



## Games for Change Announces 2024 Awards Finalists

*Record-breaking submissions from 53 countries showcase the global impact of games for social good; Awards to be hosted by Anjali Bhimani of Ms.Marvel, Symmetra in Overwatch, and Rampart in Apex Legends*

**NEW YORK (May 29, 2024)** – [Games for Change](#), the leading global advocate for the power of games and immersive media as drivers of social impact, has unveiled the finalists for the 2024 Games for Change Awards. Winners will be announced at a special Awards Ceremony hosted by actress Anjali Bhimani, well known for her roles in Overwatch, Apex, and Critical Role's Candela Obscura. The 2024 G4C Awards Ceremony will take place live at the annual Festival in New York on June 27.

"The overwhelming response to this year's Games for Change Awards is a testament to the incredible potential of games and immersive experiences to make a difference in the world," said Games for Change President Susanna Pollack. "From the record-breaking number of submissions to the diverse range of countries represented, it's clear that game developers are increasingly recognizing the power of their medium to tackle pressing social issues and create meaningful change."

This year, The Games for Change Awards received 44% more submissions than last year from developers in more than 50 countries. With 37% of submissions coming from the United States and 63% from international developers, the 2024 Games for Change Awards showcase the global impact of games as a force for good, educating, inspiring, and driving positive change worldwide.

**The 2024 Games for Change Award finalists include:**

### **Best in Innovation**

- [A Highland Song - inkle](#)
- [Stay Alive, My Son Chapter 1 & 2 - UME Studios](#)
- [Stray Gods: The Roleplaying Musical - Summerfall Studios](#)

### **Best in Civics**

- [We. The Refugees: Ticket to Europe - Act Zero](#)
- [Sibel's Journey - Food for Thought Media](#)
- [Headlines and High Water - Field Day Lab](#)

### **Best in Environmental Impact**

- [Loddlenaut - Moon Lagoon](#)



- [Wake: Tales from the Aqualab - Field Day Learning Games](#)
- [The Plastic Pipeline - FableVision](#)

### **Best in Health & Wellness**

- [Teach Your Monster Adventurous Eating - Teach Your Monster](#)
- [Sóóó Exhausting - Open Concept](#)
- [Soulpaint - Improvive](#)

### **Best in Impact**

- [Headlines and High Water - Field Day Lab](#)
- [Stay Alive. My Son Chapter 1 & 2 - UME Studios](#)
- [American Arcadia - Out of the Blue Games](#)

### **Best in Learning**

- [Outbreak READY 2!: Thisland in Crisis - &ranj](#)
- [Give As We Grow - FableVision](#)
- [Headlines and High Water - Field Day Lab](#)

### **Best in XR**

- [MLK: Now Is The Time - Flight School Studio, TIME Studios, Meta VR For Good](#)
- [Origen - Presencias](#)
- [Maya: The Birth of a Superhero - Just Another Production Company](#)

### **Best Narrative**

- [Torn Away - perelesoq](#)
- [Stay Alive. My Son Chapter 1 & 2 - UME Studios](#)
- [American Arcadia - Out of the Blue Games](#)

### **Best Student Project**

- [It's Ukraine - Not a Game - Various Students](#)
- [Stop and Breathe - One Must Imagine Games](#)
- [PacaPomo - Saturday Boys](#)

### **Best Gameplay**

- [A Highland Song - inkle](#)
- [Chants of Sennaar - Rundisc](#)
- [Jusant - DON'T NOD](#)

Regular-priced tickets will be available until **June 9th** on the [Games for Change Festival](#) website.

### **ABOUT GAMES FOR CHANGE**

Since 2004, Games for Change (G4C) has empowered game creators and innovators to drive



real-world change, using games and immersive media that help people learn, improve their communities, and contribute to making the world a better place. G4C partners with technology and gaming companies, nonprofits, foundations, and government agencies to run world-class events, public arcades, design challenges, and youth programs. G4C supports a global community of game developers using games to tackle real-world challenges, from humanitarian conflicts to climate change and education.

###

Editorial Contact: [g4c\\_team@zebrapartners.net](mailto:g4c_team@zebrapartners.net)

Games for Change [Press Kit](#)

To register for a press pass, please fill out [this form](#).