



A JOURNEY LONGING TO GET OUT OF POVERTY

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The train "The Beast" is the only free means of transportation for all migrants who flee from the center of America in search of a better place or a better quality of life. Migration is a quite complex process; it covers many topics such as origin, destination, motivations, displacements, and the places they go through. (Villafuerte, 2014).

The Beast represents the American dream, but this dream can be turned into a nightmare and can be a fatal search. The hell route is the Pacific route from Mexicali to Baja California. This is the longest route with 2,600 kilometers, 1,600 more kilometers of cold, hunger, sleeplessness, and high desert temperatures. Nevertheless, compared to the Laredo and Reynosa-Tamulipas route, which is the shortest by 1000 kilometers. The migrants find the hell route more convenient because they do not go through the terror of kidnappings, extortions, and cold-blooded executions. Of course, nothing detracts from any of these routes being dangerous, but they want to avoid encountering drug gangs. (Bucci, 2017).

The **aim** of this work is to address the travel of the migrants using virtual reality as a medium to expose what the migrants live during their travel. The main objective is to perceive and interact with the harsh reality that migrants go through, going from being an observer to becoming a migrant.

This project proposes the virtualizing of the route followed by the majority of migrants that go to Caborca-Sonora to transport goods. During this journey, the police officers usually lower the migrants from the wagons on many occasions. The migrants themselves only wait for the police officers to leave to reboard these wagons and continue their route through hell. They go through places where they must get off to take another train that will continue taking them to their destination. Sometimes the trains usually stop so that they can board. But most of the trains pass so fast that the migrants risk being hit themselves.

Since our physical reality is served through sight, hearing, touch, and taste, virtual reality tricks these senses with a new virtual world. Using sophisticated devices and information from the real world makes it possible to produce a virtual world with enough realism to fool our senses. (López, 2010).

The ubiquity of technology encompasses most of our daily lives. One of the crucial points is to refer to the human senses. Since we can change the perception of the world around us through the senses. Virtual reality allows us to see beyond this world, thus showing modeled scenarios representing the routes of migrants.

This project places the user in the shoes of a migrant. From this point of view, it is presented to the user views and tours of each place where The Beast stops. The user is put on a stage where he is traveling on The Beast, a train where he can meet other migrants who will tell their stories and experiences along the way. While this is happening around us, we are encountering high-risk places and situations (Espinosa,



2015). In Figure 1, we present some of the reference information. On the left the migrants traveling on the top of the wagons. At the center, the Beast route from the center of the country to the northern frontier. On the right is a mock-up of the interactions among the NPC in the virtual reality experience.



Figure 1 – Reference material used in the design of the Virtual Reality experience

The information of each person who is accompanying us on this journey covers their profile, showing where they come from, where they are going, and a short bio about their background. All this information is presented in 3D objects, text, and audio. An analysis of the locations of each region in which The Beast pass is used to create an immersive experience. For example, by incrementing the noise of the environment and using the vibration to mimic the motion of the Beast, among many other elements. We are going to evaluate which elements are best suited to increase the immersion factor.

Using equipment such as Oculus Rift or HTC Vive visors, we can implement these elements and have high-quality graphics. Also, using these devices, we can reproduce the train vibration using the vibration system that the controls offer.

This project is intended to be published on different platforms so that everyone can experience it and people know and understand a little more about this problem. The platforms that have been identified for releasing the application are Steam, and Play Store, among others.

Conclusions. The route to hell is traveled by the beast, which moves all migrants from one place to another in search of the American dream. Although many others fall by the wayside, this is a long story full of dangers and risks. That is why showing these experiences using virtual reality as a base will allow the user to delve into experiences that are often foreign or unknown to them.

References

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