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REEF STAKES® BECOMES THE FIRST MALAYSIAN MADE CARD GAME TO WIN THE INTERNATIONAL EDUCATIONAL GAMES COMPETITION (IEGC)

KUALA LUMPUR, September 28 – Reef Stakes®, a locally made tabletop card game was announced winner of the 8th International Educational Games Competition (IEGC) in the Non-Digital Finished Games category on Friday, the 25th of September. According to co-founder Quek Yew Aun, Reef Stakes® is the first Malaysian-made card game to have received this prestigious international award.

Reef Stakes® is the first marine themed role-playing card game in Malaysia. It is designed to mimic real-life stakeholder relationships, introduce some of Malaysia’s most iconic marine species and highlight threats to coral reefs.

“We’re over the moon about this (win). The competition was tough as there were many good games created by academics, practitioners and students from all around the world. But I think Reef Stakes®’ ability to engage with a wide range of people regardless of their background, managed to convince the judges (that we were worthy winners),” he added.



The annual competition runs alongside the 14th European Conference on Game Based Learning (ECGBL) which is organised by the University of Brighton, United Kingdom and Academic Conferences International (ACI). The conference was held via Zoom this year due to the COVID-19 pandemic.

To enter, participants had to submit a 500-word description and five-minute video of their game in April. The entry is then screened by a panel of game-based learning experts before the final ten were chosen. The finalists were then given five-minutes to present their game to judges and fellow conference participants on the 23rd of September.



Reef Stakes® team

(From left: Quek Yew Aun, Liew Hui Ling, Edmund Lau Chai Ming and Serena Adam Chua)

Edmund Lau Chai Ming, another co-founder when contacted shared about the origins of the game and hopes for the future.

“What started out as a passion project has now borne fruit. I hope Reef Stakes® will continue to educate Malaysian society and beyond through its simple yet meaningful messaging about the need to protect our marine environment.”

“The win has also gone to show the Malaysia Boleh! spirit in the global scene.” He hopes that it will inspire the creation of more Malaysian-made games in the future.

Malaysians can find out more about Reef Stakes® and how to purchase your very own copy via their Facebook page: <https://www.facebook.com/ReefStakes/> and website: www.reefstakes.com.

The submission video can be found here: <https://www.youtube.com/watch?v=naR3RsT5WQc>

The announcement video can be found here: <https://www.youtube.com/watch?v=DjXNpRHYrSE&t=51s>

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***Reef Stakes®** is the first marine themed role-playing card game in Malaysia. The game is designed to mimic real-life stakeholder relationships, introduce some of Malaysia's most iconic marine species and highlight threats to coral reefs. Since inception in 2017, the game has reached out to more than 3,000 people from all walks of life and used by ten local NGOs, two regional NGOs, three local universities and two local dive centers in their outreach work. Reef Stakes® has also been played in more than 10 countries including Germany, Cambodia and Taiwan. More information can be found at www.reefstakes.com.

Established 14 years ago, the **European Conference on Game Based Learning (ECGBL)** is an annual event that gathers academic scholars, practitioners, game designers and individuals who are engaged in various aspects of games-based learning and serious games. It has been held in Austria, Scotland, Spain, Portugal, Germany, Greece, Norway and France. ECGBL is generally attended by participants from more than 40 countries. This year ECGBL 2020 is being hosted by the University of Brighton, UK and Academic Conferences Internation (ACI) on 24 -25th September 2020. Papers accepted for the ECGBL after the double-blind peer review process, will be published in the conference proceedings. More information can be found at <https://www.academic-conferences.org/conferences/ecgbl/>

The **International Educational Games Competition (IEGC)** is an event alongside the ECGBL and is in its 8th year running. The competition is divided into four categories: Finished Non-Digital Games, Finished Digital Games, Student Games and In Development Games. Then, the submitted games go through a screening process which involves submitting information and a video to the judges. This year, each category had 8-10 finalists. During the finals held on the 23rd of September, participants were allowed a five-minute presentation followed by a ten-minute Question and Answer session.

Other pictures:



Launch of Reef Stakes® in 2018



Reef Stakes® played in local table top game events



Reef Stakes® used by various organisations for marine educational outreach