

602 Capstone Proposal – “Passport, Please!”

Paper 4: Ethics

Bernabe Mares Yenny

Communication and Leadership Studies

Gonzaga University

When writing this project, I have prioritized the point of view of the migrant. The project's goal is to create a window for the general public to experience what it is and, to an extent, what it feels like to travel to a different country. As the player will take the traveler's point of view, the player will have the choice to choose various aspects of the avatar that may be considered in the outcome of the experience. It is in this way that the game intends to portray an approximation of the experience a migrant has.

The project “Passport, Please!” aims to familiarize the general public with the many issues considered while gaining access to a different country. Most people believe that having a passport and sometimes a valid visa guarantees access to a country. What many people ignore is that a passport only gives you the capability to travel, and a visa only grants you permission to request to be accepted into a different country from your residence. It is ultimately the agent working the immigration booth that decides if the migrant will be granted access to the new country (Blake-Wellman/Cole, 2012; Bauböck et al., 2022).

This project aims to familiarize people with the process, the most common questions asked, the downfalls of answering what is perceived as wrong, and the perils of lying to an immigration officer.

There are many political challenges involved in this project. Firstly, avoiding the delimitation of American bipartisan politics is a hurdle. This project does not align with any political party and does not look to promote any agenda. This project aims to explore the process of asking for access to a new country, not necessarily the United States of America. The project was created with research from different countries, including European, Asian, and Central American countries.

An ample opportunity this project has is the universality of the process. Each country has its own rules and policies towards migrants. However, it is genuine that every country requires, to a certain degree, a process for granting access to migrants (*Immigration (Stanford Encyclopedia of Philosophy)*, 2019).

The objections anticipated for the game come from critics of open vs. closed borders. The game does not look to elicit a discourse about whether a country's borders should be closed or open or to establish a new migratory policy. The game's only objective is to give the public a window into the current experience of migrants.

If a conversation is started with this project, the game does not advocate any particular side of the conversation. The project clarifies the existing trends of the migrant experience, producing an experience that can be awkward for people who do not travel frequently or are regularly stereotyped negatively. There will be a way for the player to access the research supporting the structure and outcome of the game, as the game may be perceived as unfair and unjust to some (Bauböck et al., 2022).

Finally, the game is only a slice of reality, and it is an incomplete work. It is impossible to reduce the human experience to a set of limited characters with a minimal number of variables. A limited number of characters can be programmed in the amount of time designated for this project. The game is only as accurate as the author's perspective and the research on the topic.

### References

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