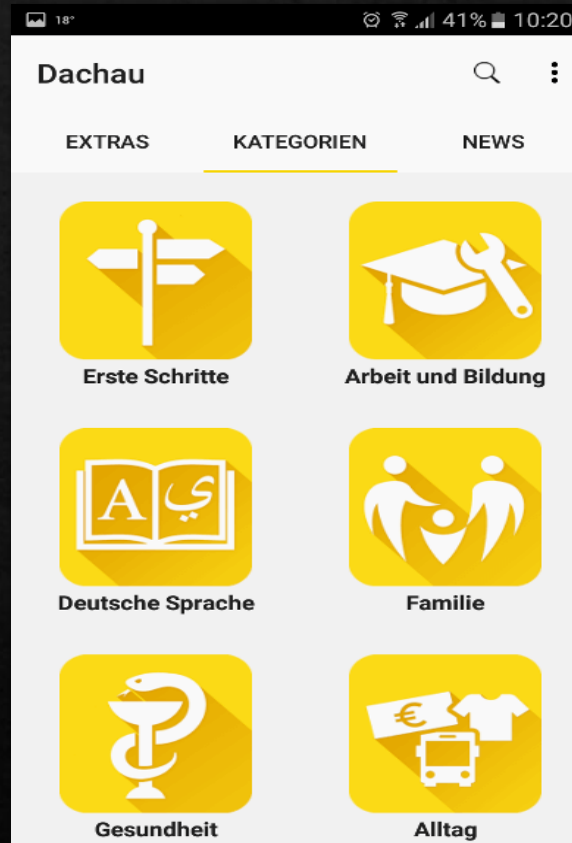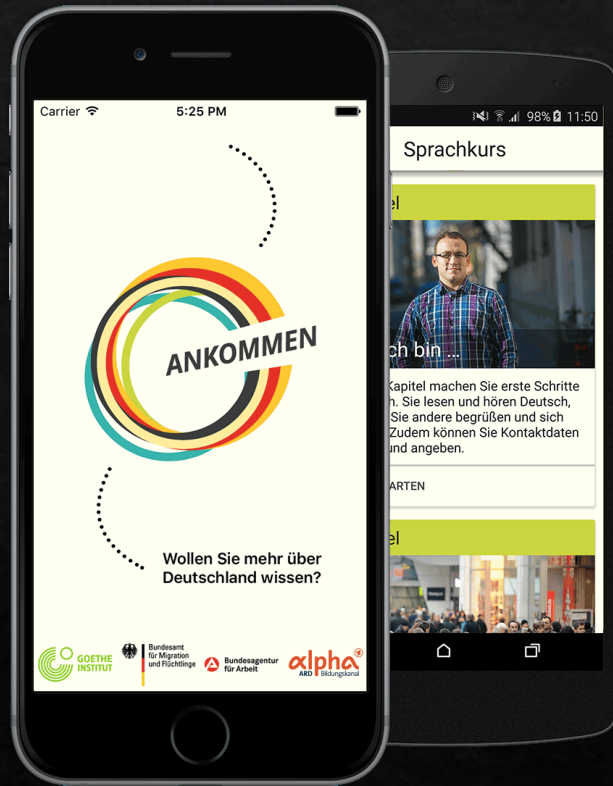◈ Conclusion

Digital technologies in forced displacement

◈ Contact with smugglers and routes negotiations (Latonero et al. 2018, Gillespie et al. 2018)

◈ Digital communication as a lifeline during the journey (Tossell 2017, Alencar et al. 2019)

◈ Phone as an information access device (Georgiou 2016)

◈ Maintenance of the contacts in a country of origin (Robehmed 2019)

◈ Refugee apps and first steps of orientation in a host country (Weiss-Meyer 2017, Goodman 2020)

Examples of border policing
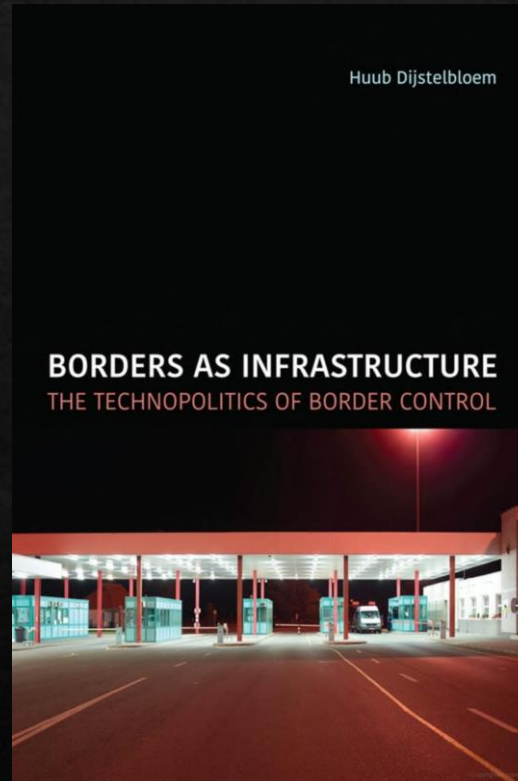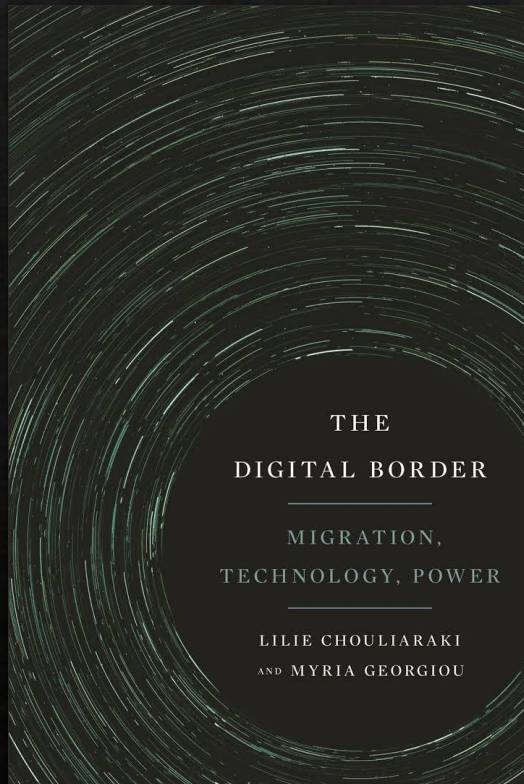
… today, far from simple lines on a map, Europe's borders and border controls are vehicles for power, control, organization, coordination, and technology (Dijstelbloem, 2021)

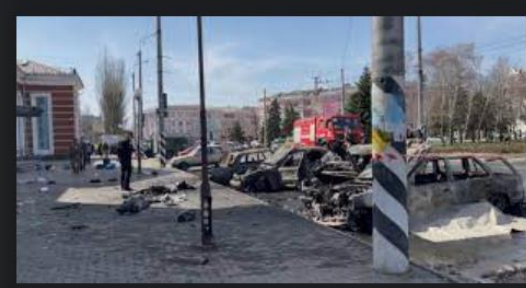# Civictech: examples of refugee apps

Kharkiv

UKRAINE

Izyum

RUSSIA

Dnieper River

Zaporizhzhia

Melitopol

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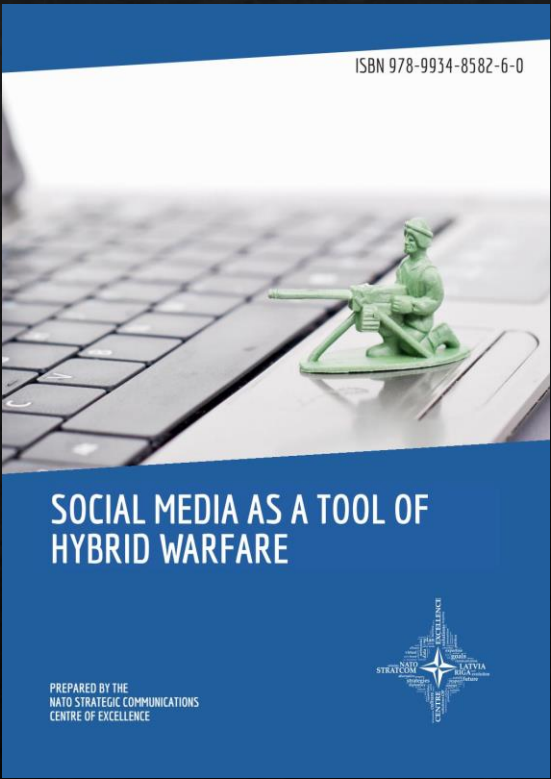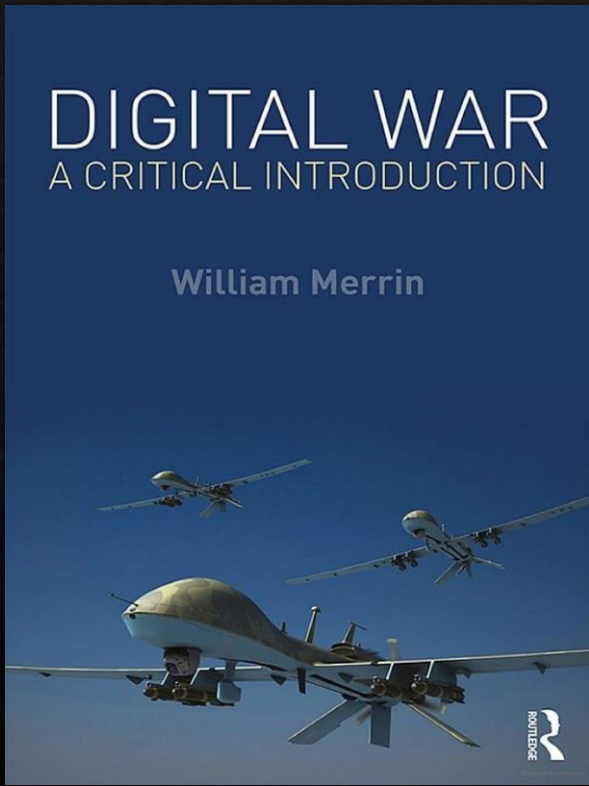reuters.com

Image by KramatoskPost

What is different about the nature of ongoing war?

Information and Communication Technologies

Digital users as an active part of the conflict – mediated through ICTs

DIGITAL WAR
A CRITICAL INTRODUCTION

William Merrin

ISBN 978-9934-8582-6-0

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Play for Ukraine game

PLAY FOR UKRAINE
Play and help to stop the war

🇬🇧 How it works?   🇺🇦 Як це працює?

2048   SCORE **80**   BEST **80**

New Game

Play 2048 and bring down the websites.
👊 Your attacks: 0

4	4		
2	4	8	4
16		2	

📖 **How to play**
Use your arrow keys to move the tiles. Tiles with the same number merge into one when they touch. Add them up to reach 2048!

playforukraine @playforukraine1 · Feb 28

Our "Play for Ukraine" initiative is verified by @CyberpoliceUA and supported by media. Join us!
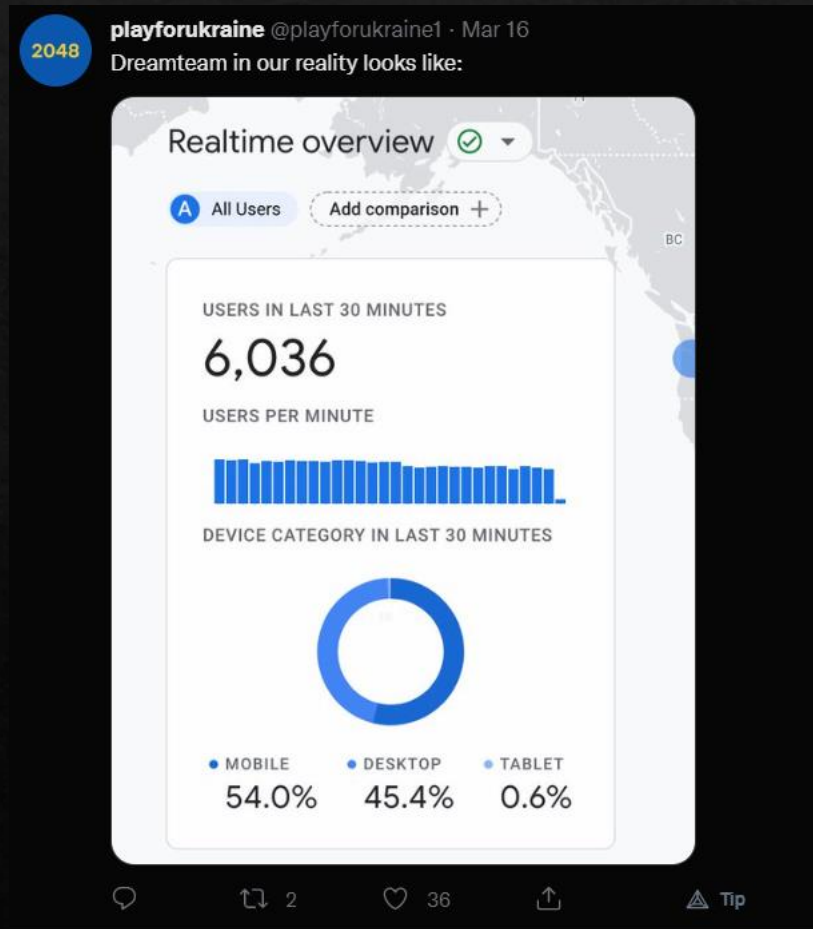
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Users

Mediation of resistance?

Methodology

- ◈ Analysis of the Twitter, Telegram and Instagram posts and comments

- ◈ Potentially interviews with developers – access issue

Play for Ukraine as solidarity sharing space

◈ Sharing of video and audio materials from the putative users

◈ Solidarity comments

◈ Community of players?!

Conclusion

◈ It is not only game per se but rather a platform of the resistance

◈ Solidarity network formation

◈ Game as form of "total" engagement

◈ Ethical and legal aspects of game approach

Thanks for your attention!