

FOR IMMEDIATE RELEASE

September 5, 2023

Contact:

Susanne Smetana

Community Engagement Coordinator, Jennifer Ann's Group

Susanne@JenniferAnn.org

Jennifer Ann's Group® Announces Winners of the Critical Thinking Game Design Challenge

Atlanta, GA – Jennifer Ann's Group, a leading nonprofit charity dedicated to violence prevention, is proud to announce the winners of the annual Life. Love. Game Design Challenge™. This prestigious competition, now in its 16th year, showcases the power of intentional game design to foster critical thinking and nonviolent engagement among young people.

Since its inception in 2008, Jennifer Ann's Group's *Gaming Against Violence™* program has gained widespread recognition for its groundbreaking approach to violence prevention. By harnessing the interactive nature of prosocial video games, the challenge seeks to promote thoughtful problem-solving, empathy, and positive social behaviors among players through a trauma-informed lens.

The 2023 competition was no exception. Talented game designers from around the world submitted game ideas intended to stimulate and promote critical thinking. They offered players meaningful, nonviolent gameplay. Entries ranged from puzzles and strategy games to immersive simulations, all designed to inspire players to think critically and explore complex ethical dilemmas.

The winners of this year's Life. Love. Game Design Challenge have demonstrated exceptional creativity and dedication to the cause of violence prevention. The winning games offer unique and engaging experiences which allow players to navigate various challenges intentionally designed to support and encourage the use of critical thinking by students of all ages.

Jennifer Ann's Group and Life Love Publishing are thrilled to reveal the winning games, which will support educators and gamers who believe in the power of games to realize a more thoughtful gaming ecosystem. We invite everyone to join us in celebrating the creativity and innovation shown here. These game designers are helping to shape the future of prosocial, critical-thinking-focused video games.

Winning Games

The winning games and their designers are:

Corporation, Inc.

KSU Narrative Game Lab
Victoria Lagrange, Lab Director

DeVon Adams, Cole Andrews, Johnathon Autry, Amelia Barnett, Amber Casper, Courtney Chester, Angelique Cooper, Aidan Fushimi, Josh Lasky, Moki Murillo, Anthony Polidura, Katherine Simons, Kylie Wester, Milo Wilson
Game Trailer: <https://vimeo.com/842533558/5dfbb4c13d?share=copy>

Figure It Sprout

David Li, Quang Nguyen, Gaby Sanchez, Kitty Huang, Isaac Orozco
Game Trailer: <https://vimeo.com/842532164/0d2bfa1439?share=copy>

Mushwhom?

Collin Lang, Knitwit Studios
Game Trailer: <https://vimeo.com/842534908/8cb92088a4?share=copy>

Finalists

Time Out

Xiaolong Dong
Game Trailer: <https://vimeo.com/842536511/c2cd0d3573?share=copy>

The Curious Case of 1 + 1 = 3

Necther Louie Souribio
Game Trailer: <https://vimeo.com/842535876/5a3da6ea44?share=copy>

Veiltone

Sage Fritz
Game Trailer: <https://vimeo.com/842537798/9956645e62?share=copy>

The Winning Game entrants receive prize money of \$3,000 USD per game. The finalist entrants receive \$500, \$300, and \$200 respectively.

Life Love Publishing plans to publish the winning and finalist games over the next six months, with the first critical thinking game release scheduled for October 2023. Stay tuned for updates on our game releases.

For 2024, the game design challenge theme will be **connectedness** and the competition will launch February 2024. Visit [Connecting.Games](#) to register for update notifications.

For more information about Jennifer Ann's Group and its initiatives, please visit [JenniferAnn.org](#). To learn more information about critical thinking and the critical thinking game design challenge, please visit [CriticalThinker.games](#). More information about the Gaming Against Violence program is available at [Gaming Against Violence.org](#).

Quotes from the Game Developers

"As fledgling designers, this project from Jennifer Ann's Group provided us with the perfect opportunity to try our hands at making a game for change. Our experience was at times challenging but overall deeply rewarding. We are so proud of *Figure it Sprout*, and grateful to the 2023 game design judges for their time, feedback, and commendations."

– *Figure It Sprout* Team

"In today's information, noise is more prevalent, loud, and harmful than ever before. Critical thinking gives individuals the tools to decipher this cacophony based on its quality and merit - not its volume and bias. In *Mushwhom?*, players observe a colorful island filled with personable and animated mushrooms (called the Shroo) and affirm why certain events happen in a playful, relaxed manner. Was a shroo frightened because of a snake? A quick judge would assume so, but it was actually a butterfly!"

– Collin Lang, *Mushwhom?*, Developer

"Thinking about how to gamify Critical Thinking was a task on its own so the game design contest was a great thinking exercise."

– Necther Louie, *The Curious Case of 1+1=3*, Developer

Screenshots from the Critical Thinking Games

High-resolution and additional screenshots available upon request.



Corporation, Inc.



YOUR APARTMENT IS BEAUTIFUL AND YOUR GARDEN IS THRIVING!

YOUR FATHER AND I HAVE BEEN SLIDING JUST ABOUT EVERYONE THOSE PICTURES YOU POSTED TO YOUR FACEGRAM! NOT EVEN THE MAILMAN HAS MANAGED TO ESCAPE YOUR FATHER'S ENTHUSIASM. HAHA! ♡

Oh! By the way, I noticed you've gotten pretty creative with your pot arrangements, but as both your mother and a seasoned gardener, I want to remind you that maximizing your space isn't always the best plan of action.

INSTEAD, TRY TO MAKE THE BEST OF WHAT YOU'VE GOT. THINK ABOUT EACH PLANT'S UNIQUE NEEDS AND BENEFITS BEFORE YOU PLACE THEM. AND REMEMBER, THAT YOU A FEW EGGS TO MAKE AN

FIGURE IT SPROUT

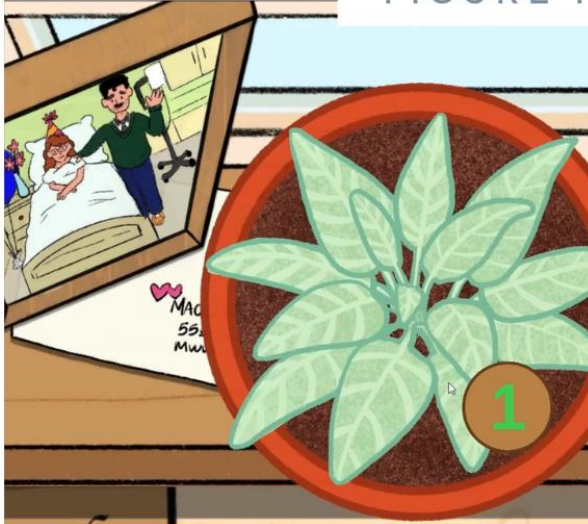
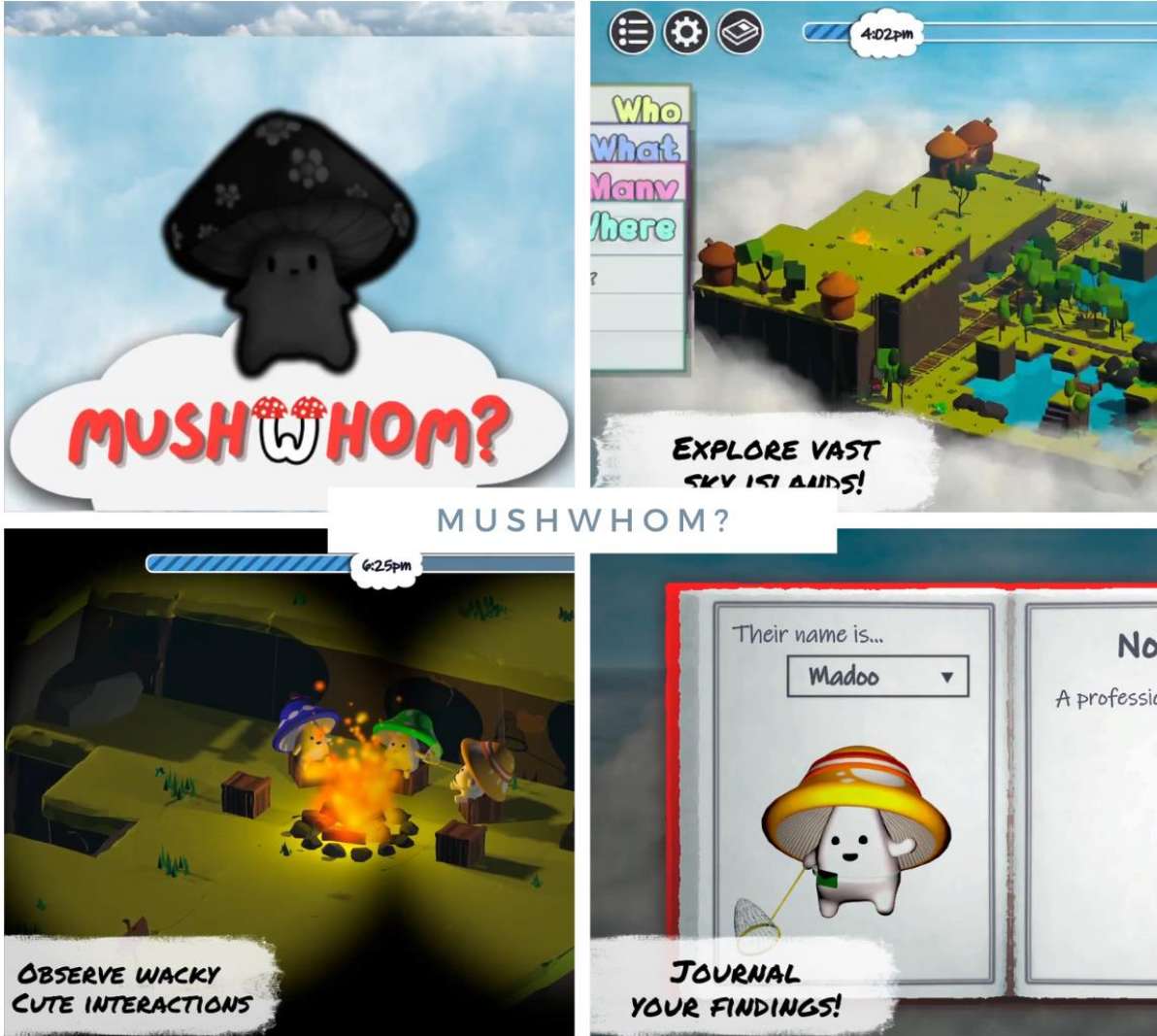
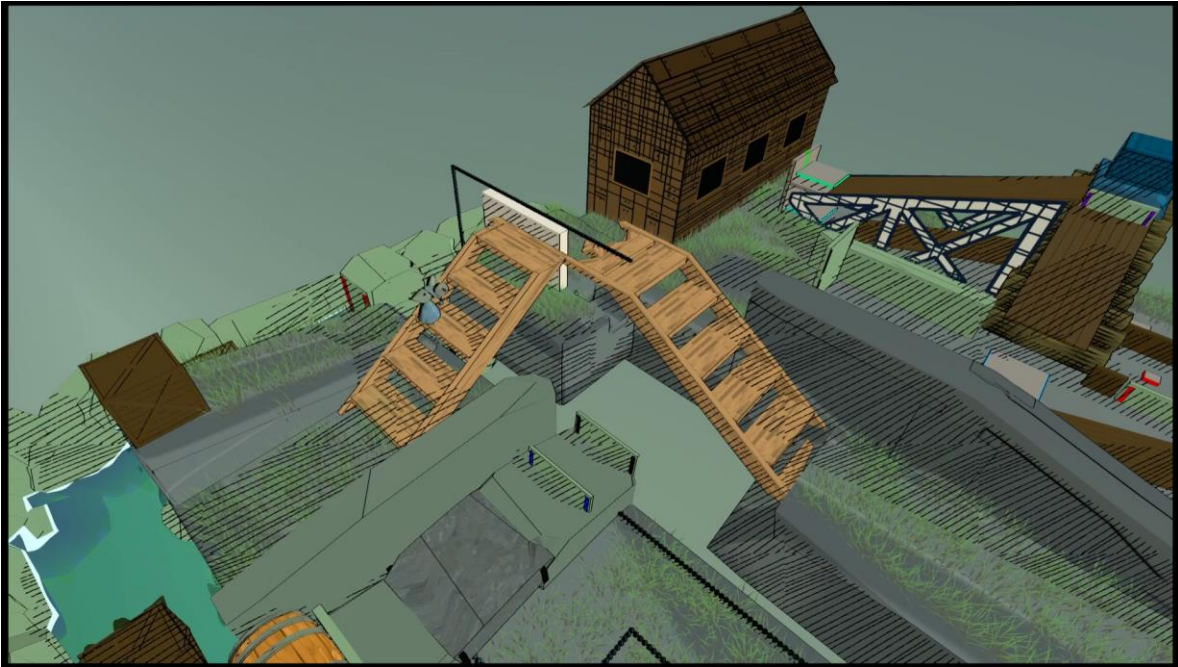


Figure It Sprout



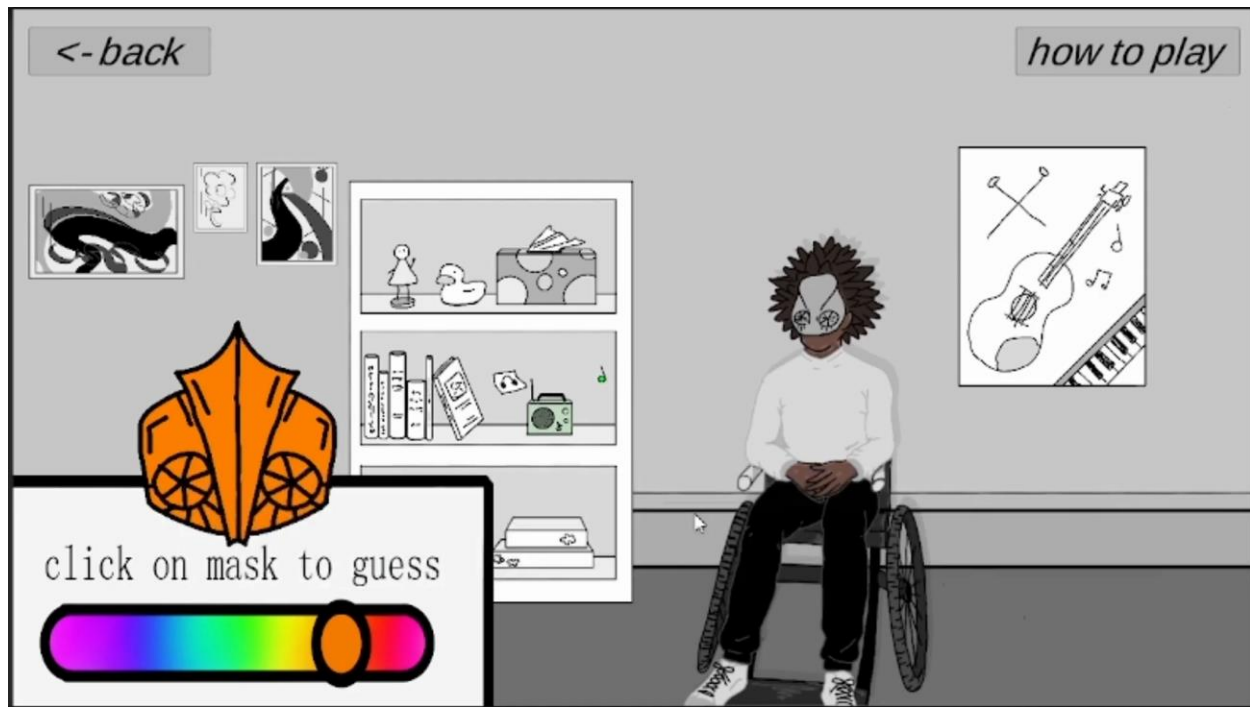
Mushwhom?



Time Out



The Curious Case of 1 + 1 = 3



Veiltone

About Jennifer Ann's Group:

Jennifer Ann's Group is an Atlanta-based 501(c)3 nonprofit charity founded in 2006 with a primary focus on teen dating violence prevention, created in memory of Jennifer Ann Crecente. Through its innovative Gaming Against Violence program and community outreach interventions, Jennifer Ann's Group is addressing the root causes of violence, promoting nonviolent solutions, empowering adolescents, and supporting educators and parents. Jennifer Ann's Group believes their cross-cutting approach to violence prevention will lead to a safer world for young people around the world.

###

For media inquiries or further information, please contact:

Susanne Smetana
Community Engagement Coordinator, Jennifer Ann's Group
Susanne@JenniferAnn.org