



Luc Bernard

Video director, cultural changemaker

Luc Bernard is a French video director, and cultural changemaker. Bernard created 'The Light in the Darkness': the first narrative video game about the Holocaust and one that changed what video games can address.

Bernard disrupted a space that has an established antisemitism problem and released—free of charge—a moving video game about a Jewish family in Nazi-occupied France, in addition to building the first Holocaust museum inside Fortnite. These projects have seen massive success: using immersive storytelling to educate millions, they reach audiences across languages and regions, including achieving strong engagement in Arabic-speaking regions where Holocaust education is often limited.

The Economist said regarding 'The Light in the Darkness': 'It makes for sobering gameplay, though that's the point. Bernard wanted to show that for Jews survival was just a matter of luck. He hopes that his creation will be used as a teaching resource for young people for years to come.' This hope has become a reality. This year, in collaboration with Meta, Bernard will be releasing 'The Light in the Darkness Director's Cut' for the Meta Quest 3, for all users for free.

Luc Bernard is a humanist who lives in LA, believes strongly in the power of empathetic, human-centred storytelling in bringing people together across divides.