

Izem Khirat

68-year-old Jewish Berber man

BACKGROUND



Salima's father, Izem, was born in October 1904, and for a long time was the only child in his family. His father instilled a sense of responsibility in him while his mother tempered the seriousness with compassion. He is lean and wiry, with a studious nature and a deep love for the heritage of his country and family.

Before the war, and during the British occupation of Benghazi, Izem worked at the docks, but he lost that job when the Germans took over the city.

Izem's previous association with the British made him a target for German retaliation and with antisemitic sentiment growing within the city he made the decision to help the British push the Germans out of his beloved Libya.

DIRECTION

While Izem fought alongside the British, his wife was killed by the Germans and his 17-year-old daughter, Salima, narrowly escaped a similar fate. After the war in North Africa ended, Izem returned to Benghazi to rebuild his life with Salima.

In our story, Izem is being interviewed for a documentary on the war in North Africa and is looking back at his experiences and the impact of the war on Libya and his family. The interviews take place 30 years after the end of the war so there is some distance from the events he's discussing, but they still trigger painful memories, both of the death of his wife and the effects of the war on his homeland.

This character is the core of the storytelling in the game. There should be some emotion to the delivery, particularly when he's talking about his family, but it has been 30 years so the grief isn't as raw as it would have been at the time.