Three teams from the University of Houston, Ziggers won (4th place Windows and Xbox), Wasabi Ninja (placed 3rd Windows Phone) and Eager Beavers (top 6 US Windows and Xbox) competed in the finals of Microsoft’s Imagine Cup 2012 US Game Design Competition. Imagine Cup 2012 Finalist.

Credit/No Credit, University of Washington Bothell
Project: The team created an educational game aimed at fighting diseases in our community. The game aims to teach younger audiences that we are all vulnerable to easily transferable diseases and focuses in particular on HIV/Aids and Malaria with factoids displayed throughout the game.

Eager Beavers PC, University of Houston
Project: The team created an educational shooting game featuring a highly intelligent self-powered robot, the “Hydro-bot”, capable of restoring all ocean life destroyed by years of ocean pollution. During the game the player learns about environmental sustainability and the game brings to mind a vision of what the ocean environment will become in the future if we do not act now. Team Members are undergraduate Khoa Le and graduate students Hien Nguyen,
Sushil Joshi and Debjyoti Majunder. Team mentor: Jose Baez Franceschi

Zigers, University of Houston
Project: The team created an Xbox game that addresses oil spills in the ocean. The player commands ‘Rapid, Ocean Hazard Responders’, a fictional organization that has been charged by the United Nations Environmental Program to clean up major oil spills in the ocean. Team members are undergraduate students Michael Slater, Chris Gonzales, Sin Ng and Allison Sherrick. Team Mentor: Dr. Chang Yun

Game Design - Windows Phone

Drexel Dragons, Drexel University
Project: The team created the game “Math Dash”, a solution that helps students learn through game play. The game teaches students while engaging them in their normal activities and integrates learning with fun.

Panther Games Team Alpha, Santa Ana College, Chapman University
Project: The team created a game “Children of War” (CoW) that is based upon struggles in Africa between villages and rebel groups. The game puts the player into the shoes of a Ugandan child living in a village and the player must sneak past rebels and obstacles, rescue other children, and lead them all to safety in a race before dawn.

Wasabi Ninja, University of Houston
Project: The team created an augmented reality based first person shooter game for Windows Phone 7. The player takes the role as Phagy, a nanomachine engineered specifically to destroy harmful materials in the water systems of developing countries. Team Members are graduate students Martin Le and Patipol Paripoonnanonda and undergraduates Jackchalat Chaiyakhom and Josh Riffel. Team mentor: Dr. Chang Yun

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