

Launch of a video game and an educational kit on moose

Minwashin launches the WIKWEMOT educational basket and the WIKWEMOT AR video game on November 25 at 1 p.m. in the Anicinabe community of Kitiganik (Lac-Rapide/Lac-Barrière).

The WIKWEMOT educational basket is a tool for collecting, preserving and transmitting elements of Anicinabe ancestral culture, through educational activities and a digital universe accessible to all.

The word anicinabe wikwemot means “bark basket”. It has been used since immemorial times by the Anicinabek to carry food, water and other essential items across the territory.

Engaging young people

WIKWEMOT is an innovative, unifying and unique teaching tool. Designed to teach Anicinabe culture in three languages (French, English and Anicinabemowin), the teaching basket aims to unite the nation and its 9 communities around common transmission issues. The team behind WIKWEMOT has also seized the opportunity to combine the skills of different generations in a collective project to put field knowledge into technology.

WIKWEMOT is also an original application that brings together traditional knowledge about kacabagonegabwec - the moose, and is accessible on cell phones and tablets to reach young people and families. Accessible and easy to use, the application is adapted to a young audience (primary school) with interactivity (mini-games), audio-visual content, and a linear progression of success and knowledge acquisition.

Background to the project

As part of the International Decade of the World's Indigenous Languages (2022-2032), Minwashin has begun a long and complex process of documenting and preserving traditional and linguistic knowledge. WIKWEMOT is part of this process, documenting the knowledge of cultural carriers surrounding kacabagonegabwec (the moose) and giving language a central place. We hope that the WIKWEMOT educational kit will create new advocates for the survival of this iconic animal.

THE KIT INCLUDES:

4 educational vignettes on moose leg butchering and hide scraping

5 educational activity books designed by teachers, educators and cultural ambassadors from 5 different communities (the community dialect has been respected in each book, so the spelling of some words in Anicinabe may vary)

WIKWEMOT AR, an augmented reality (AR) video game that lets you learn how your ancestors worked moose legs. This video game is completely innovative and enables a form of autonomous learning, thanks to technology.

4 video workshops: the first on moose anatomy, the second on the animal's various calls, the third on moose hunting experiences and the fourth on the sacred values of the Seven Grandfathers.



ABOUT MINWASHIN

Minwashin is a non-profit organization working in the anicinabe aki - the anicinabe territory. The mission of the team and the organization is to act as a vehicle for the development of cultural and artistic projects among the Anicinabek. Through the development of a cultural scene that reflects the human and natural heritage and looks to the future and the safeguarding of heritage, Minwashin hopes to contribute to the flowering of a lasting social peace for all.

minwashin.org

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For interviews or information

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