

# The Fisherman's Eye





# The JOURNEY project:

## Introduction:

Welcome to The Journey project. Over the past two years, with funding from the Erasmus Plus program of the European Union, four organizations across four countries (Denmark, Sweden, Greece, and Turkey) have been implementing The Journey project – developed in the wake of heightened immigration into the EU, to build awareness and empathy about and towards migrants for a more tolerant home for all in Europe.

The aim has always been to contribute to sustainable media for public sensitization, spaces for first-hand tryouts on what it means to be a refugee, collecting and curating refugee inputs into this sensitization through stories, as well as creatively delivering this to a wide-scale public. The project objectives and consequently its outputs seek to promote European values and intercultural dialogue, towards building common histories in the face of immigration into the European Union. The project's fundamental value is its aim to innovatively do this through utilizing digital/new technologies, critical thinking, and modern/accessible media channels, along with building a virtual Cultural Heritage Museum to contribute with a publicly accessible repository of knowledge and stories on migration.

Taking steps from an already developed award-winning board game – THE JOURNEY ISTANBUL from 2015, the four organizations Civil Connections, Impact Unified, AddArt, and Systems and Generations have developed four more products to enable the project's value distribution as follows:

1. Innovated the board game "The Journey: Istanbul" into Augmented Reality (AR) along with an online artifacts version where you can download the board game and instructions and reproduce and play it anywhere in the world.
2. Developed and published a comic book carrying with the stories of surviving refugees as told by the fisherman role-model Kostas Pinteris, a fisherman on the Greek island Lesbos, who throughout the years has been rescuing refugees from drowning in the Aegean Sea, thereby becoming a local hero along with being nominated for the Nobel Peace Prize in 2018.
3. We have created a Live Action Role Playing (LARP) game titled 'What Now?', where participants imitate different roles as refugees and have to complete different tasks as instructions guide. The LARP puts the participants in the shoes of actual refugees and forces them to make decisions refugees must make – bringing a first-person experience and possibilities to build public awareness and empathy towards refugees.
4. We have developed an open-access web platform hosting a Virtual Cultural Heritage Museum (VCHM), serving as an online digital repository making all the above products publicly available. Moreover, here you also find a collection of other materials – videos, podcasts, portraits, and other forms of illustrations of migrant/migration stories, aimed at raising awareness about migration and common cultural heritage, as well as giving the chance to reach an even larger number of people all around the world. All these products are now accessible on the project page here: <https://www.thejourney.today>

Special appreciation for the project progress and success is owed to the partners and especially the project coordinating group. Secondly, to the European Union for the funding to carry out this work. We also are forever indebted to the communities in Istanbul, Ankara and Skala Sikamineas where project visits and recordings took place – and especially the refugees whose stories form the foundation for this work. And yet above all – great appreciation to Kostas Pinteris and his helpers for the long-standing work they have done saving lives off the coast of Skala Sikamineas, and for opening his doors to revisit these difficult stories and experiences as we asked him questions for his narration of events.

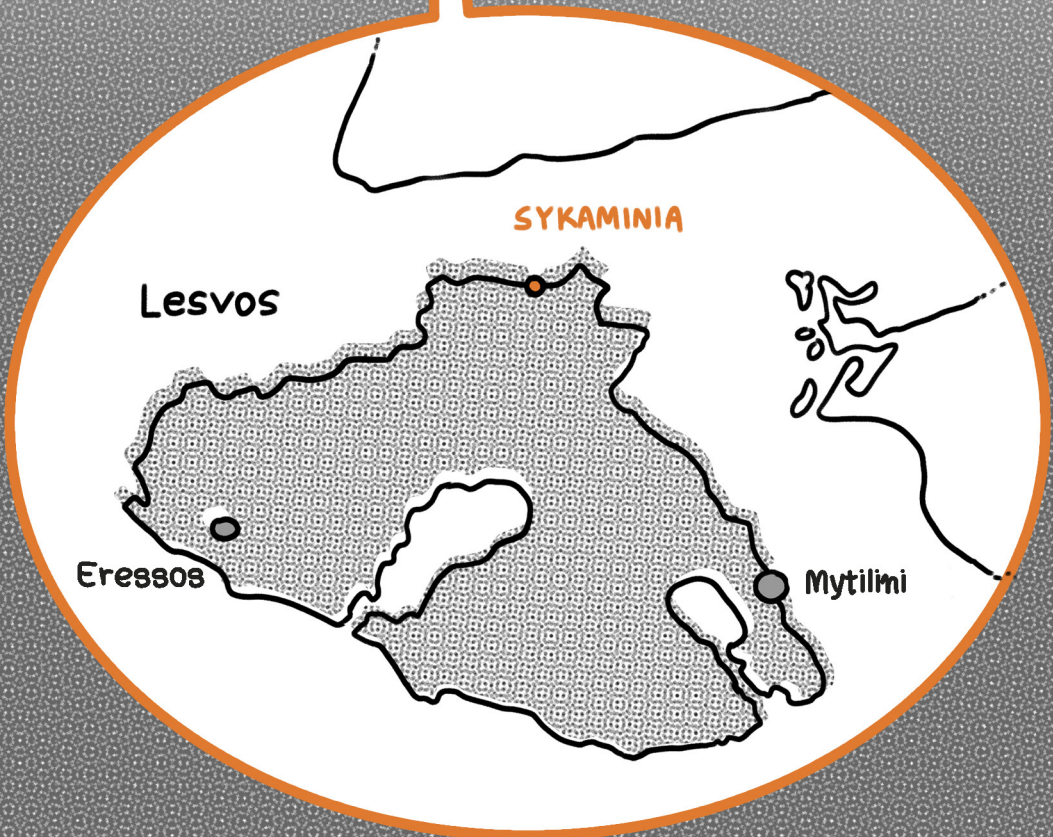
We hope you find the project outputs meaningful.



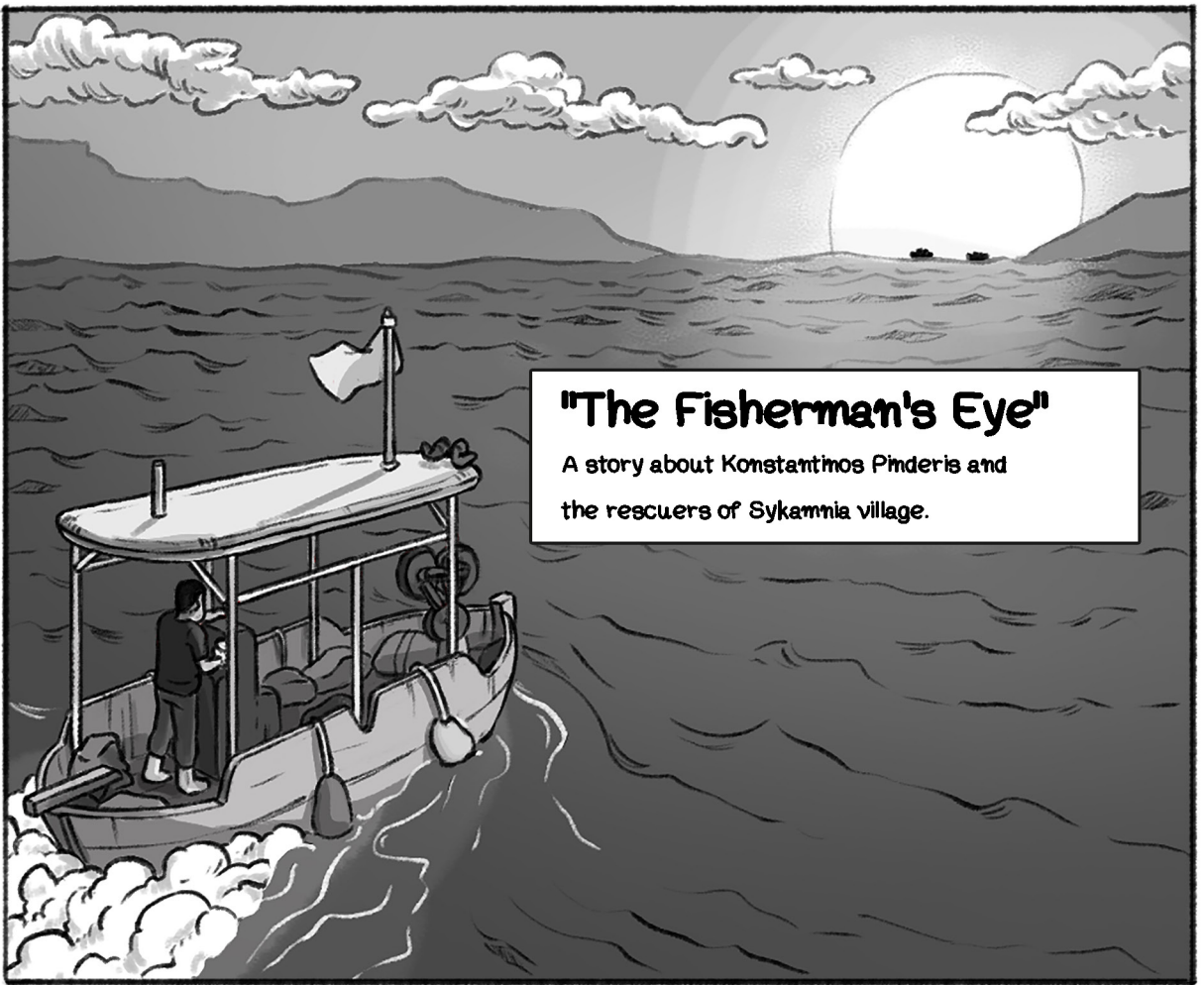
# WHERE IS THIS TAKING PLACE?



Sykaminia village is in the northern part of the isle of Lesvos.





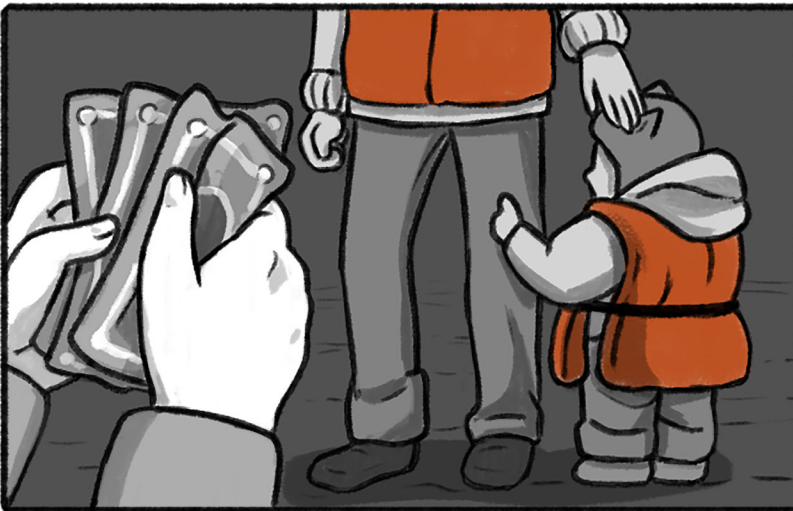


## "The Fisherman's Eye"

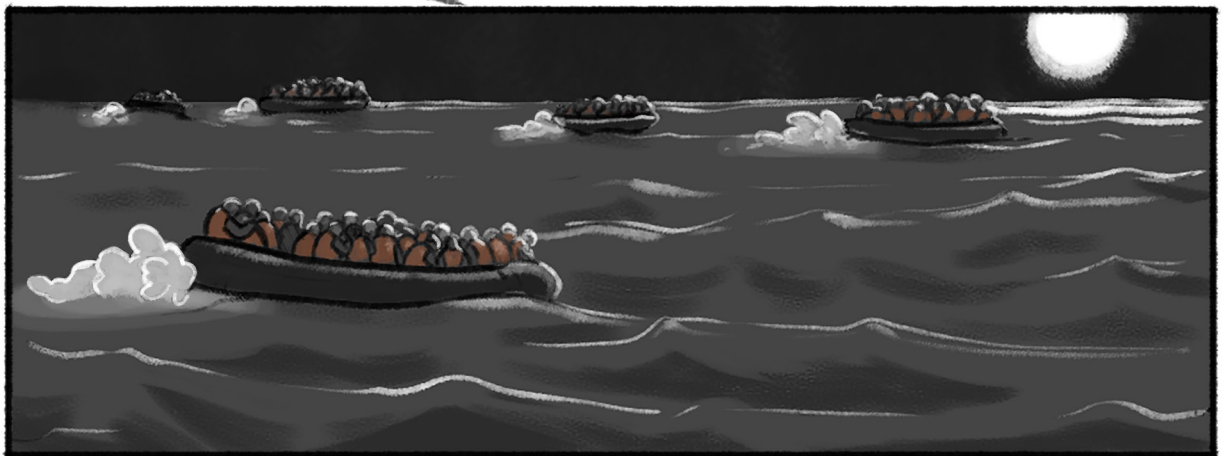
A story about Konstantinos Pinderis and  
the rescuers of Sykammia village.



THE OPPOSITE SHORE







THE MYSTERY CONTINUES...



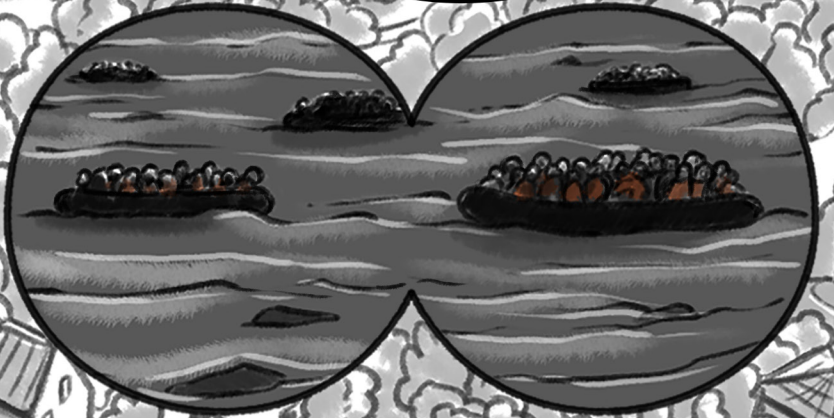
SKALA SYKAMINIA 2015

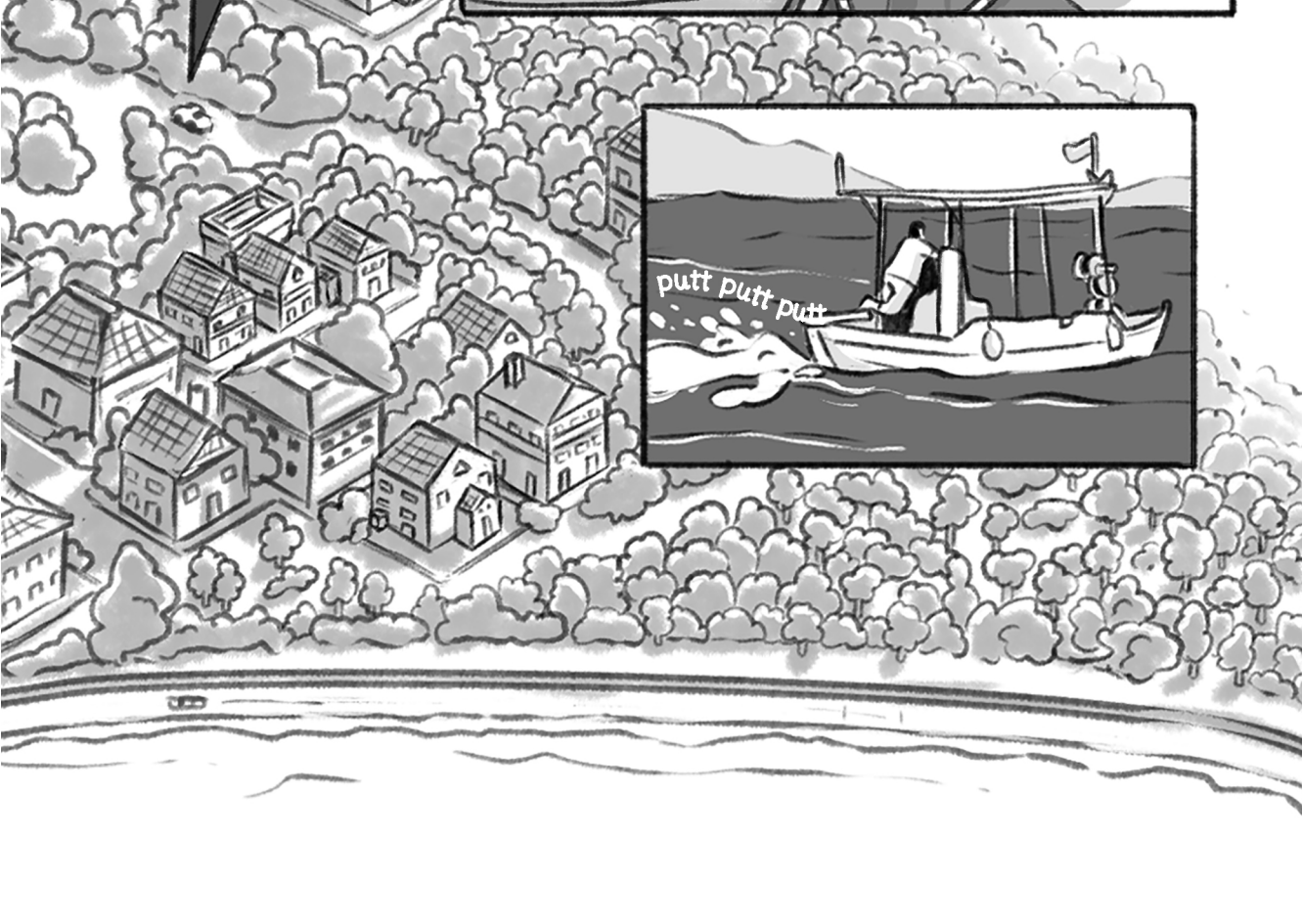
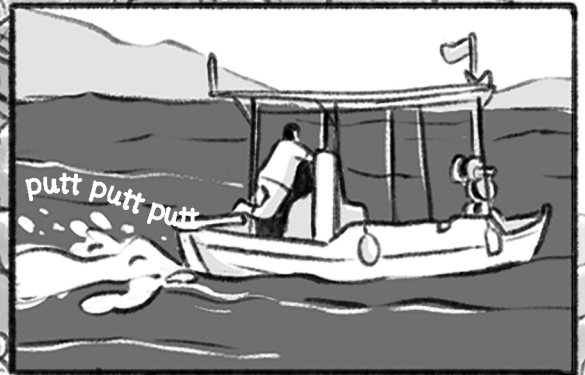






THERE  
ARE SO  
MANY!

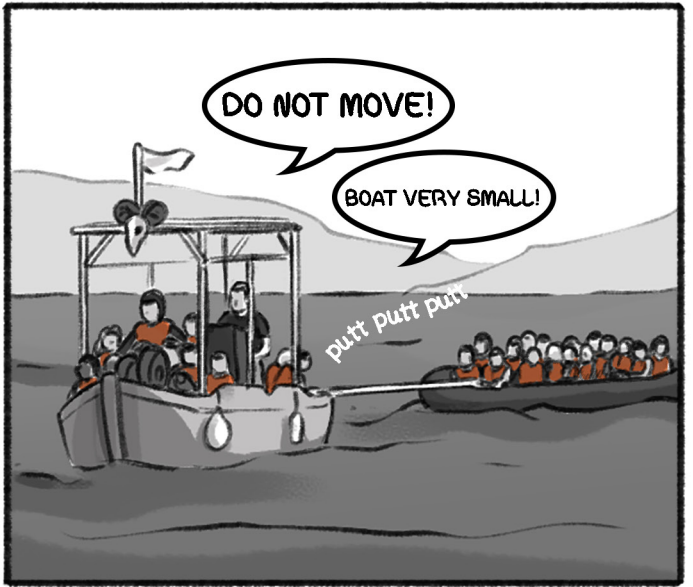
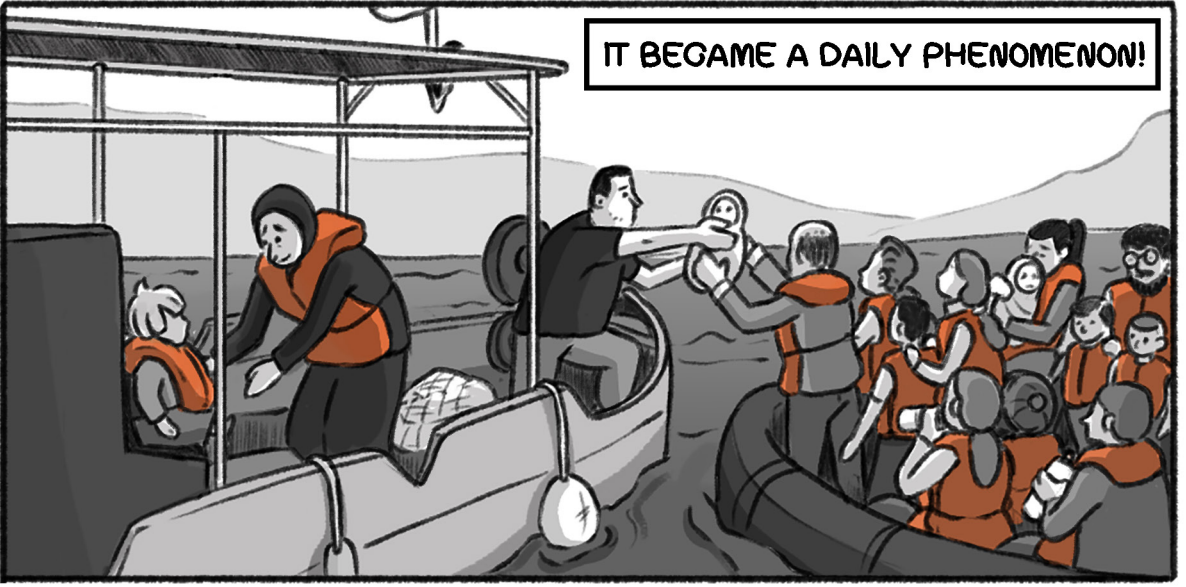




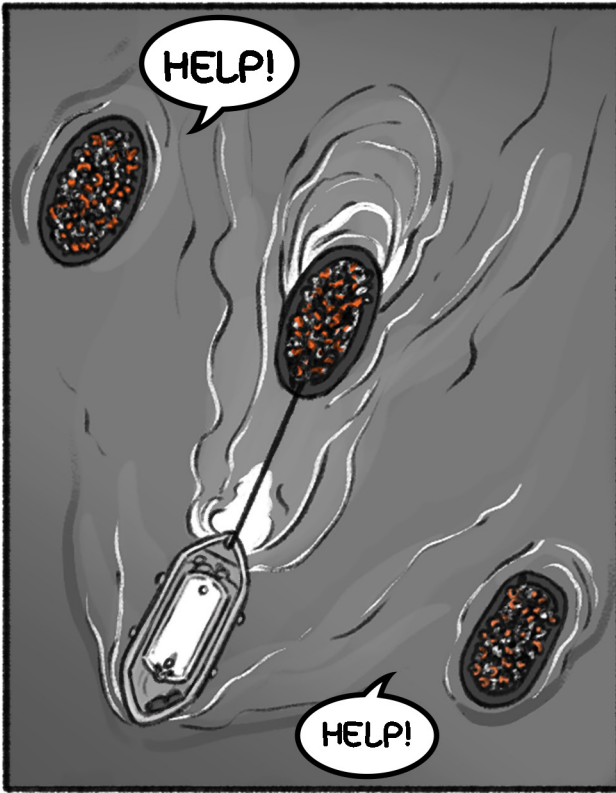


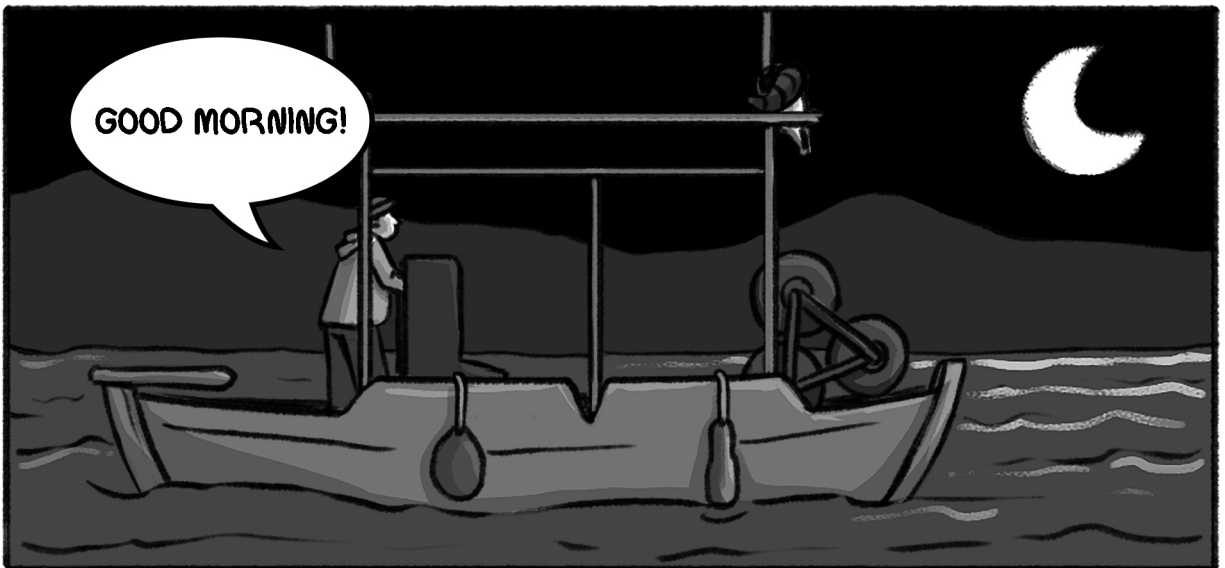


IT BECAME A DAILY PHENOMENON!











WE NO LONGER LOOKED FOR FISH,  
BUT FOR PEOPLE!

ME, STRATIS, THANASIS IN THE SEA...

...AND OTHERS ON THE SHORE!



PEOPLE BROUGHT  
BLANKETS, FOOD



BUT THOUSANDS ARRIVED  
DURING THE DAY AND  
JUST AS MANY AT NIGHT!



SOME SUGGESTED US  
FOR A NOBEL PRIZE,  
INDEED! BUT...



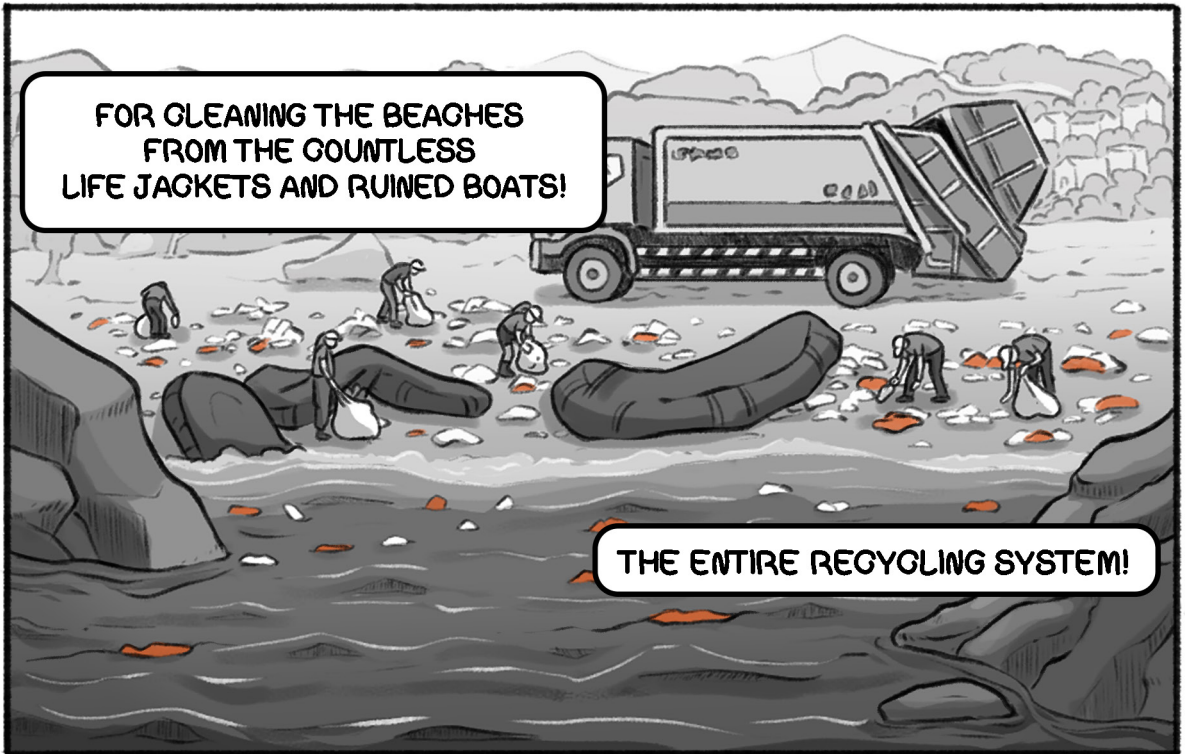


MR. KOSTAS, KNOW THAT, AS THE PSYCHOLOGIST OF THE ORGANIZATION, I WILL BE AVAILABLE HERE FOR YOU, IF YOU EVER NEED...

THANK YOU VERY MUCH!

...BUT THE PEOPLE WHO GAME WITH THE ORGANIZATIONS PUT IN A LOT OF WORK AS WELL!

BUT MOST OF ALL, THANK YOU...



FOR GLEANING THE BEACHES FROM THE COUNTLESS LIFE JACKETS AND RUINED BOATS!

THE ENTIRE RECYCLING SYSTEM!



THE NEW INFRASTRUCTURE FOR GARBAGE COLLECTION IN THE VILLAGE AND ALONG THE COAST!



YOU EVEN BUILT US  
A CHILDREN'S PLAYGROUND!



AND LET ME REMIND YOU  
THAT THE TRAINED PERSONNEL  
OF PSYCHOLOGICAL SUPPORT  
CAN...



THANK YOU FOR  
YOUR TIME, BUT  
LET'S NOT FORGET  
TO ALSO THANK ..



THE KIDS WITH JET SKIS!



THEY DID AN INCREDIBLE JOB AND WERE VERY SWIFT!



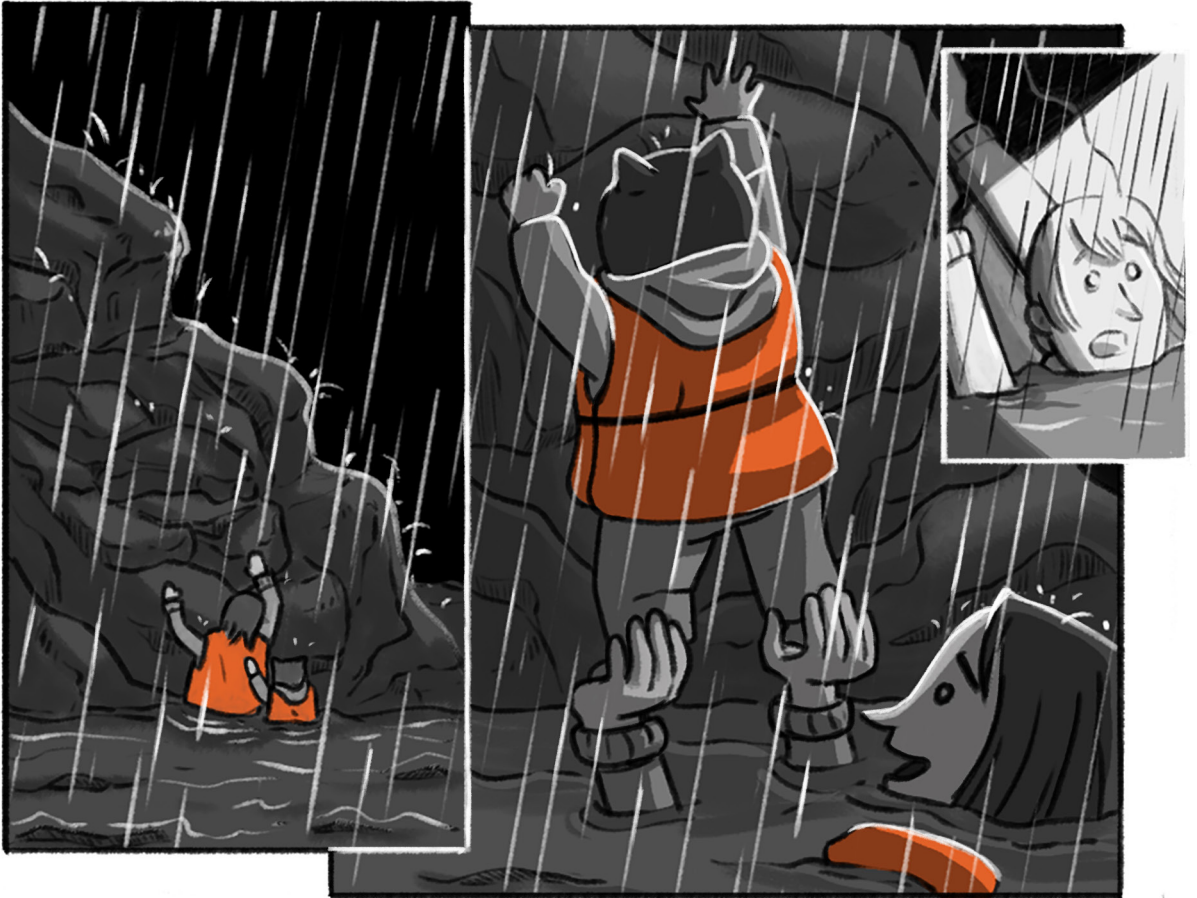
UNLIKE  
SOME OTHERS....

BETTER NOT  
GET INVOLVED!



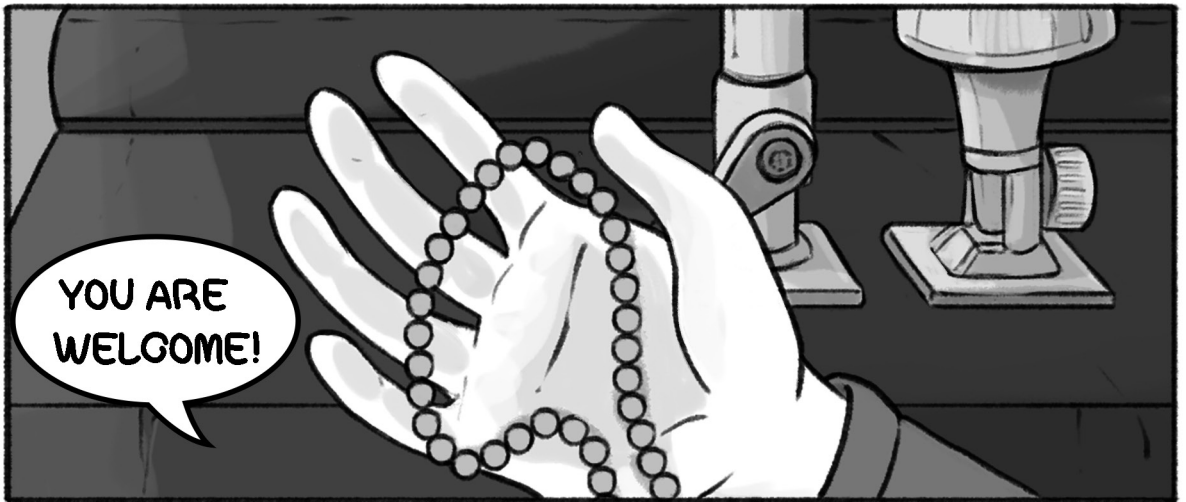
THE WHOLE VILLAGE GAME TOGETHER!









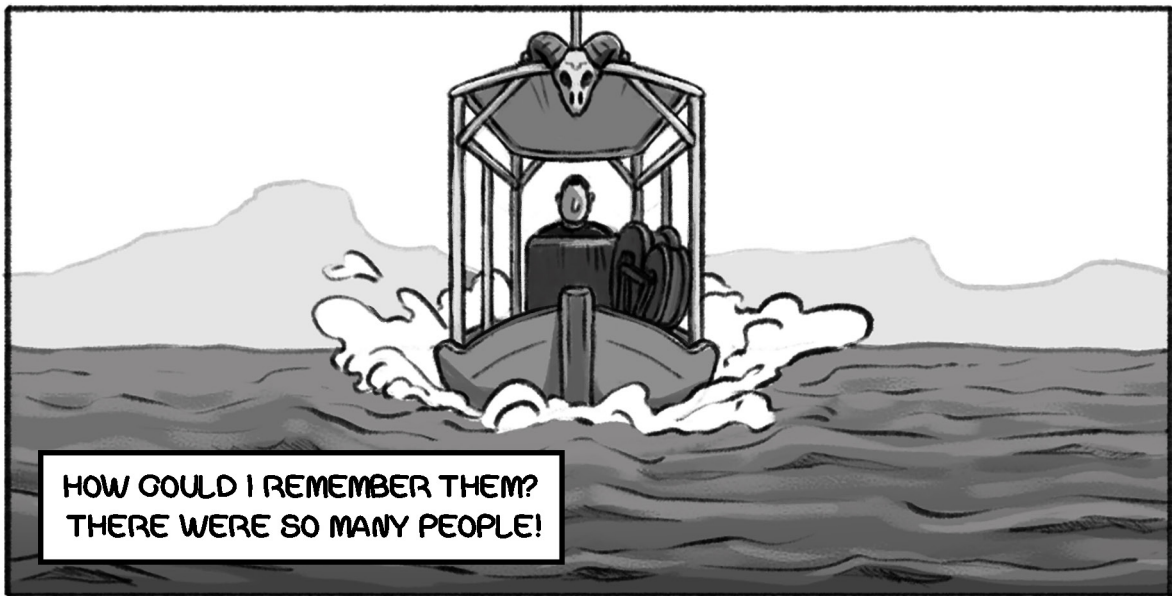






SO MANY FACES, I CAN'T REMEMBER THEM..





HOW COULD I REMEMBER THEM?  
THERE WERE SO MANY PEOPLE!

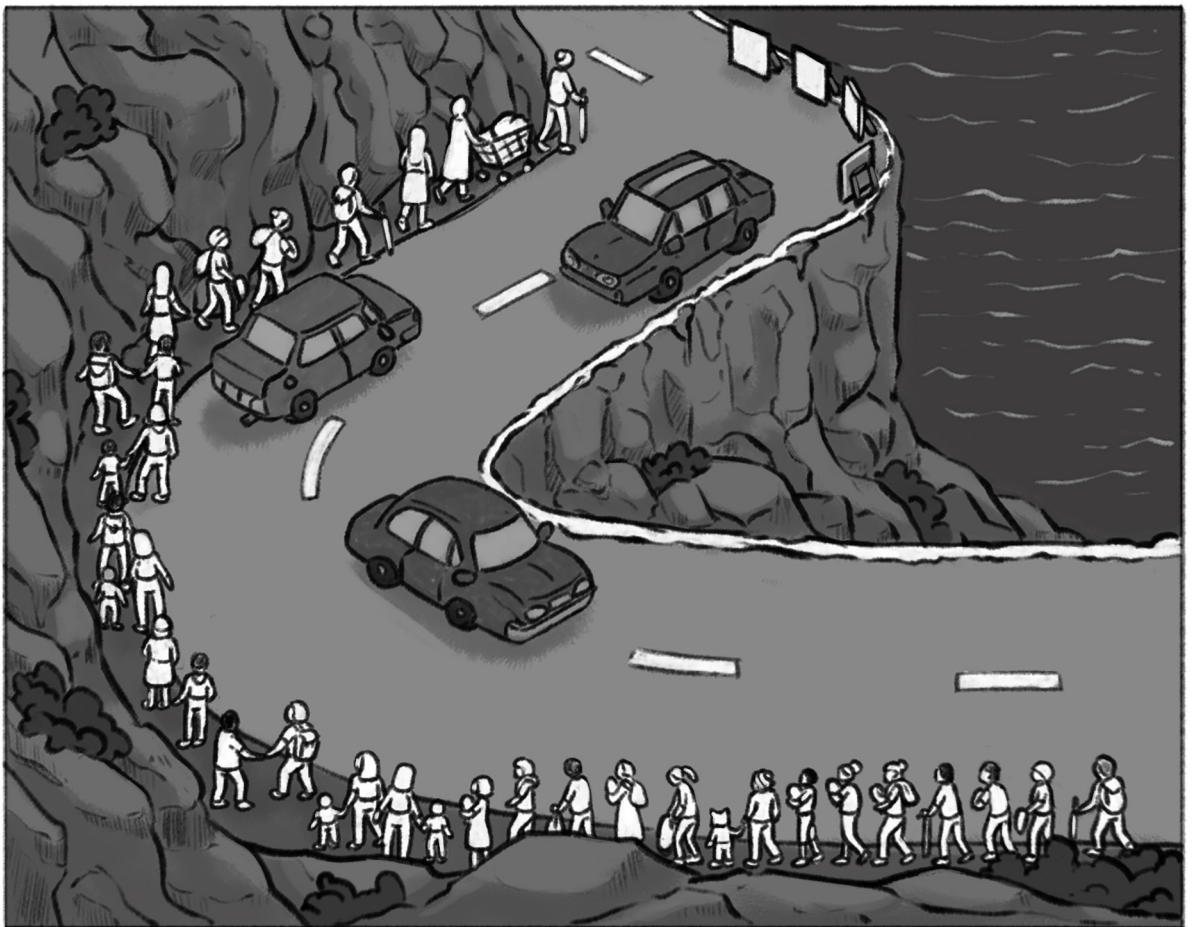
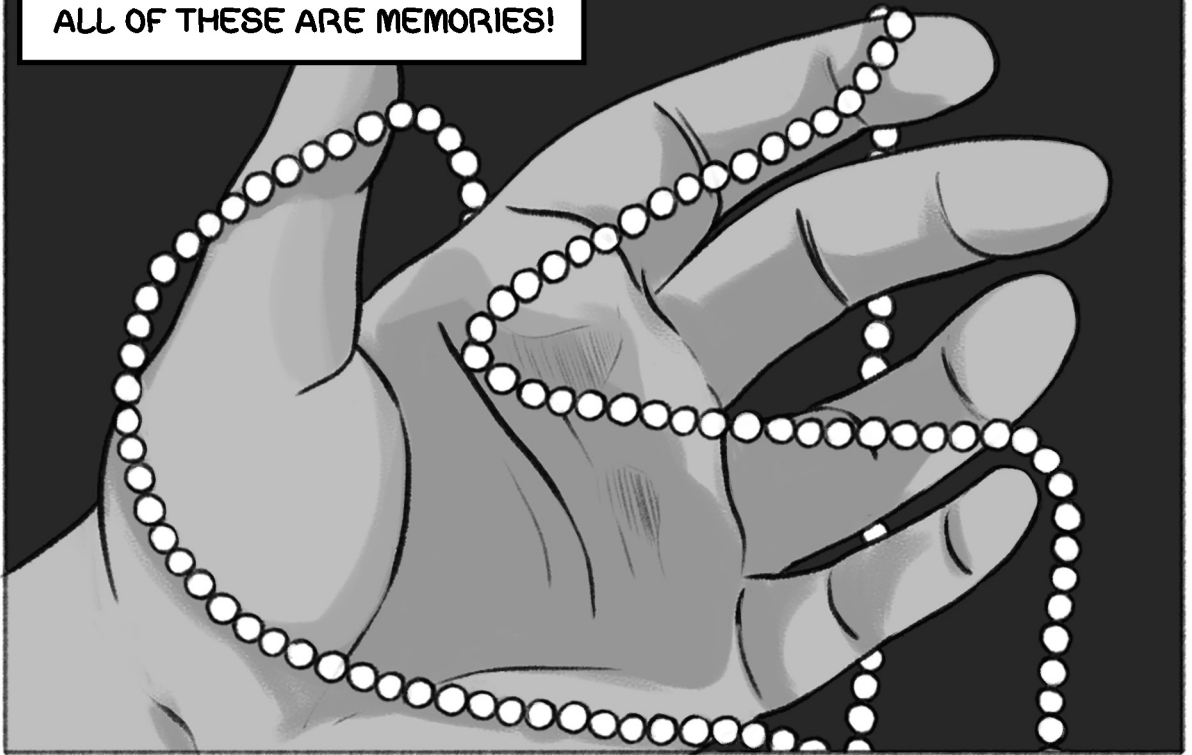


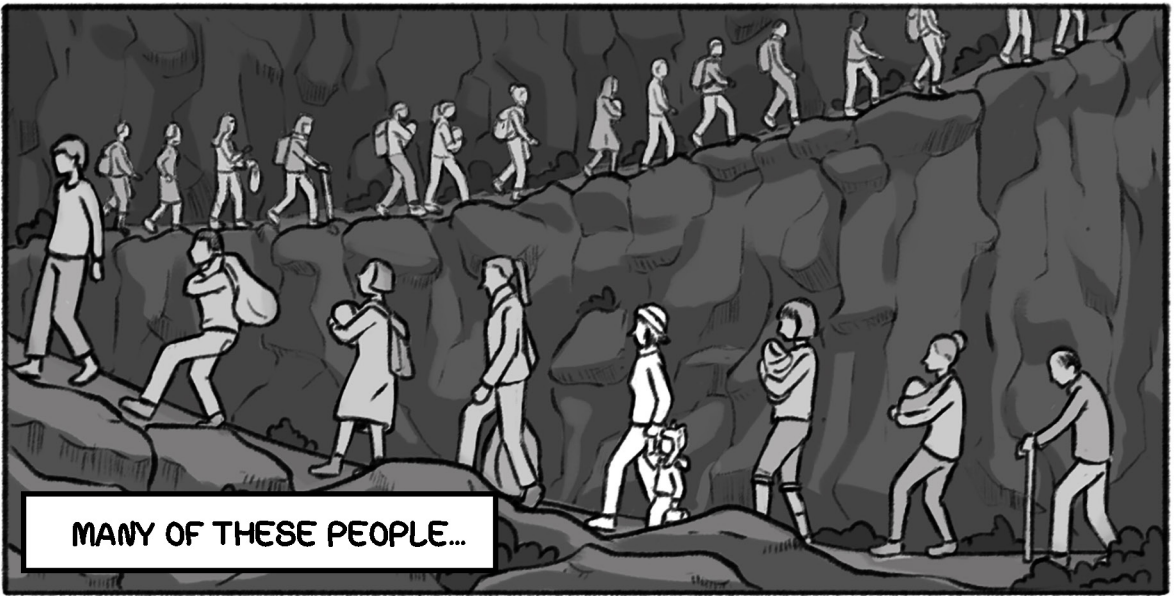
THESE ARE MY SOUVENIRS! I WILL  
NEVER REMOVE THEM FROM HERE!





ALL OF THESE ARE MEMORIES!





MANY OF THESE PEOPLE...



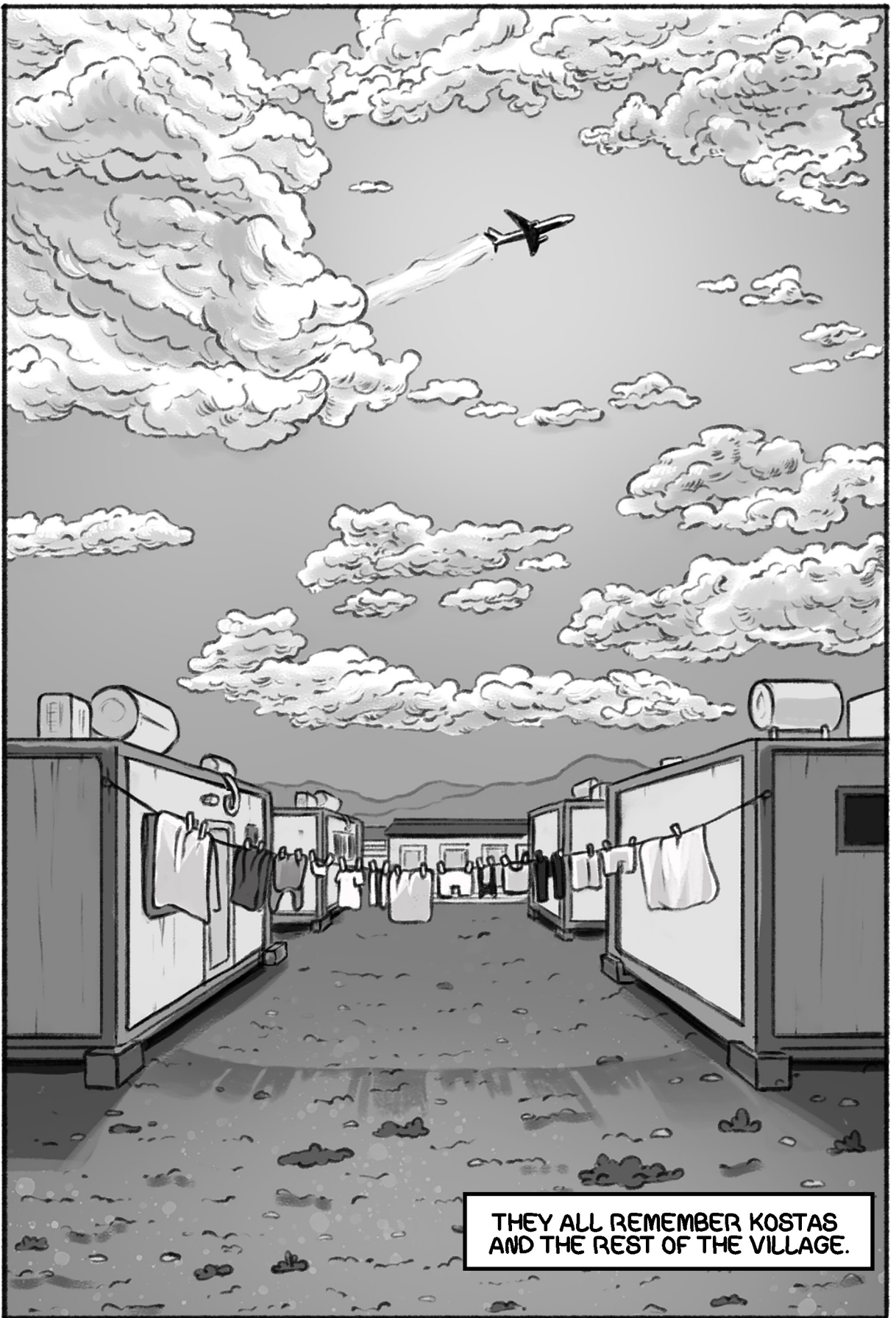
CONTINUED THEIR JOURNEY.





MANY ARE STILL HERE IN GREECE.



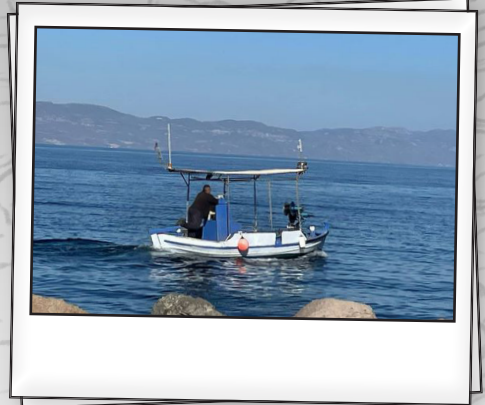


THEY ALL REMEMBER KOSTAS  
AND THE REST OF THE VILLAGE.





**Kostas Pinteris,  
the main hero of our story.**



**Kostas steering his fishing boat  
adding his unique footprint.**



**Kostas tugging a smaller boat to safety.**



**"Grandmas of Lesvos"  
bottle-feeding a refugee baby  
while humming a song  
to calm it down.**



**Misbaha prayer beads gifted  
to Kostas from people he rescued.**



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Civil Connections  
Building robust communities



Participation | Design | Agency







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