



THE **BLOOD** ON OUR CONTROLLERS

The blood on our Controllers is a documentary made to shine the light on the close relation between the video game industry and the military industrial complex, and the problem of Arab representation in games.

It's a collaborative work between **developers, artists, animators, and academicians** to show how our games are doing wrong or right, what the game industry could be, outlining the steps needed to make that vision reality.

The documentary addresses game creators as well as players, serving as a call to action and a wake-up call for those in the industry and those benefiting from it. It seeks to inspire creators to work toward a brighter and more inclusive future for gaming, and gamers for them to play ethically and understand the media they consume.

Despite its critical tone, **the documentary conveys a message of hope**, emphasizing the potential for positive change rather than dwelling on despair.

[Watch the documentary](#)

Our speakers (in order of appearance)

Hippolyte Caubet, Rami Ismail, Younès Rabii, Florent Maurin, Meghna Jayanth, Holly Nielsen, Rasheed Abueideh, Elodie Roblain, Florence Nichols Smith