



Interested in Joining the G4C Student Challenge?

TEACHER APPLICATIONS ARE OPEN!

Apply now to learn how to teach game design and bring the Challenge to your school.

JOIN THE G4C STUDENT CHALLENGE AND TEACH IMPACT GAME DESIGN TO YOUR MIDDLE & HIGH SCHOOL STUDENTS!

The Games for Change Student Challenge is the leading national game design program that combines students' passion for games with digital learning and civic engagement.

The 2021-2022 G4C Student Challenge will take place in 6 cities – Atlanta, Detroit, Los Angeles, Pittsburgh, New York City and Seattle – as well as nationally through online offerings. The program includes professional development in game-based learning for teacher/school cohorts in each city, in-school and after-school game making courses, student game jams and workshops, mentorship from games industry professionals, and social impact themes with digital resources provided by cause-based partners. The Challenge culminates in a national game design competition and regional awards ceremonies to celebrate (and award) outstanding student work.

CALL FOR TEACHERS!

During the 2021-2022 school year, G4C and partners will work with cohorts of 60+ public/charter schools in Atlanta, Detroit, Los Angeles, Pittsburgh, New York City and Seattle. Middle/High school teachers from diverse backgrounds and concentrations are invited to participate; no prior experience with game design and/or computer science is required!

Participating educators will receive:

- 10 hours of structured PD w/ training in game-based learning and impact game design instruction (live or virtual). NOTE: Stipends will be available for schools to help cover the costs of substitute teachers during the two training days.
- Complimentary access to G4C's impact game design curriculum, resources and activities.
- Monthly office hours for curriculum, platform (Scratch, etc.) and/or technical support.
- Opportunity to work with industry mentors (ie: games professionals), who visit classrooms to share career insights and offer students creative feedback.
- Assessment data on students' 21st century skills growth.
- Local workshops and game jams.

Interested in joining the G4C Student Challenge teacher cohort this Fall? Fill out the Teacher Application form for your city by September 17, 2021.

NYC

LA

Atlanta

Detroit

Pittsburgh

Seattle

Don't see your city? Fill out this short [Teacher Interest Form](#) to hear more about opportunities to participate in your area.

ARE YOU A STUDENT?

Learn to think like a game designer and create your first game with the [G4C Intro to Game Design](#) curriculum! Youth can access tons of great game design tools and resources [here](#) – and register for an upcoming [G4C Game Jam](#) or workshop on the [Events Pg.](#)

ARE YOU AN EDUCATOR?

Explore G4C's curricular resources, including the [Intro to Game Design: Teacher Guide](#) and the [Teacher Resources](#) webpage to learn about the power of games for learning and how you can bring game design into your classroom. Complete [this short form](#) to be notified about upcoming PD opportunities.

ARE YOU A PARENT?

Challenge your kids to design and code a video game about important community topics (start [here](#))! They will gain important STEAM and 21st Century Skills and can enter their games in the annual [G4C Student Challenge competition](#) for the chance to win prizes, including a \$1,000 Grand Prize Scholarship.

WHAT THE PROGRAM OFFERS



PROFESSIONAL DEVELOPMENT FOR EDUCATORS IN SCHOOLS AND MUSEUMS TO RUN IMPACT GAME DESIGN COURSES



SOCIAL IMPACT THEMES THAT ELEVATE CIVIC ENGAGEMENT, IGNITE CURIOSITY AND INSPIRE STUDENTS TO RESEARCH & DESIGN ORIGINAL IMPACT GAMES



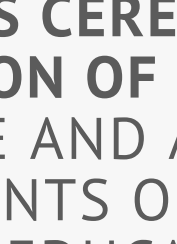
GAME DESIGN COURSES THAT EMPOWER STUDENTS TO BECOME DIGITAL CITIZENS, BUILD KEY 21ST CENTURY SKILLS AND EXPOSE STUDENTS TO CAREER PATHWAYS.



GAME JAMS TO HELP STUDENTS HONE THEIR GAME DESIGN SKILLS WITH MENTORSHIP FROM PROFESSIONAL GAME DESIGNERS



AN ANNUAL COMPETITION FOR WHICH STUDENTS CREATE GAMES ABOUT REAL-WORLD ISSUES AND COMPETE TO WIN PRIZES & SCHOLARSHIPS



AWARDS CEREMONY & EXHIBITION OF GAMES TO SHOWCASE AND AWARD THE ACHIEVEMENTS OF STUDENTS AND EDUCATORS

WHY GAME DESIGN?

The Challenge connects with students' passion for video games, and uses game design to advance STEAM learning, promote acquisition of key 21st-century skills (such as collaboration, communication, systems thinking and problem solving) and encourage civic engagement through digital storytelling. By designing games on issues that matter to them, students become informed creators of media and active change makers in their communities.

WHO DOES THE CHALLENGE REACH?

The Challenge serves middle and high school students aged 13-to-18 years. Any student can submit their game to the Challenge's National competition. During the 2021-2022 school year, intensive, school-based programs (reaching diverse and economically disadvantaged students) will be offered in [Atlanta](#), [Detroit](#), [Los Angeles](#), [Pittsburgh](#), [New York City](#) and [Seattle](#). New, downloadable [game design curriculum](#), professional development and robust digital resources are available for educators and students across the country.

WHAT IS NEW TO THE PROGRAM THIS YEAR?

- Competition expands nationally**, inviting all students across the United States with the opportunity to participate. Learn more [here](#).
- New G4C Student Challenge Curriculum is now available to all students for free! Students can move through the course at their own pace and facilitator guides are available for Teachers, Parents and Museum Educators.
- A new focus on 'games and accessibility' will give students the opportunity to learn how to design games that can be enjoyed by everyone, including people with different types of disabilities. In partnership with Numinous Games, the program will provide resources, workshops and a new 'Accessibility Award' to recognize students who integrated accessibility features into the games they submit to the competition.

IMPACT HIGHLIGHTS SINCE 2015

A Program and Competition Empowering Students to Make Games About Important Community Issues



TEACHERS TRAINED:

542



CHALLENGE HAS RUN IN 7 US CITIES:

NYC, LA, DETROIT, ATLANTA, HOUSTON, PITTSBURGH, DALLAS

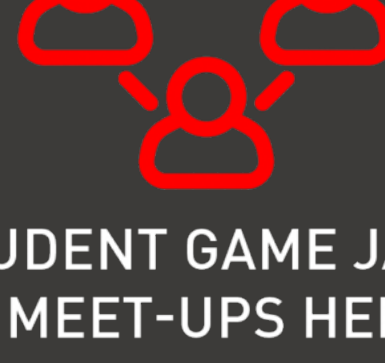


STUDENTS REACHED:

35,000+

23 SOCIAL IMPACT THEMES:

Each year G4C partners with world-renowned organizations that share their expertise and inspire students to create games that address important impact themes. Past topics/partners include:



STUDENT GAME JAMS & MEET-UPS HELD:

59



3,942 ORIGINAL GAMES

SUBMITTED TO THE STUDENT COMPETITION

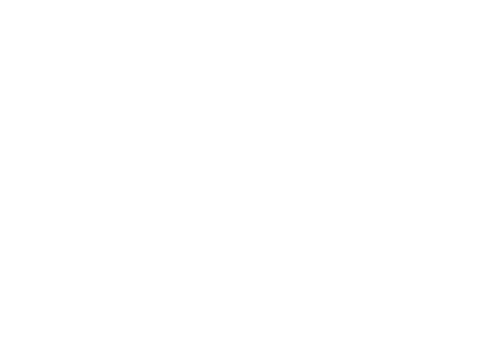
- Endangered Species** (in partnership with **National Geographic**)
- Inclusive Play** (in partnership with **AT&T**)
- Get the Party Started** (in partnership with **iCivics**)
- Disrupt Aging** (in partnership with **AARP**)
- Kindness & Empathy** (in partnership with **Born This Way Foundation** and **iThrive**)
- News Literacy** (in partnership with **Common Sense Education**)
- Connected Cities** (in partnership with **General Motors**)
- Climate Change** (in partnership with **NOAA**)
- Civic Journalism** (in partnership with the **New York Times**)

CHALLENGE PARTNERS (2021-2022)

PROGRAM PARTNERS



PROGRAM SUPPORTERS



COMMUNITY PARTNERS



"I love the program. I believe this allows kids to see the beauty of using technology in the most positive and creative way."

MARIO F.

Los Angeles Cohort Educator



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