

## Fair Enough: immersion game in schools about fair trade

### Belgium

[Fair Enough | Studio Globo](#)

#### DESCRIPTION

Fair Enough is an **immersion game developed in September 2023 for students in the 2nd and 3rd grades of secondary school**, with the support of the City of Hasselt and in collaboration with Oxfam. The game **aims to introduce young people to fair trade by challenging them to design a product of the future**—such as a piece of clothing, a snack, or a smartphone—that could exist in 20 years, and it has to be **socially and ecologically sustainable**.

Within their own start-up, **students work together as producers, workers and consumers**. Throughout the process, they are confronted with the following questions: is the focus on profit? If so, who benefits—just the creators, or all stakeholders involved? What is the impact on the planet? These are questions that every group will have to consider.

Fair Enough **exposes the chain that each product follows, demonstrating how each decision has consequences elsewhere**. Each group has to reflect on what is needed to **make trade fairer and more sustainable**. At the end of the game, when everyone's product has been presented, the different choices made, and their consequences are reviewed to check if each product is “fair enough”.

The program consists of a half-day immersion lab, preceded by 1.5 hours of teacher training and 1 hour of in-class preparation for students and it focuses on:

- **Raising awareness about** the theme of **fair trade and sustainable production and consumption**, by mapping the processes from raw material to finished product and showing where things go wrong on an ecological and social level;
- **Encourage engagement** with the theme by providing concrete alternatives illustrating how things can be done differently in production, legislation, consumption, etc.;
- **Develop insights on how change towards a more sustainable economic model is possible** by explaining to students which actors can play a role in that change and what is needed to achieve it;
- **Foster reflection on individual behaviour as a citizen and as a consumer**, without losing sight of the interplay between the various actors.

The immersion labs model was **awarded in 2021 by GENE** (Global Education Network Europe) with a certificate exemplifying quality in global education. This immersion lab is the first one introduced by Studio Globo for secondary education with a focus on students in technical and vocational training.