

THE 100

Each year thousands attend the Games For Change Festival, eager to use the **power and fun of games** for social good. Many are active gamers, but every year some ask, "What should I play to get started?"

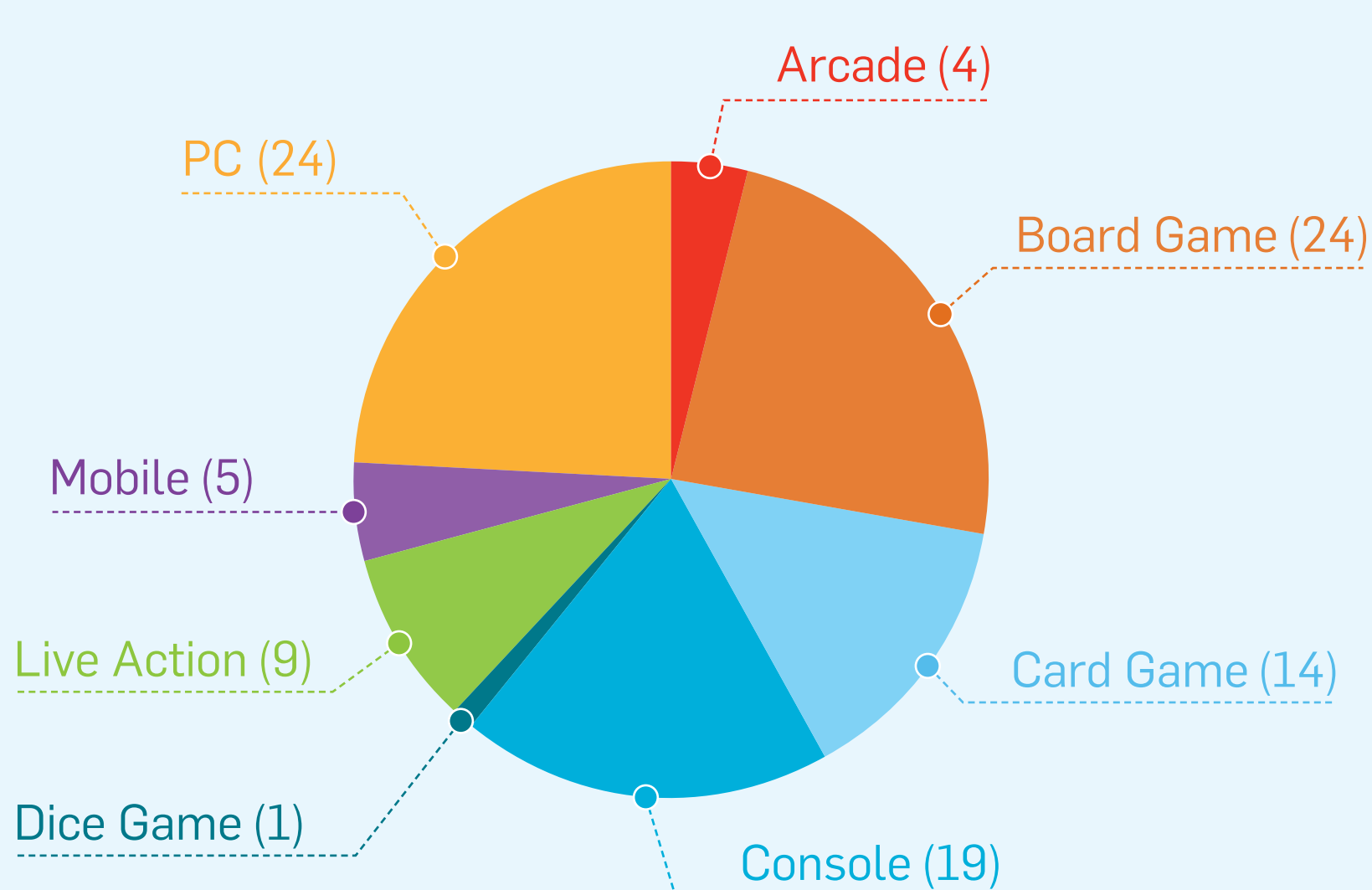
Last year Games for Change and ESI Design invited the public to answer that question by going online and choosing **The 100 Games Everyone Should Play**. People could nominate any game — any format, any subject — and then vote the submissions up or down.

Here's the result: a valuable new resource that can be used by anyone eager to learn about **good gaming** and to join the **G4C movement**.

Voting by the Numbers

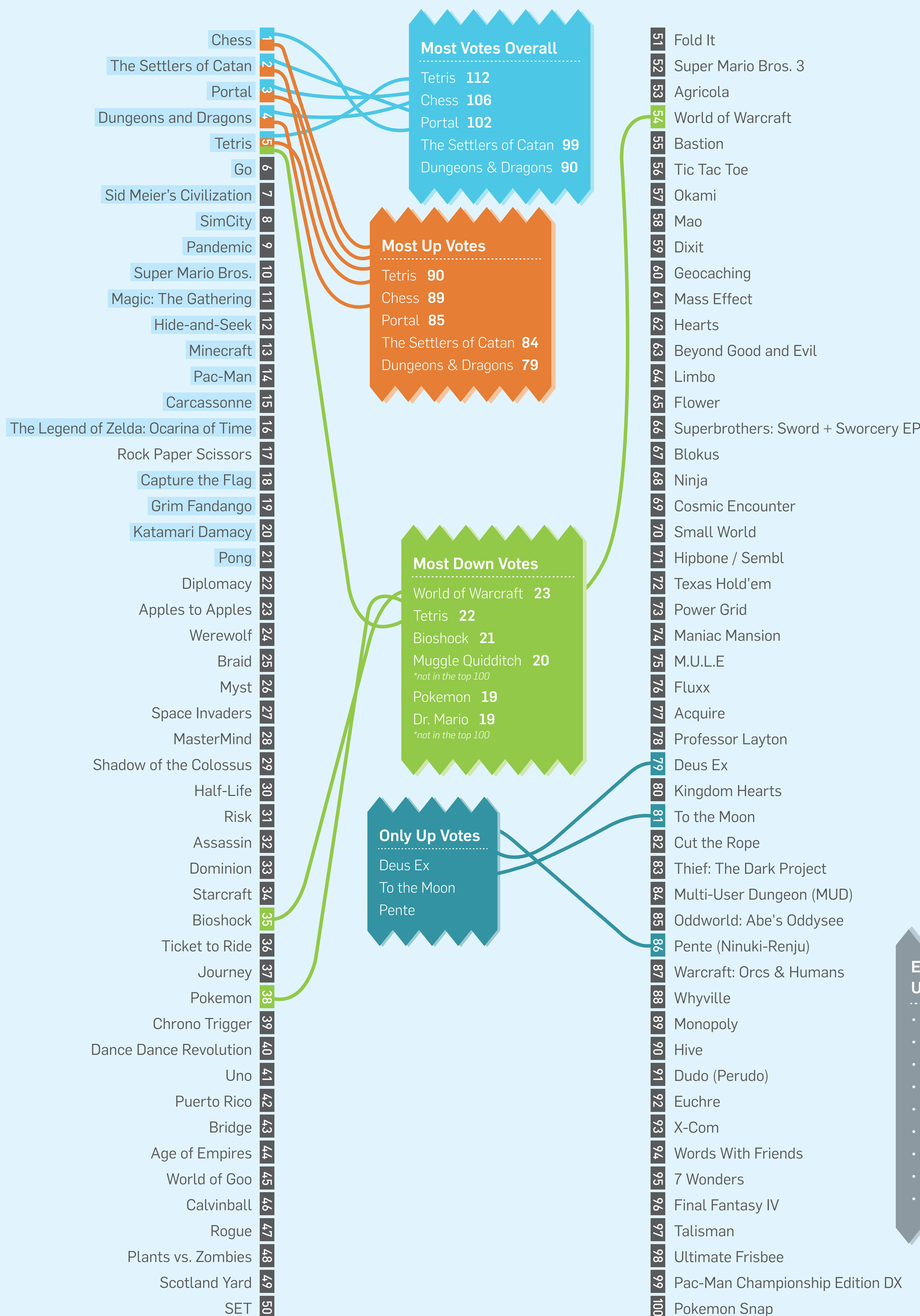
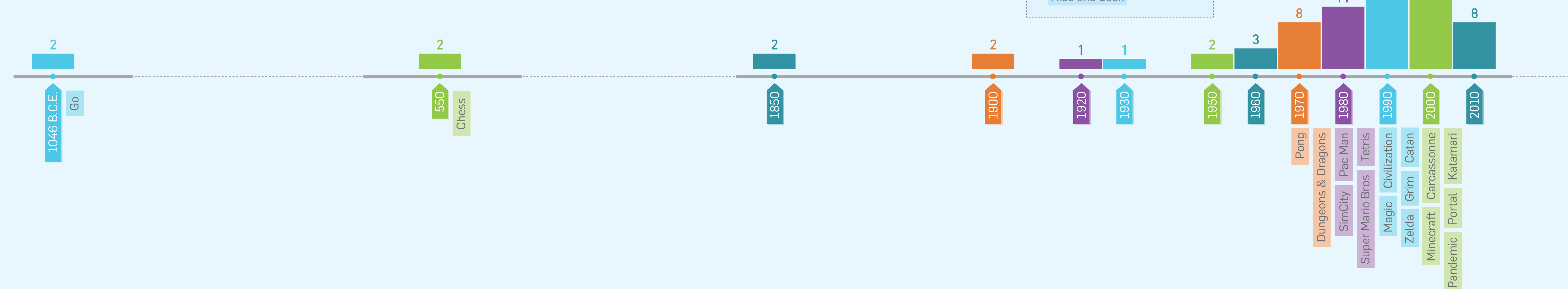
Number of games nominated **almost 200**
 Number of people who participated **521**
 Number of days voting was open **16**
 Number of votes cast **4733**

Variety of Games Submitted



Timeline of Game Design

The timeline shows the date of origin for all games in The 100, and calls out by name all games in The 20.



Equal Number of Up and Down Votes

- FreeRice
- Diablo 3
- League of Legends
- Zamzee
- Tony Hawk's Pro Skater
- Geometry Wars
- Musical Chairs
- Xeko
- Polyglot Cubed

highlighted games are also included in The 20

GAMES FOR CHANGE
 Games for Change facilitates the creation and distribution of social impact games that serve as critical tools in humanitarian and educational efforts. Unlike the commercial gaming industry, Games for Change aims to leverage entertainment and engagement for social good by convening multiple stakeholders, highlighting best practices, incubating games, and helping to create and direct investment into new projects.
www.gamesforchange.org

DESIGN
 ESI Design is an interdisciplinary team of passionate problem-solvers who integrate physical, digital, and social design to create transformative experiences that encourage ongoing conversation, collaboration, and action. An extension of ESI's efforts to reimagine meaningful interactions is the ESI Game Lab — an experimental "do tank" that creates novel game experiences to promote collaboration through play, spectacle, and narrative in the public realm.
www.esidesign.com