

War Childhood Museum: Video Games and Museum Collections

Session C (C-13)

13th November 2025,

14:30 - 16:00

Session Hosts and Presenters:

Jasminko Halilovic (Founder and Director General of the WCM) and Amina Krvavac
(Country Director, Bosnia and Herzegovina of WCM)

This session is solely devoted to the New Technologies theme of ICOM Dubai and will investigate the collaboration between museum professionals and game developers that can lead to innovative approaches to education, engagement, and cultural preservation. The relationship between video games and museum collections is a dynamic and evolving field with the potential to enrich both the cultural and gaming landscapes. By carefully considering the ethical implications and harnessing the creative possibilities, this intersection can offer valuable and engaging experiences for diverse audiences.

This session will explore the ethical dilemmas of translating a sensitive museum collection into a video game, focusing on We Grew Up in War, a game currently in development by the War Childhood Museum (WCM). It will highlight the role of co-creation with the community and contributors to the collection, and discuss the challenges of adapting deeply personal experiences of childhood affected by war into an interactive format. Participants will also have the opportunity to test a demo version of the game.