**Electronic Literature as a means to Socio-Political Action:**

[*Othering*](https://rbenharrousse.itch.io/othering)delves into the poignant narrative of irregular migration and the tragedy that unfolds in the Mediterranean Sea, juxtaposing the contrasting worlds of Morocco and Europe. Within this work, I aim to challenge the normalization of the countless deaths in this perilous journey, shedding light on the urgent need for change. As a Moroccan youth immersed in a society where discussions of 'escaping' Morocco are commonplace, I draw inspiration from personal experiences and the stories of those who embarked on this perilous voyage, only to meet an untimely demise. This pervasive yearning for a dream devoid of reality fuels my artistic exploration. Using Twine 2.0, specifically SugarCube 2, I harness the power of advanced CSS and JavaScript to create an immersive experience. The cyclical narrative structure echoes the repetitive and endless nature of the migratory process, leading to the inevitable demise of the migrants. Through carefully selected sounds and visuals, I invite readers to empathize with the harsh reality of smuggling and migration.

My intentions in this work are manifold. First, I use translations of the word othering or other in Amazigh, Arabic, and French. I intentionally use Amazigh in the Tifinagh alphabet because it is the language of North African peoples. Significantly, these indigenous communities are neglected and forgotten without feasible development plans, which adds to a multifaceted alienation between nonbelonging to a dominant Arabo-Muslim tradition and nation-states that do not perceive them as equal. I am not seeking to ethicize but rather to put the lack of infrastructure into perspective, particularly in these communities, which leads to seeking a better future "elsewhere." Second, as research shows, I intend to focus on Moroccan youth's perceptions of Europe and Morocco, where notions of socio-economic mobility and agency are only some of the dominant discourses. Instead, these youth seek to realize their personhood. To be considered people, away from feeling inferior in their nation-state. Third, the story is intended to use the possibilities of electronic literature to speak directly about a dominant international issue.

The deliberate use of black and white AI-generated images captures the colorless world perceived by Moroccan youth, where vibrant life is believed to exist solely in Europe. Hyperlinks, represented in green and transitioning to red upon hovering, symbolize the allure of smuggling and irregular migration as the supposed path to salvation from socio-economic deprivation. However, these journeys often lead to a costly trip towards death, a sobering reality conveyed through the stark contrast of the original images and statistics presented at the conclusion. This story holds deep personal significance for me, as friends who embarked on irregular migration attempts lost their lives along the way—may their souls rest in peace. Their tragic fate resonates within me, fueling a profound commitment to shed light on this pressing issue. Through my electronic story, I strive to awaken empathy, challenge prevailing narratives, and call for change. I hope that by engaging with this narrative, viewers will confront the normalized tragedy of the Mediterranean.