HUMAN RIGHTS PRESENTATION NOTES

GlobalHate.com Slide

* This exhibit is to showcase how digital terrorism is spread through computer games
* Some examples are:
	+ “No Hope for Haiti”
		- Purpose: drop bombs on the inhabitants of Haiti
		- The more casualties, the more points a player receives
		- This game promotes the idea that Haiti and its inhabitants are not worth their lives since they are poor
		- The game has not been taken down
	+ “Ethnic Cleansing: The Game
		- Purpose: to kill as many black, Hispanic, and Jewish characters; to win the game, players must kill the Prime Minister of Israel who is “plotting world domination”
		- Players can choose a neo-Nazi, skinhead, or a Klansman as their character
		- The video game is full of stereotypes: black characters making monkey noise and resembling apes; jews dressed as rabbis; mexicans wearing sombreros
		- Created by a white supremacist group called the National Alliance
		- Game sold 1000 copies in the first month (the game was released on MLK day), mostly by white teenage boys
	+ Steam
		- A gaming platform where gamers can communicate with one another
		- There is a platform that glorifies school shooter and racist teens who are, once again, white teenage boys
		- Steam has said in interviews that they do not allow “inappropriate comments” yet this platform has been up for years
		- There are even sections that plan out school shootings
	+ Salil al-Sawarem
		- Purpose: train children and youth how to battle the West and strike terror in the hearts of those who oppose the Islamic State
		- ISIS version of Grand Theft Auto
		- Characters are to kill policeman, military, and civilians
		- Upon a successful kill, characters will yell “Allahu Akbar”

Point of View Diner Slide

* This part of the exhibit is a replica of a 1950s style diner
* Visitors sit down around a table on a stool with a jukebox-looking computer with several videos playing
	+ They must watch the video and determine their pov on the given topic
		- In the situation, they are the bystander
		- At the end of the video, a survey will ask them on a scale from 1-5 if they strongly agree or disagree on what was said in the video
* Controversial topics:
	+ Bullying
	+ Hate speech
	+ Drunk driving
* The purpose of the exhibit is to have the audience evaluate their role as a bystander and it they will tolerate the hate that people say to one another
* Will you stand up for what is right?

Millennium Machine Slide

* This part of the exhibit is an interactive tool to educate visitors on numerous human rights abuses around the world
	+ It focuses on the Middle East and Southeast Asia and how it impacts West Europe and the US
* There are three categories on the human rights abuses
	+ Exploitation of Women
	+ Threat of Terrorism
	+ Refugees
* How it works:
	+ Works better with a big group
	+ Visitors sit 6 to a table (there are 6 tables)
	+ Each person has buttons A-D; When a question pops up on the screen, person chooses their answer based on the letter choice. Once the answering is finished, the screen will show the percentage of what answer was chosen
		- Example: 75% picked answer A
	+ After two or three individual questions, the screen will show a question for group discussion.
		- This facilitates finding a solution for the question provided by combining great minds
		- Allows people to hear other ideas, opinions, and perspectives
		- Things get done better with collective knowledge
		- Make friends
	+ After this exercise, people have a general consensus on human rights abuses and how to solve them

Conclusion Slide

* Museum of Tolerance is a great segway into new thinking that focuses on human rights violations and how to stop them.
	+ Allows people to think of others instead of themselves
	+ Creates empathy instead of sympathy
	+ This museum furthers self-reflection and critical analysis of one’s beliefs and pov
	+ Removes any narrow-focused lens that one may have
	+ This world is not perfect
		- However, visitors may be moved to change that
	+ An inspiration for future human rights activists