

FOR IMMEDIATE RELEASE:

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### **Video games that prevent violence among teens**

Atlanta, GA, July 3, 2014 – Jennifer Ann's Group continues using video games to stop violence. The nonprofit organization announces the winners of its seventh annual "Life. Love. Game Design Challenge" and also the results of its first game jam (see sidebar: "Summer Game Jam in Atlanta and Moscow").

The Life.Love. Game Design Challenge has received worldwide attention since 2008 with the provocative challenge: "can you design a game about Teen Dating Violence without using violence in the game itself" receiving coverage from NPR, Polygon, Newsweek, The Morning Show, Huffington Post, Fast Company's Co.Exist and more.

### **Winners of the 7<sup>th</sup> Annual Life.Love. Game Design Challenge**

- "The Guardian" from Perico Team (99uno.com) in Argentina, 1<sup>st</sup> place, \$7,000
  - Available free: [bit.ly/GuardianGame](http://bit.ly/GuardianGame) (Amazon Appstore for Android devices)
- "Little Things" from Berkley Staite (berv.ca) in Canada, 2<sup>nd</sup> place, \$750
  - Available free: [JAGga.me](http://JAGga.me) (playable in web browser)
- "Break Free: Stop Dating Violence" from Anindya Mathur in India, 3<sup>rd</sup> place, \$250
  - Available soon for Android devices
- "By the Water Cooler" from Martin Schneider and Lexi Schneider, in USA, \$100
  - Available free: [JAGga.me](http://JAGga.me) (playable in web browser)

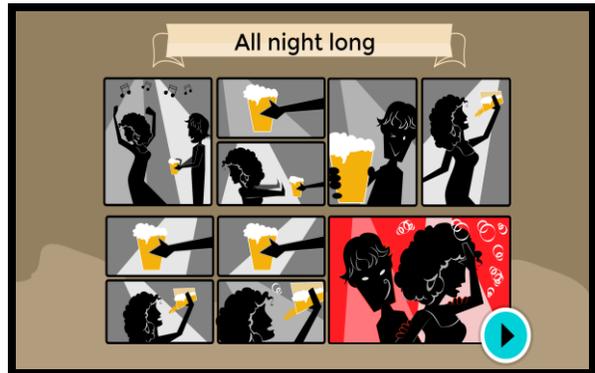
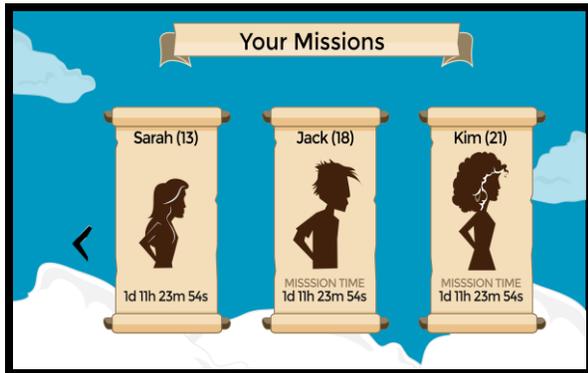
All of this year's judges are experts in either video game design or teen dating violence:

- **Leigh Alexander**, News Director, [Gamasutra](http://Gamasutra)
- **Dr. Ian Bogost**, Director of Graduate Program in Digital Media, Georgia Tech
- **Dr. Erica Bowen**, Coventry University, Reader in the Psychology of Intimate Partner Violence
- **Simon Carless**, EVP at UBM Tech overseeing GDC
- **Brian Crecente**, News Editor, [Polygon](http://Polygon)
- **Drew Crecente**, Executive Director, Jennifer Ann's Group
- **Dr. Jon A. Preston**, Program Coordinator for Bachelor of Science in Computer Game Design and Development, Southern Polytechnic State University
- **Dr. Elizabeth Richeson**, Psychologist, Chairperson of Advisory Board for Jennifer Ann's Group
- **Joanna Sharpen**, Project Coordinator for Children and Young People's Project at AVA, London
- **Elin Stebbins Waldal**, Author and Speaker

## **Summer Game Jam in Atlanta and Moscow**

In addition to its annual contest, Jennifer Ann's Group also recently sponsored its first-ever game jam. The 2014 Jennifer Ann's Group Summer Game Jam was held jointly in Atlanta and Moscow over the weekend of June 20-22, 2014. The focus of the game jam was **emotional health and wellness issues affecting teenagers**. Between the two sites there was a total of 50 participants comprising 10 teams. The winning games from the game jam are: "[Support](#)" from the U.S. and "HackSpace" from Russia. The winning games are available at: [JAGga.me](http://JAGga.me)

Screenshots from "The Guardian"



Quotes from the developers of the winning video games:

"When we heard about the contest we felt it was a very important cause to participate. Our goal was to create an entertaining game in which people learn about TDV while they play. We believe videogames could be useful tools to help and warn people about this worldwide problem that is TDV."

– Javier and Damian from [99UNO.com](http://99UNO.com), developers of 1<sup>st</sup> place video game "The Guardian"

*"As a solo game developer and sexual health educator, this competition was a great opportunity to explore the intersection of my interests. I've always found that games can speak to people in ways that non-interactive media cannot, so I hope that the Life.Love games might trigger some meaningful further thought about the realities of dating violence."*

– Berkley Staite from [berv.ca](http://berv.ca), developer of 2<sup>nd</sup> place video game "Little Things"

*"(1) Stand up for yourself. (2) It's not love if it hurts. (3) True love doesn't make you suffer."*

– Anindya Mathu, developer of 3<sup>rd</sup> place video game "Break Free"

*"We'd like to thank Jennifer Ann's Group for their tireless work to raise awareness of Teen Dating Violence. The Life. Love. Game Design Challenge is an amazing opportunity to explore creative and impactful ways to engage, inform and empower teens in a relatable way. As teens ourselves, we hope By the Watercooler helps teens become more informed about, and more empowered to prevent TDV. By working, and playing, together, we can STOP TDV."*

– Martin Schneider and Lexi Schneider, developers of video game "By the Water Cooler"

**The 2014 Life.Love. Game Design Challenge and 2014 Jennifer Ann's Group Summer Game Jam are sponsored by [Helen of Troy](#) (HELE) and [Child's Play](#).**



**For interview requests and additional media content please contact:**

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### **About**

Jennifer Ann's Group is a 501(c)(3) non-profit charity based in Atlanta, Georgia that is preventing Teen Dating Violence through Awareness, Education, and Advocacy. The group is named in memory of **Jennifer Ann Crecente**, a high school senior who was murdered by her ex-boyfriend on February 15, 2006.



Jennifer Ann's Group organization website: [JenniferAnn.org](http://JenniferAnn.org)  
Game Portal for emotional health and wellness for teens: [JAGga.me](http://JAGga.me)

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