

# Project Impact Report

DUE Tuesday, September 1

Project Title: GameChanger

Project Leader(s): Ethan Kosaki, Ethan Wang, Daniel Kim

Numbers Reached From your project:

- Direct Impact: **165**
    - Briefly list what qualifies as a direct impact participant for your project:
      - Direct instruction (camps)
      - Unique viewers on our YouTube videos(People who viewed our video tutorials. People who viewed more than one are counted as 1 direct impact)
  - Indirect Impact: **1052**
    - Briefly list what qualifies as an indirect impact participant for your project:
      - Website visits
      - Views on "About Project GameChanger"
      - Social Media (Instagram Followers)
- # of Volunteers: **7**    # of Lessons: **16**    Total Instructional Hours: **29.1**

Social Impact:

Describe how your project positively impacted members of the community who are underserved or lacking access. *max. 200 words*

As GameChanger, we taught computer science, an interest traditionally for wealthier people, to the underserved community through video game creation. Our ultimate goal was to encourage underserved kids to extrapolate off the skills we gave them, as well as give to them an impetus to consider a STEM field, which is both higher in average pay and is growing in demand. Although coding is often stereotyped as a daunting task intended for a small minority, we presented it in a fun and interactive way that allowed us to reach even the most disinterested children. Research has continually proven that doing something enjoyable exponentially increases kids' learning curves.

Over the summer, we taught at the Boys and Girls Club of Greater Anaheim/Cypress. Initially, kids had mixed reactions to the thought of learning game design. However, at the end of our course, kids reacted positively, with one even going so far as to "want[ing] to become a videogame designer" when she grows up. Through GameChanger, we can definitively say we have impacted young lives in the underserved community.

Survey Statistics:

Create an infographic to highlight your best data from this project.

*You may use additional pages for this part of the report.*



Sparking Change by Teaching Games

1217

PEOPLE IMPACTED

98%

POSITIVE VIDEO  
FEEDBACK

100%

OF STUDENTS  
RESPONDED THAT OUR  
CLASS GAVE THEM AN  
INTEREST IN GAME  
DESIGN.



## STUDENT QUOTES

*"It was pretty hard, but I think I can do it in the future. That's why I want to become a video game designer."*

— Olivia, student

*"I think that I like it a lot and I also really like it because it is challenging and it is super fun. I want to make other kids happy."*

— Alexis, student

*"It was super fun to learn how to code video games and it made me interested in game making."*

— Bronson, student