

ΕΘΝΙΚΟ ΚΑΙ ΚΑΠΟΔΙΣΤΡΙΑΚΟ ΠΑΝΕΠΙΣΤΗΜΙΟ ΑΘΗΝΩΝ  
ΤΜΗΜΑ ΤΟΥΡΚΙΚΩΝ ΣΠΟΥΔΩΝ ΚΑΙ ΣΥΓΧΡΟΝΩΝ ΑΣΙΑΤΙΚΩΝ ΣΠΟΥΔΩΝ

**Σειρά διαλέξεων: Τουρκική κοινωνία και πολιτική**

**ANASTASYA ZOUMI** (Game Designer & Facilitator/ Department of Turkish Studies and Modern Asian Studies, NKUA Graduate)

**“Citizen, Speak My Language”! An Educational Live Action Role Playing Game about the History of Turkey**

**Δευτέρα 9 Μαρτίου 2026/Monday, March 9, 2026**, 18.00-20.00, Αίθουσα Καλλιγιά, ΜΘΕ,  
Σόλωνος 57/ Calligas Conference Hall, Economic and Political Sciences Building, 57,  
Solonos Str.

"Citizen, Speak my Language!" is an educational Live Action Role Playing Game about a pivotal point in the history of Turkey: the government-sponsored campaign in the 1930s which did not allow minorities to speak their own language in public spaces. This campaign, *Vatandaş, Türkçe konuş*, was part of my dissertation, "The Turkification of the urban space during the Single Party period in large urban centers", and it also inspired the creation of this game. The game itself does NOT use the names of the minorities or the Republic of Turkey to make sure that participants do not bring their existing preconceptions and notions. Participants go through the experience of playing the game without knowing the historical background it is based on, stepping into the shoes of fictional characters in a scenario inspired by historical events. Afterwards, they participate in an interactive workshop to reflect and analyze the real purpose of the game, discussing what they had the opportunity to learn through this experience at the end. As a non-formal education activity, it involves a full briefing before and debriefing/reflection after, as per the tenets of Kolb's experiential learning theory.

