Quandary Wins $300,000 in Global EdTech Competition

[Boston, MA] – *Quandary* received a top award today in the global Tools Competition as one of 50 winning teams building or expanding learning tools to address pressing issues in education.

Quandary will receive $300,000 to add three innovations to enhance the game's proven, research-backed approach to developing students' ethical decision-making skills and concern for others. These groundbreaking advancements are designed to better prepare students for the increasingly complex 21st century world:

- A game engine – The *Quandary* team will transform a game with four set episodes to a game engine that allows players, educators and researchers to create their own ethical dilemmas and episodes that integrate into the proven *Quandary* game mechanics.

- An AI-focused episode – The *Quandary* team will create an episode about AI ethics, immersing students in the possibilities and limits of AI.

- An AI chatbot – The *Quandary* team will introduce an AI chatbot into post-game conversation, deepening users' reflection and learning.

These capabilities will enhance students' 21st century skills, expand the game's impact to more learners, and engineer instructional processes to enhance learning and assessment.

"What makes *Quandary* unique is its engaging 'no-one-right-answer' game design," said the *Quandary* team. "Just like real-life ethical quandaries, each gameplay decision comes with tradeoffs. No decision pleases all parties. *Quandary* provides a framework for complex decision-making without telling players what to think or do. By exploring these dilemmas, students develop skills vital to decision-making in a complicated, often divided society."

Quandary is a free, nonprofit online game and app that has been played more than 2.3 million times. *Quandary* has won numerous awards, including "Game of the Year" at the Games for Change Festival, and has been written about in books, such as *We the Gamers*.

The *Quandary* team includes the following team members:
Core Design and Execution Team – Scot Osterweil: Creative Director/President, Learning Games Network & Creative Director Emeritus at the Education Arcade at MIT;
Shannon Meneses: Executive Producer, Learning Games Network; Shelly London: *Quandary* founder; Daniel O'Donnell: *Quandary* outreach; Peter Stidwill: Executive Producer - FableVision;
Advisors – Dr. Marina Bers: Augustus Long Professor of Education - Lynch School of Education, Human Development at Boston College/Director of Developmental Technologies research group; Dr. Chris Dede: Sr. Research Fellow - Harvard Graduate School of Education; Arnaud Dressen: CEO and founder - Wonda;
Dr. Rick Weissbourd: Sr. Lecturer - Harvard Graduate School of Education & Kennedy School of Government/Director of Making Caring Common Project.

Quandary was selected from more than 1,900 submissions, with winners hailing from institutions and organizations across 18 countries and all continents.

Awards were given in six tracks, targeting core opportunity areas for innovation. *Quandary* received an award in the "Preparing for the 21st Century World" track. Other winning tools include AI-powered simulators for teachers-in-training, chatbots that help build self-directed learning skills and prevent student dropouts, and data sets for researchers studying what works in education.

For more details on our winning proposal please visit https://tools-competition.org/winner/quandary/. A full list of winners and their projects can be found here.

Tools Competition Background
The Tools Competition is one of the largest edtech competitions in the world. It aims to spur edtech innovation leveraging digital technology, big data, and learning science to meet the urgent needs of learners worldwide.

To date, the Tools Competition has awarded $17.5 million to 130 edtech innovators across four cycles.

The 2023-24 Tools Competition was run with support from: Renaissance Philanthropy, Griffin Catalyst, Walton Family Foundation, Bill & Melinda Gates Foundation, Siegel Family Endowment, the Defense Advanced Research Projects Agency (DARPA), Ballmer Group, Calbright College, Axim Collaborative, Jacobs Foundation, Endless Network, and OpenAI.

The competition is administered by The Learning Agency and Georgia State University.

The next cycle will launch in September 2024. To be updated on news and events, join the mailing list here.