



Mobo Game Jam Calls on Young Game Makers to Tackle Global Water Crisis in Game Prototypes

Designed to be accessible to all, Mobo Game Jam encourages inclusivity, sustainability, and humanity in young innovators' ideas.

07 December, London – Digital Schoolhouse, in partnership with Kucheza Gaming, Edu360, WaterAid and Into Games are delighted to announce the first Mobo Game Jam.

Mobo Game Jam is an international game-making challenge which will see young innovators from the UK and Nigeria compete to create games that combine creativity, compassion and computational thinking to solve a worldwide problem.

Individuals and teams aged 8-18 must submit a game or game concept that explores how to achieve a future where everyone has access to clean water. Entries must meet a brief set by WaterAid, which has been brought to life in a mini film by the renowned storyteller Grandma Wura, a fictional character created by Proud African Roots.

Kids and teens keen to take part will have from **10:00am GMT on Thursday 17 December 2020 to 23:59pm GMT on Thursday 4 February 2021** to submit their game prototypes via video submission. Entrants will be allowed to submit their prototypes digitally or physically.

Those interested can sign up here: www.mobojam.org

Winners will get the opportunity to see their games showcased live, spreading awareness of the importance of making clean water available to everyone in the defence against climate change.

Participants will also receive free virtual masterclasses from industry experts to help improve their digital skills. Additionally, the Game Jam aims to encourage cultural exchange between entrants by promoting inclusivity, sustainability, and humanity in their ideas.

-- END--

More about Ukie education:

Ukie (UK games industry trade body) believe in education for everyone: inspiring all ages, at every level. We provide services for education, fostering the next generation of games talent through our flagship initiatives: Digital Schoolhouse, Into Games, Ukie Student Membership, Ukie Training and Video Games Ambassadors. We nurture aspiring young people in their early years, through to further education, higher education and throughout their career.

Find out more: ukie.org.uk/education

More about Digital Schoolhouse:

Ukie's not-for-profit Digital Schoolhouse programme, together with Nintendo UK, uses play-based learning to engage the next generation of pupils and teachers with the Computing curriculum. Digital Schoolhouse is backed by the creative digital industries and government. Sponsors include PlayStation®, SEGA, Ubisoft and Outright Games.

Find out more: digitalschoolhouse.org.uk

More about Into Games:

Into Games is a UK based, non-profit organisation setup to give young people support and guidance on how to find a rewarding career in games.

Their primary focus is on developing opportunities and aspiration for those currently underrepresented in the sector by developing stronger links between education, youth groups and industry while making support and guidance more accessible to all.

Find out more: intogames.org

More about WaterAid:

We are WaterAid, the international not-for-profit making clean water, decent toilets and good hygiene normal for everyone, everywhere. Our mission is to transform the lives of the poorest and most marginalised people by improving access to safe water, sanitation and hygiene. With our local partners, we work with communities to build low-cost, sustainable solutions that meet their needs.

We exist because 785 million people live without clean water close to home, and 2 billion don't have a decent toilet of their own. And climate change is making the situation worse.

Find out more: wateraid.org/?global=1

More about Kucheza Gaming:

Kucheza Gaming is an Africa focused esports and games company for 6 – 18 year olds (primary and secondary schools). "Kucheza" is a Swahili word meaning "play" or "to play". At Kucheza, we embrace "play" as a force for youth development and empowerment in Africa, the youngest and fastest growing continent.

We see gaming as the gateway to digital excellence. Aspirational for their children, parents around the continent prioritise education. Reflecting this, we develop products which bring together gamers, parents and the games industry to deliver vocational, educational and economic value in a fun way.

Find out more: kuchezagaming.com

More about Edu360:

Edu360 is an education focused platform created by Union Bank to drive private sector engagement in delivering Nigeria's Sustainable Development Goal 4 - Quality Education.

Edu360 brings industry stakeholders together to enable positive and lasting change in education at scale to secure the future of every Nigerian child through advocacy, creating access to new forms of education and action; direct intervention in the education space.

Find out more: edu360.ng