Toma el Paso (Make a Move) is a board game created to help unaccompanied Latino minors who have immigrated to the United States, often to escape violence in their countries of origin. Upon arrival, these young immigrants are typically not prepared for the legal processes they face in the U.S. Toma el Paso helps them better understand their situation, options they can take, and their next steps toward release from detention in government-operated juvenile shelters.

The game also helps others understand the circumstances of unaccompanied immigrant minors. Through this simulation, teachers, community leaders, volunteers, students, and others can gain some insight into what challenges immigrants face upon arrival in the United States.

As Toma el Paso demonstrates, alongside what we read and watch, games are powerful pedagogy for social action.

Toma el Paso was developed by:
- **Professor Lien Tran**
  Professor, University of Miami
  (Game Design & Graphic Design)
- **Shalyn Fluharty**
  Immigration Attorney
  (Legal Content Expert)
- **William Jin**
  (Game Board Illustrations)
- **Jessica Wendorf**
  (Spanish Translation.)

Learn More about Toma el Paso at immigrationgames.com/make-a-move

Visit Professor Lien Tran’s blog to learn more about games and interactive media for social good, at lienbtran.com

Members of the Canisius College Border Initiative and Digital Humanities Group would like to thank Professor Lien Tran for graciously allowing us to feature Toma el Paso as part of Migration and Border Week 2018.