

2020

Using Virtual Reality for Peace Building in Refugee Camps of Northern Uganda

Barnabas Samuel John

Community Development Centre - CDC, barnabas@cdc.ngo

Sebit Martin

Community Development Centre - CDC, sebit@cdc.ngo

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Recommended Citation

John, Barnabas Samuel and Martin, Sebit (2020) "Using Virtual Reality for Peace Building in Refugee Camps of Northern Uganda," *Frameless*: Vol. 3 : Iss. 1 , Article 13.

Available at: <https://scholarworks.rit.edu/frameless/vol3/iss1/13>

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Cover Page Footnote

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Barnabas Samuel John*

Development Programs Manager
Community Development Centre - CDC

Sebit Martin

Executive Director
Community Development Centre - CDC

Keywords: Virtual Reality, VR for Good, VR4Peace, See Peace, VR4Refugees, VR4Community

* Barnabas Samuel John (barnabas@cdc.ngo)

Submitted November 25, 2020

Accepted June 21, 2021

Published online July 15, 2021

BUILDING PEACE THROUGH VIRTUAL REALITY

Uganda is the second largest refugee hosting country in the world with over 1.4 million refugees – majority are from South Sudan. Due to decades of civil war, and ongoing conflict, South Sudanese have at most lived their lives knowing war, hearing sounds of guns, in fear of bombs and bullets, experiencing violence and persecution and witnessing horror at the hands of various armies and militias, including lost of loved ones, rapes, looting and destruction of properties and the most vulnerable among these are Women and children, who suffered worst forms of abuses, and harms, eg. Recruitment into armed forces, maiming, rapes and many other traumatic experiences both for those in the IDP Camps, conflict affected areas and in the refugee camps in Uganda. In the refugee camps still tribal tension and conflicts persists from one

camp to another, most refugees have carried their emotional baggage with them (e.g. Dinka and Nuer), and there is fear and distrust between refugees communities, and difficult relations with the host communities, and the conflict situation has grown so resistant to many peace building efforts.

The Community Development Centre is using the VR Technology as a tool for peace building. The project aims at creating and developing VR Contents, giving the refugees community the space and tools to express themselves, find healing from passed bitterness and reconciling with themselves to build the next community and future they all want. The project enables different conflict groups meet, engage in dialogue and build some mutual understanding and to provide refugees unique VR Story telling experiences that will result in change of attitudes and behaviors and promote peace and reconciliation.



Fig. 1. Project logo – VR as a tool for peace building



Fig. 2. A Refugee in Rhino Camp – VR4Peace Event

REFERENCES

<https://www.cdc.ngo/>