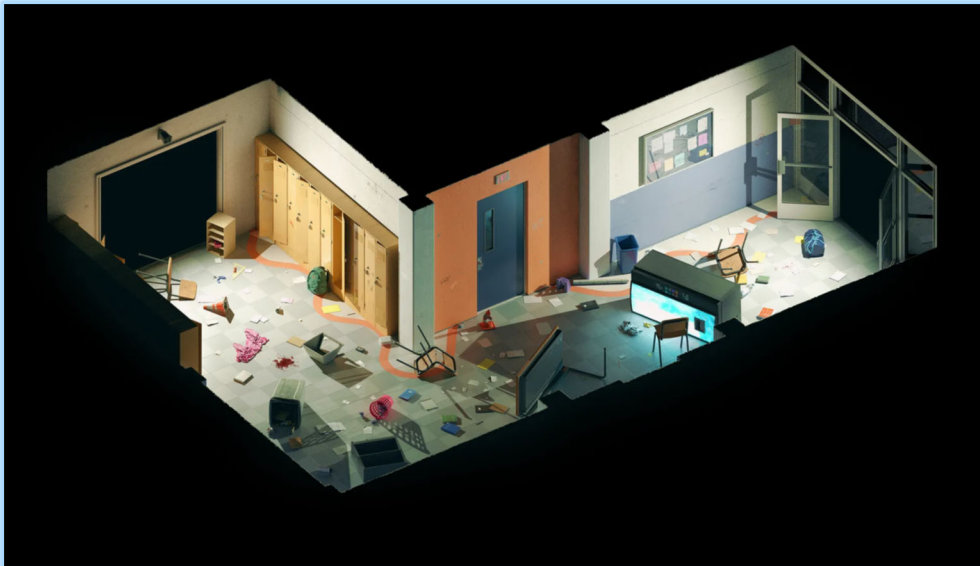


Can You Survive a School Shooting?

Imagine you are in a school dressing room after a gym lesson. The

developed the game, “*Change the Ref*,” was established by Patricia and

change in the politicians' attitude towards gun control.



A scene picture from the video game The Final Exam.

door has been blocked with metal lockers and benches, and outside is the sound of guns being fired, screaming, and running. There is only one way out, and it is blocked. You have to find a way out before the school shooter finds you.

“The Final Exam” is a new computer game that puts the player as a victim in a simulated school shooting. The organization that

Manuel Oliver, whose son, Joaquin Oliver, was killed together with 16 other students at the *Marjory Stoneman Douglas High School* in Parkland, Florida, in February 2018. By casting Americans in the role of a victim, they hope to inject a dose of empathy and create a call for change. Patricia Oliver has been trying to lobby the American Congress for years. Still, despite the listening and caring politicians, she sees no real

At some point in the game, the player must leave the gym dressing room and pass through the sports hall where the school shooter hides under the spectator seats. The player has to be busy with the arrow keys. If you

fail, the screen turns red and a text on the screen reads – *You did not make it through the school day - exactly like the 17 kids who died at the Parkland massacre.*

As the player moves through the school, he finds documents that are Patricia and Manuel's ideas for law changes, which they have presented to politicians. – stricter background check of people who want to buy guns, higher age limits for

buyers, a ban on semi-automatic rifles and high-capacity magazines, and finally, stricter rules for storing guns in private homes.

These are well-known measures, but implementing stricter gun rules in America is difficult. Millions of people own guns and see this as part of their freedom.

"I hate weapons," says Patricia, who dreams of a total ban on gun ownership.

"But we have to be realistic. Our proposals are already on the politicians' desks – the computer game is our way of putting pressure on implementing them."

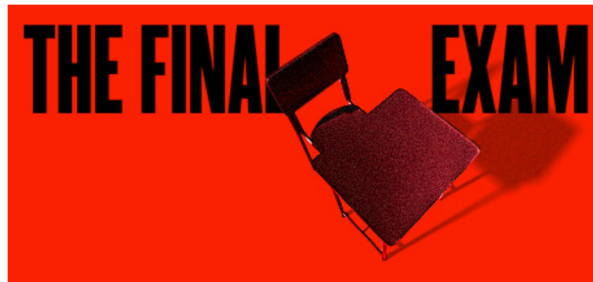
Americans' right to own and carry guns is based on the American Constitution and the Second Amendment to it. It was added in 1791 – more than 200 years ago.

The original text goes like this:

"A well-regulated Militia, being necessary to the security of a free State,

the right of the people to keep and bear Arms, shall not be infringed."

It is not easy to understand, but the word *militia* is related to the army, and



for many years, the right to bear arms was not understood as a personal right.

In the US, the Supreme Court is the authority to interpret the Constitution. In 2008, the Supreme Court made a landmark decision stating that the 2nd Amendment protects an individual's right to keep a gun for self-protection. For the first time, the Court ruled that the Second Amendment guarantees an individual's right to own a weapon.

When the player has finished the game, she is asked to send an email or other message to her local politician with a call to

make an active effort to change the gun rules.

People who defend the gun rules argue that the guns cannot be blamed, but only the people using them. This is the same argument that calls for stricter gun control and background checks among fighters for more stringent gun laws!

To create The Final Exam was in itself a protest against the traditional gun pro argument that computer games make violent people. No research shows any connection between video games and violent behavior. Patricia and Manuel see this as a political strategy to remove focus from the real problem – easy gun access.

"Everyone on this planet plays video games. Why is it that it only has a negative effect in the US?" asks Patricia.

Nothing indicates that American lawmakers are about to change the liberal US gun laws soon.