For the purposes of this report George Heath-Collins and Dan Pokladek will be referred to as G and D.

I have been working with G and D since November 2018 to create an online game to help educate and raise awareness of ‘Hidden Crimes’ such as FGM, Modern Slavery, Online Safety, Domestic Violence and Forced Marriage. The game was initially discussed to target our client group of refugees at Suffolk Refugee Support. However, as the game developed it became apparent that it will be potentially beneficial to a much broader range of people; including those in the communities around refugees and high school age young people.

I have met regularly with G and D throughout this project (although D joined a little later- February 2018). They have been flexible with their time to accommodate my work commitments and to allow for more meetings when we have extra things to discuss around the game. Both young men have been committed and reliable; attending every meeting planned and at the times arranged.

Both G and D have been very engaged at each meeting and have conducted themselves professionally. They have listened to my needs, my concerns, my challenges and been able to discuss with me ways to overcome these. Additionally, they have been able to guide me in areas around creating a game that I have little knowledge of. They have explained clearly the processes they have carried out so that I have been able to understand how my game has been created- not just the finished product.

Their guidance throughout the process has been valuable and welcomed. They have been able to sensitively suggest alternative ideas to me. For example, I had an image of the game in my head of being 2D like a poster that I had created before. G and D suggested using 3D modelling to bring another dimension to the game. I was a little unsure, but they created some examples and talked to me around how it would look/work. I am glad to say I took their advice on this matter and I feel it has made the game so much better for it.

Another strength that has shone through with the young men has been their ability to listen and take onboard feedback I have given along the way. For example, when I made suggestions such as “I want the words to be bolder”, “The flowers are distracting” or “I’ve changed my mind about the prison sentence page”, by the following meeting G and D would turn up with everything addressed. This was consistent throughout and I did not have the need to repeat myself at all.

Communication throughout the process was good. G and D used email, text and face to face to communicate and always responded immediately to any of my correspondence to them. This helped make working with them enjoyable and stress free.

The finished product is better than I imagined it to be! Not only have G and D met all my requirements but they have gone above and beyond and made it a very impressive way to educate and raise awareness of the subject matters. Additionally, they have thoughtfully made it simple to use which is vital with refugee clients that have limited computer skills. I have sought to have this translated into other languages and G and D have added these to the App as I have received them. D has been helpful in translating it into his birth language of Polish which I am really grateful for this additional effort.

The journey of creating this game with G and D has been an enjoyable experience. We have maintained a good working relationship alongside developing a useful tool for our clients and the communities around them. I have been very impressed with G and D and going forward I feel they will be potentially of great benefit to produce more work in this area. I therefore, set up a meeting with ‘Public Health Suffolk” in which G and I presented the game. It was met with immense positivity.

Going forward, talks are taking place for further presentations of the game to various funders and VIPs in the hope the game will reach a broader audience and future work may be commissioned. G and D have been invited to present their game at our Suffolk Refugee Support offices in the next couple of weeks. And I am in talks with Emma Bond at the University to enable a group of our clients to come along and use the computers to play the game. Emma has suggested making an event out of this in which she would like to invite local VIPs, schools etc in the hope to raise awareness of these important matters, reach broader cohorts of people and showcase the great work that G and D have worked hard to produce. Additionally (the cherry on the cake), due to digitising public health issues, an application for a public health award is in process with the game being a major factor in this nomination.