

## Announcing the Imagination Gaming Family and Education Game Awards for 2015

Imagination Gaming are proud to announce the results of their 3rd annual, global, hobby-game awards competition.

Created by Nigel Scarfe and Chris Standley, the 'Imagination Gaming Game Awards' seek out new games from around the world that engage children and families alike whilst helping to promote basic social and curriculum based life skills.

Successful entrants may then be incorporated into Imagination Gaming's daily events and programmes for education nationwide, and therefore are of special interest to those working in education, social support and the relevant distribution channels.



The games considered, whilst primarily engaging and fun, are not necessarily designed for education, but always require participants to demonstrate a range of fundamental skills and understanding. The previous year's submissions have covered (and rewarded), a wide spectrum of games from table-top 'geeky-gamer' type games to skills focussed games for children and adults alike.

Solely funded by Imagination Gaming and independently assessed by panels of experienced educational professionals and family game enthusiasts, the awards cover 7 specific categories to recognise the benefits all ages can get from combining learning, fun and education.

The key to a games success is great content, mechanics and design. For these there are no substitutes and the awards recognise this.

### **The Imagination Gaming Award Winners 2015:**

Categories for games new to Imagination Gaming in the last 12 months

#### **Best Maths Game**

Gold Award: **Sushi Go!**

Silver Award: **Chickyboom!**

Bronze Award: **BrainBox My First Maths**

#### **Best Literacy Game**

Gold Award: **BrainBox ABC**

Silver Award: **Lugu**

Bronze Award: **Fast Words**

**Best Cross-Curriculum Game**

Gold Award: **BrainBox The World**

Silver Award: **Extraordinaires Buildings**

Bronze Award: **Blocky Mountains**

**The UKGE Family Zone Player's Award (Voted for at UK Games Expo 2015 in the Imagination gaming run Family Zone)**

Gold Award: **Loony Quest**

Silver Award: **Battle Sheep**

Bronze Award: **Brave Rats**

**Best Family Game**

Gold Awards: **Loony Quest, The Hare & The Tortoise, Eggs & Empires**

Silver Awards: **Merry Yard, Brave Rats, Adventure Tours**

Bronze Awards: **Battle Sheep, Kings Gold, Machi Koro**

Categories for games that have proven consistently popular and beneficial in Imagination Gaming family and education events:

**Family Classic Awards**

**Hey! That's My Fish, Quarto Classic, Jungle Speed**

**Excelled In Schools Awards**

**Mapominoes Europe, Mathical Creatures, Coyote**

Images and details of all this years entrants and winners can be found at  
**[www.imaginationgaming.co.uk/ig-awards](http://www.imaginationgaming.co.uk/ig-awards)**

The awards are now supported by a dedicated website, and curated social media conversation driving involvement throughout the process. The build-up and awards culminated in all the games featuring in Imagination Gaming's 'hands on' Family Zone hall at this year's UK Games Expo 29th - 31st of May.

All details can be found via [www.imaginationgaming.co.uk/ig-awards](http://www.imaginationgaming.co.uk/ig-awards), with updates via **Facebook** ([facebook.com/imaginationgaming](https://facebook.com/imaginationgaming)) and **Twitter** ([#iggameawards](https://twitter.com/imagigaming)).

*If you would like visual assets or case studies involving the past winners and the positive impact of the awards, further details of the educational use and benefits of Imagination Gaming's innovative offering, please don't hesitate to get in touch.*

-ENDS-

### **Notes to Editors**

#### **Imagination Gaming**

Imagination Gaming offers solutions to engagement and learning in educational and social organisations - for all ages and abilities, focusing on enjoyment and learning in equal measure.

Founded in 2007 with the goal to continue to change the perception of games within the UK to one where they are seen and used as the great learning tools that they are. The desire is to see games used on a regular basis in schools and other organisations, as well as by families and groups, to bring people together and provide a stimulating mental challenge across all ages and abilities. The results and testimonials speak for themselves.

Learn more about Imagination Gaming's work in education here [imaginationgaming.co.uk](http://imaginationgaming.co.uk), and see their huge base for everything hobby gaming at the IQ Games Centre here [iqgaming.co.uk](http://iqgaming.co.uk)

For more information or high res images please contact Chris Standley on 07957449572 or email at [chris@imaginationgaming.co.uk](mailto:chris@imaginationgaming.co.uk)

