

LEARN TO CODE GAMES FELLOWSHIP



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FELLOWSHIP GUIDELINES

[Games for Change](#), supported by [Endless Network](#), is excited to announce a new Learn to Code Games Fellowship for college and university-level game designers. Through a competitive submission process, three pairs of student teams will be selected to participate in a two-month Fellowship, during which they will design 'learn to code' game mechanics and each develop a new, unique game. Participants will commit to weekly check-in calls with program organizers and communicate with other Fellowship teams via an online forum.

Fellows will work to create games that can break down barriers to learning how to code--by making coding fun and accessible to all. Final projects will be shared publicly as free, open-source games through the [Games for Change website](#) and [Endless Studios' product website](#). Each Fellow will be awarded a \$4,000 stipend for their participation.

Full participation criteria and game guidelines are outlined below.

APPLY HERE: bit.ly/G4C-FellowApp

DEADLINE: Oct 23 @ 11:59 PM EST

Questions? Send us an email: contact@gamesforchange.org

KEY DATES

- Oct 23** Deadline for submissions
- Nov 4** Notification letters delivered
- Nov 11 - Jan 17** ... Fellowship Period (8-week; with a break for the holidays)
- Jan 17**..... Game Delivery Date
- Feb 1** Fellowship games launch publicly

The Problem: To be prepared for the world they are entering, youth need to know how to use the technology that influences their lives. Not only do they need to be digitally literate, but they need to have digital agency: the ability to shape their technology, rather than being shaped by it. Coding is the language of the future, and one of the most highly sought-after skills in the workforce. Yet many schools do not offer coding classes as part of the curriculum. Given the affinity of youth to playing games, they offer an opportunity for kids to learn to code, and in a new way. Many game developers themselves learned to code by first hacking games. This Fellowship will encourage game creators to devise new ideas on how to hack as a mechanic in games: to bring the language of code from behind the scenes to the forefront. As a result, young people will play, learn, and most of all, have fun!

Eligibility & Participation Criteria: Student Fellows must apply in teams of two people; both team members must be enrolled in an undergraduate or graduate-level program during the Fellowship period (Oct-Dec 2019) and each team member will receive a \$4,000 stipend for their participation in the program. Team members do not need to be enrolled in the same college/university.

Fellows are expected to commit a combined 15-20 hours per week to the program and will engage in the following activities:

- ▶ Design and develop a fun and immersive coding game
- ▶ Participate in weekly check-in calls w/ industry mentors (60 mins; EST zone)
- ▶ Communicate w/ other Fellowship teams via an online forum

'Learn to Code' Game Proposal: To be considered for the Fellowship, students are required to submit a Game Design Document (GDD) for a 'Learn to Code' game that meets the below technical and creative guidelines. (Please note: Students are not expected to include a playable prototype in their submission form; the playable game will be developed during the 8-week Fellowship).

Technical Criteria:

- ▶ Games will be created using the [Unity Engine](#) (and can incorporate existing Unity assets for coding mechanics as necessary)
- ▶ Games will incorporate 2-to-3 core gameplay mechanics with at least one core coding mechanic (for use in game)
- ▶ Games will be built for PC T2 site and Linux App store distribution.

Creative/Design Criteria:

- ▶ Games will prioritize fun for the player, to ensure that learning to code is engaging, not boring
- ▶ Games will introduce coding mechanics and techniques to players in a fun and engaging way
- ▶ Games will offer 'leveling up' opportunities that increase in difficulty
- ▶ Games will inspire expression, creativity, and curiosity in players; spark students' interest in becoming creators of technology (and not simply consumers)

Target Audience

- ▶ Pre-Teens and Teen (9-16 year old)

Award: Each participating Fellow will be awarded a \$4,000 stipend at the conclusion of the two-month Fellowship period; stipends will be processed in Jan/Feb 2020.

How to Apply: To apply, students must complete the [Fellowship Application Form](#) by **October 23, 2019 @ 11:59 PM EST**. All submissions must be in English and received through the online application portal. Late submissions will not be considered.

IP Rights: Fellows retain full IP rights for their games and will agree to share their final game projects publicly as free, open-source games through the Games for Change website and Endless Studios' T2 website.

Official Rules: All applicants will be required to sign-off on the terms and conditions set-forth in the [Fellowship Official Rules](#).

About Games for Change



[Games for Change](#) (G4C) is a nonprofit organization that facilitates the creation and distribution of digital games that serve as powerful tools in humanitarian and educational efforts and leverages entertainment and engagement for social good. G4C convenes diverse stakeholders, highlights best practices, incubates games, and helps create and direct investment into new projects.

About Endless and Coding Education



ENDLESS

Founded in 2011, Endless is a collection of affiliated companies and initiatives focused on building and supporting technology that drive social impact. In a world where technology moves quickly, it creates both opportunities and digital gaps. Led by Matt Dalio, Endless is catalyzing a set of organizations that share a common goal of enabling people to shape their technology instead of being shaped by it.

Endless is bringing coding education to the United States through three initiatives: Hack uses the Endless OS to teach kids to code through games. Endless Studios is developing a collection of coding-based games focused on inspiring the pursuit of learning in the next generation of gamers. Finally, The Endless Mission is a sandbox-style creation game built in partnership with E-Line Media. In this epic game players journey into a world where they'll wield the power to hack and reshape everything around them, sharing their creations with friends. Collectively, these initiatives are built to be the most delightful way for kids to learn to code.

For more information on Endless and Endless Network visit <http://endlessnetwork.com>