

NOBODY'S LISTENING



Centering survivor stories to inspire dialogue and action

"Nobody's Listening is a moving exhibition that pays tribute to the courage of the survivors of genocide and amplifies their call for justice."

Amal Clooney, International Human Rights Lawyer

Even as our new digital reality connects us all with relentless feeds of information, it disconnects us from the experiences of trauma occurring daily at ongoing sites of genocide and mass atrocity. Nobody's Listening introduces an innovative educational approach that can be applied to multiple contexts of genocide, mass atrocity, and global crisis.

The next generation of leaders requires a new set of tools to learn from and address genocides and mass atrocities around the world. Virtual reality has the capacity to spark empathy by transporting learners into contexts that are otherwise inaccessible. When applied responsibly, this powerful tool can foster dialogues about global events informed by human connection. The design and application of VR is currently dominated by tech giants and often prioritizes sensationalism over respect for human dignity.

Nobody's Listening provides accessible experiential learning designed in collaboration with human rights experts and Yazidi survivors to inform and inspire school and university students as well as educators and policymakers. This initiative brings together a global network of educators, human rights leaders, policymakers and knowledge holders to engage participants in dialogues about extremism and genocide prevention. Our programming integrates VR responsibly to inspire human connection, action and policy change.



Raising awareness and building resilience to prevent future atrocities

“The Virtual Reality and immersive exhibition experience ‘Nobody’s Listening’ helps bring to life the lived reality of the Yazidis through a new medium that helps to pay tribute to survivors and give a space where they can be heard.”

Ahmed Shaheed, UN Special Rapporteur on Freedom of Religion or Belief

Like other populations experiencing genocides and mass atrocities around the world, the Yazidi rely on global awareness to mobilize policy change and survivor support. Nobody’s Listening cuts through the noise of a crowded and violent digital landscape with a responsible, immersive learning experience that guides participants to listen, reflect and take action.

Virtual Reality that Centers Survivors

Following a pilot at the Parliament of Iraq in December 2020, the Nobody’s Listening Immersive Exhibition was launched at the ZKM Center for Art and Media Karlsruhe in October 2021. The full installation integrates room-scale Virtual Reality experience with also artwork, and a Tree of Solidarity activity. The VR experience guides participants through a branching narrative set in Kocho village, Sinjar, where they hear from a young Yazidi woman abducted and suffered sexual enslavement by ISIS, her brother, who survives a massacre, and an ISIS fighter who attacked the village.

Innovation in Schools and Universities

The United Kingdom Home Office and Mayor of London has granted \$50,000 to support a mobile version of Nobody’s Listening in alignment with the UK Government’s PREVENT strategy to counter violent extremism within the UK. This was implemented in 2023 at 5 schools in London and Leicester, reaching 900 students and educators. We have also delivered the VR to university students in Iraq, the United States, the United Kingdom, Portugal and elsewhere. We provide educators with a lesson plan and arts-based reflective exercises through which students process and share their learnings about Yazidi experiences and the dangers of extremism.

Expanding Access by Building Capacity

From October 2023 – February 2024, we will bring a mobile version of Nobody’s Listening to the United States Institute of Peace. Our team of designers, technicians and human rights workers will provide training and community-building opportunities for students and educators to continue the learnings from Nobody’s Listening and offer future educational VR experiences.

Preparing future leaders through innovative teaching and learning

Nobody’s Listening is uniquely positioned to engage the next generation of leaders in global dialogues about human rights, genocide prevention and extremism. Our innovative approach leverages trauma-informed expertise and virtual reality to foster empathy, dialogue, and pathways to action. This initiative brings together a strong network of human rights advocates, educators, designers, and survivors to lay the groundwork for a more just and peaceful global society.

A clinical psychologist and a human rights lawyer have worked closely in the development of the VR experience and art exhibits to ensure that this project abides by the ‘do no harm’ principle and prioritizes the welfare of survivors, particularly those still in Iraq. We advise that students above the age of 16 use the VR experience.

More Info:

www.nobodys-listening.com

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