



RESILIENT.GAMES

Winners Announced: Resilience Video Games

Award-winning annual game design contest by nonprofit charity Jennifer Ann's Group challenged game designers to create a violence-free video game for young people about resilience.

ATLANTA, GEORGIA, UNITED STATES, October 14, 2022 -- In recognition of the importance of resilience, an Atlanta-based charity challenged video game developers to create video games for young people that explore the meaning and importance of resilience while offering coping strategies. Since 2008 the nonprofit organization Jennifer Ann's Group has produced prosocial video games promoting healthy dating relationships by focusing on different themes. Past contests have covered topics like consent, bystander awareness, gaslighting, and teen dating violence prevention.

Jennifer Ann's Group is proud to share the 2022 winners of its annual video game challenge:

WINNING GAMES ANNOUNCEMENT VIDEO:

<https://vimeo.com/758894584/7d96c98cce>

FIRST PLACE

'One New Message'
Eloise Best
England

Game Trailer:

<https://vimeo.com/744793305/b154b85365>

SECOND PLACE

'New Sun'
Massimo Di Cesare
Columbia

Game Trailer:

<https://vimeo.com/744793893/e1c5ffb519>

THIRD PLACE (tie)

'UnEarth'
Robin Ghosh
Canada

Game Trailer:

<https://vimeo.com/744792522/b91e5f909e>

THIRD PLACE (tie)

'The Path'
Hugo Gonçalves
Portugal

Game Trailer:

<https://vimeo.com/744796305/23580567df>

FOURTH PLACE

'What's Next?!?'
Shelley Wilson,
U.S.A.

Game Trailer:

<https://vimeo.com/744796861/f419f53393>

According to Drew Crecente, Executive Director of [Jennifer Ann's Group](#):

"These video games encourage players to explore, examine, and evaluate the importance of resilience and then offer strategies to help foster individual resilience. By allowing game players to safely explore these issues through an interactive video game they are more likely to remain open to the concepts presented."

Research has shown that one of the most difficult things for teenagers to do is to seek or accept help. To that end, exploring complex or nuanced concepts through video games has been shown to be more effective than traditional approaches to learning. Jennifer Ann's Group's use of intentionally designed video games for violence prevention through their *Gaming Against Violence* program is an evidence-based approach to violence prevention. For 2022 the *Gaming Against Violence*™ program was selected as a Top-50 Nonprofit Program in the United States for its innovative use of technology.

These new games about resilience will undergo some additional development work before they are published. For more information about these and other games please visit [JenniferAnn.org](#) or [GamingAgainstViolence.org](#).

QUOTES FROM THE WINNING RESILIENCE GAME DEVELOPERS

"Helping young people develop resilience is a topic that's close to my heart, so taking part in this contest was an amazing experience."

"My goal with the game was to empower players to experiment with different coping skills and demonstrate that using these skills often opens up new options when dealing with difficult situations. I tried to reinforce the idea that every situation offers a new opportunity to make positive choices, no matter what's happened previously. I think building resilience is a process, and it's okay if things go wrong along the way!"

"I don't think there's any one-size-fits-all approach to developing resilience, so I hope my game encourages players to try different things and find the coping skills that work for them."

Eloise Best
England
'One New Message'

"Working on this project was a growing experience for our team."

Massimo Di Cesare
Columbia
'New Sun'

"This entire competition has been an incredible opportunity to not only connect with other game developers on an international scale but a way for us to come together to talk about something as critical as the development of resilience.

We're not just telling people about resilience, but showing them through an interactive medium like video games that allow people to experience it on an intimate level.

This competition encouraged me to create something like 'UnEarth' which I hope will inform people further about this subject matter."

" 'UnEarth' is about the main character's journey in understanding both the state of the world, but also the state of their own well-being.

It's an ode to old-school Japanese Role Playing Games with the twist of stopping the fight before it begins, using conversation and understanding.

This was the first game I have ever created as well as my first true experience collaborating with three wonderful artists and solidification of the fact that I have chosen the right career path."

Robin Ghosh
Canada
'UnEarth'

"I'd like people to remember that nobody should be afraid to ask for help; we all find ourselves lost sometimes."

"Thank you for allowing me to attempt to help show a side of video games that is important for me."

Hugo Gonçalves
Portugal
'The Path'

"The experience of co-creating a RESILIENCE game submission, while building resilience practices into our production process, was both challenging and transformative. Within this resilient feedback loop, a new model for sustainable collaboration emerged. Much thanks to Jennifer Ann's Group for providing the opportunity to develop our inner, and outer, RESILIENCE game."

Shelley Wilson
Pause IN Productions
U.S.A.
'What's Next?!?'

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MEDIA REQUESTS

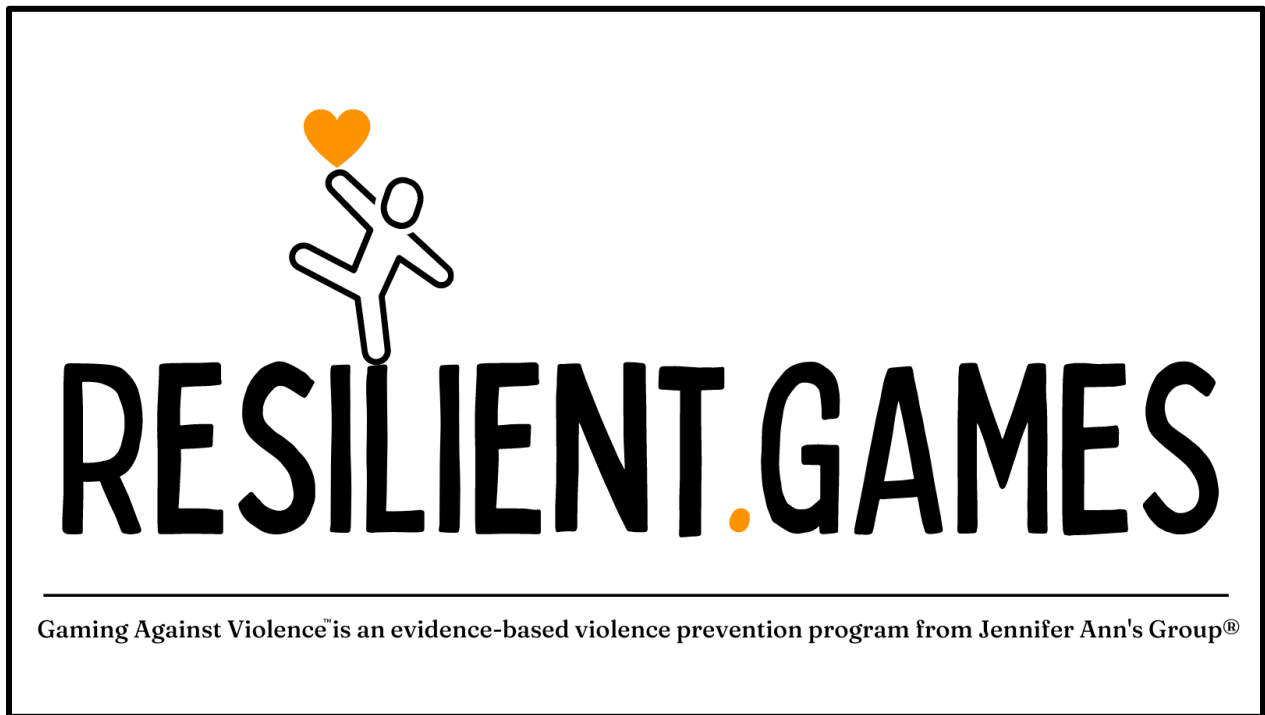
Please contact Drew Crecente for interview requests with the developers of these games or for high resolution images from the winning games.

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ABOUT JENNIFER ANN'S GROUP®

Jennifer Ann's Group is a non-profit, 501(c)(3) charity (EIN 20-4618499) preventing teen dating violence since 2006. They have been instrumental in passing relevant legislation mandating teen dating violence awareness in schools and through their *Gaming Against Violence™* program have produced dozens of prosocial video games that engage, educate, and empower young people.

PLEASE CONTACT US FOR GAME IMAGES



2022 Resilience Game Design Challenge (credit: Jennifer Ann's Group)

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