



# GAME PLAN

Museum Education & Game Design

## BRING GAME DESIGN TO YOUR MUSEUM WITH GAME PLAN

**Game Plan** is a two-year National Leadership Grants for Museums initiative to integrate game design into museum education programs, adapting the methods and materials from the [Games for Change Student Challenge](#). The goals of the initiative are to provide virtual professional development to museum educators related to game design, forge a community of practice, strengthen museum ties to communities, and improve learning outcomes for youth. These goals have even greater urgency now during the COVID-19 pandemic, as museums face unprecedented disruption and must forge new ways of connecting with communities that need the services of cultural institutions more than ever.

The Game Plan initiative provides a platform that can rapidly build the capacity of museums in these hard-hit cities to connect with teens. Over the course of the year, Games for Change will work with ten museums in the four participating cities: New York, Los Angeles, Detroit and Atlanta.

### Core components of the Game Plan initiative include:

- New online, hands-on professional development training for educators;
- Downloadable materials for museum educators and students for home learning and game creation;
- Virtual game jams and office hours for interactive learning and skills building;
- A Student Challenge theme on resilience to encourage teens to creatively respond to COVID-19, addressing how well-being for themselves, in their homes, and communities.
- Culminating events (virtual if necessary) in each city that exhibit games and celebrate student achievement by awarding juried prizes that encourage further learning and exploration.
- A stipend to help run this program in your city.

**REGISTER HERE:** [http://bit.ly/gameplan\\_app](http://bit.ly/gameplan_app)

**DEADLINE:** November 30, 2020 at 11:59 EST

Questions? Send us an email: [marissa@gamesforchange.org](mailto:marissa@gamesforchange.org)