



## **FUNERGY has ended up at the second place at the International Educational Games Competition**

**3-4 October 2019, Odense, Denmark.** FUNERGY – a game that teaches school students about energy saving developed within the Horizon 2020 project enCOMPASS – ended up at the second place at the International Educational Games Competition. The Competition conference took place in Odense, Denmark, and is organized as part of the 13th European Conference on Games Based Learning.

FUNERGY is a hybrid board and digital game that aims at promoting energy awareness and increasing energy efficiency knowledge in children and their families. The game entered the competition in the category of Mixed Games, which included games with digital and non-digital elements. 16 games were evaluated in the competition's final, consisting of 3 stages: introduction to the game (1), playing session with the judges, followed by a discussion about pedagogical concepts behind the game (2), and a demo session open to all attendees (3).

FUNERGY received a positive feedback from the judges. To mention are the attractive name, the well-integrated learning concepts into the game mechanics and the great potential for commercial exploitation. The judges saw improvement potential in the target group, as the game mechanics are rather complex for children in the ages from 6 to 8 and could be adapted for early-teenagers and older pupils.

The FUNERGY game could be can download in the app store for iOS and **Android** for free.

About enCOMPASS, [www.encompass-project.eu](http://www.encompass-project.eu) :

The enCOMPASS H2020 project funded by Horizon 2020 (grant agreement No. 723059) implements and validates an integrated socio-technical approach to behavioural change for energy saving, by developing innovative user-friendly digital tools to make energy consumption data available and understandable for different stakeholders (residents, visitors, public actors, building managers, utilities and ICT-providers) so to empower them to achieve energy savings and manage their needs in energy efficient, cost-effective and comfortable ways.

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enCOMPASS, presenting FUNERGY at the European Conference on Games Based Learning



FUNERGY game cover