



## G4C MIGRATION DESIGN CHALLENGE

In collaboration with the Migration Policy Institute, Games for Change (G4C) will award a prize of \$10,000, sponsored by the Richard Lounsbery Foundation, to create a digital game that connects native-born and immigrant communities.

Integration is a two-way street, with existing and newcomer migrant populations both experiencing significant change, offering challenges and opportunity. How can a game help bring these two communities together and introduce solutions for immigrant integration? How can a game experience emphasize community engagement to help migrants and their neighbors improve their understanding of each other?

The G4C Migration Design Challenge invites creators of all levels to propose a game experience that explores immigrant integration within long-settled communities. Game concepts should target audiences with varying levels of game experience and promote real-world action in their real lives to embrace and empower migrants and refugees as well as the broader community. No development experience necessary to apply!

Winning concept will receive a \$10,000 prize towards developing the game.

### KEY DATES

- **January 10: Submissions open**
- **February 15: Deadline for submissions**
- **March 15: Winner selected**

# CHALLENGE GUIDELINES

**The Problem** – Whether their movements were voluntary or forced, migrant populations often face challenges integrating into their new communities. Across the globe, migrants and refugees remain among the most vulnerable as they are considered outsiders and different. But the issue of integrating newcomer and established communities is a two-way street, with both sides benefiting when integration happens in an atmosphere of communication and learning. How can a game help people understand and work through concerns over perceived job competition and changes in the cultural fabric while recognizing the economic, linguistic, and cultural benefits that can accrue to the broader society when immigrants can also succeed?

**Key Themes** – Game concepts should introduce players to immigrant populations, explore dimensions of integration (economic, social, civic, and linguistic), and present tangible ways for players to understand the value of integration of immigrants and refugees in real life. Game tone should be intriguing, inspiring and non-preachy.

**Submissions** – This is a conceptual challenge: Participants need not demonstrate ability to develop game idea proposed. For entry, participants need only to submit concepts. Submission requires only a written proposal and supporting materials (e.g., concept art, design outline). Submit online [here](#).

**Application Form** – Application form will be available [online](#) and open for anyone to participate globally. Individuals and teams will download the application guidelines and submit a completed form online via JotForm.com. Only completed online application forms will be considered for awards. Supporting documents are optional and must be included with the submission for consideration. Late submissions will not be considered. Submit online [here](#).

**Eligibility** – All design studios, independent designers, student teams, general public, and commercial game studios are eligible to participate. All submissions must be in English and submitted via [online form](#) for the challenge. Game development experience is not necessary to apply.

**Right of Rejection** – G4C reserves the right to accept or reject any or all responses to this challenge.

**Rights of Use (Game)** – The winner will receive full credit for the game concept and by entering the competition, retains right to implement and distribute their game. All non-selected submissions retain the rights to their IP.

**Rights of Use (Materials)** – Any participants in this challenge waive the right to seek legal action regarding this challenge's contents, process, and/or award. With written permission of all finalists, G4C would like to document and archive the entire project as a case study, including: finalist submissions, finalist concept presentations made during the G4C Festival, additional materials, and the playable game.

**Prize** – \$10,000 prize will be delivered to the winner. Winners will also benefit from the amplification and promotion of their completed game through G4C and partner channels.

### **MIGRATION POLICY INSTITUTE**

The [Migration Policy Institute](#) (MPI) is an independent, non-partisan, non-profit think tank dedicated to analysis of the movement of people worldwide. MPI provides analysis, development and evaluation of migration and refugee policies at local, national and international levels. It aims to meet the demand for pragmatic and thoughtful responses to the challenges and opportunities that large-scale migration, whether voluntary or forced, presents to communities and institutions in an increasingly integrated world. Established in 2001 and headquartered in Washington, DC, MPI has a sister organization in Brussels, Migration Policy Institute Europe, which was launched in 2011.

### **GAMES FOR CHANGE**

Games for Change (G4C) facilitates the creation and distribution of social impact games that serve as powerful tools in humanitarian and educational efforts. G4C brings together organizations and individuals to grow the field, incubate new projects and provide an open platform for the exchange of ideas and resources. G4C specializes in bringing together funders, content specialists, gaming experts and creative teams for successful and sustainable projects.