

Announcing the Imagination Gaming Family and Education Game Awards for 2019

Imagination Gaming are proud to announce the results of their 7th annual, international, family and education games awards 2019.

Created by Nigel Scarfe and Chris Standley, the “Imagination Gaming Family and Education 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 entries 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 now cover 10 specific categories to recognise the benefits all ages can get from combining learning, fun and education. Growing year on year following new award category inclusions by popular demand, the categories are: **Best Family Game, Best Maths Game, Best Literacy Game, Best Cross Curriculum Game, Best Problem Solving Game, Young Einstein Award, UK Games Expo Players Choice Award, Family Classic Award, Excelled In Schools Award and The BIGGY (Best Imagination Gaming Game of the Year).**

With these, they are able to offer more games than ever before their “**Seal of Approval**” to give deserving games a chance to be recognised for the great educational tools they are.

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



The Imagination Gaming Award Winners 2019:

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

Maths Gold Award: Second Chance (Pegasus Spiele)

Maths Shortlisted: Balance Beans (ThinkFun), **Bitcoin Hacker** (Masqueoca), **Flipside** (Hopwood Games), **Numbugz** (PLYT Games), **Savvy** (Savvy Games Ltd), **Second Chance** (Pegasus Spiele), **Curse of Pirate Gold** (HABA)

Literacy Gold Award: Junior Alias (Tactic Games)

Literacy Shortlisted: Spell Smashers (Renegade Games), **Fletter Fuse** (Red Knight Toy Group), **Junior Alias** (Tactic Games), **Just One** (Asmodee UK), **Letter Go** (Asmodee UK), **Trapwords** (Czech Games Edition), **Wordsy** (Formal Ferret)

Cross-Curriculum Gold Award: TEAM3 (Brain Games)

Cross-Curriculum Shortlisted: Farben (Pegasus Spiele), **Countries Of The World** (HABA), **History Heroes SPACE** (K-Play), **Roboshop Chaos** (DazzleEdu), **Snap-Fit** (Little Athlete Games), **TEAM3** (Brain Games), **Sussed - Allsorts** (Games To Get Ltd)

Young Einsteins Gold Award: Snail Sprint (HABA)

Young Einsteins Shortlisted: Arty Mouse Spin and Find (Value Add Games), **Monsters Party** (Taiwan Board Game Publishing), **My First Games Collection** (HABA), **Going Around The City** (Taiwan Board Game Publishing), **Snail Sprint** (HABA), **Rainbow Slide** (HABA), **Farm Rescue** (Brain Games)

Problem Solving Gold Award: Cahoots (CoiledSpring)

Problem Solving Shortlisted: Assembly (Wren Games), **Cahoots** (CoiledSpring), **Layers** (Asmodee UK), **Roller Coaster Challenge** (ThinkFun), **Seekers Of Astrod** (Zvata Studios), **Twisty** (Djeco), **Noises At Night** (B&B Games)

Family Gold Awards: Off The Rails (Rotten Games), **Chop Chop** (Djeco)

Family Shortlisted: Chronicles Of Crime (Lucky Duck Games), **Off The Rails** (Rotten Games), **Shadows Amsterdam** (Asmodee UK), **The Mind** (CoiledSpring), **Villainous** (Ravensburger), **Spy Club** (Renegade Games), **Planet** (CoiledSpring), **Cat Chaos** (Ginger Fox Games), **Kung Fu Zoo** (Asmodee UK), **Let's Catch The Lion** (Ei Systems), **What To Wear** (Taiwan Board Game Design), **Chop Chop** (Djeco), **Peach Snaps** (Wild and Wolf), **Who Did It?** (Asmodee UK)

Player's Choice Gold Award: Farm Rescue (Brain Games)

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

Family Classic Awards: **Rush Hour** (ThinkFun), **Rummikub Classic** (John Adams), **Cockroach Poker** (Drei Magier)

Excelled in Schools Awards: **Shaperise** (Green Board Games), **Rings Up!** (Blue Orange), **First Orchard** (HABA)

Last but not least, Imagination Gaming's most prestigious award was the **BIGGY** (Best Imagination Gaming Game of the Year) Award. All games submitted into the 2019 awards were in the running and only one of the submissions received claimed this award. The game was awarded the BIGGY this year due to being that little bit 'different'; a game which proved popular, not only with the judging panel, but with Imagination Gaming themselves, and their ability to use the game in a variety of sessions and educational activities.

BIGGY (Best Imagination Gaming Game of the Year) Award - Curse Of Pirate Gold (HABA)

Images and details of all this years entrants and winners can be found at 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 31st May to 2nd of June.

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

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 offers solutions for 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

For more information or high res images please contact Chris Standley on 07957449572 or email at chris@imaginationgaming.co.uk

