The Game Design competition is a chance for students to create their own video game. 

Grand Prize: University of North Carolina and Central Piedmont Community College
- Will Isenhour, Nic Colley, Jonathan Mead and Danny Helms
- An educational video game called Sixth that involves a series of quest challenges related to ending poverty around the world.

First Prize: Coffee Powered Altruism, Yale University
- Henry Corrigan Gibbs and Christopher Riederer
- A strategy game called Alterra that tasks participants with tackling development issues of a country or region.

Second Prize: Ifrit Salsa, University of Houston
- Alaa Gharandoq, Jesus Hernandez, Daniel Biediger and Arifur Sabeth
- A video game called RoboRecycler that promotes a cleaner environment by collecting, sorting and recycling different items.

Third Prize: LeveL13, University of Houston
- Paul Diaz, Reggie Tye, Syung You and Yu Chao Chen
- A video game called Antitoxin Squad that lets participants combat pollution by cultivating plants around the world.