



## OREGON GAME PROJECT CHALLENGE

**FOR IMMEDIATE RELEASE: April 8, 2017**

### WILSON HIGH SCHOOL & SAINT PIUS X MIDDLE SCHOOL EARN TOP HONORS AT TENTH ANNUAL OREGON GAME PROJECT CHALLENGE

**Monmouth, Oregon, April 8, 2017** – The [Oregon Game Project Challenge](#), Oregon’s non-profit that promotes digital literacy and collaboration through game development, held the tenth annual Main Event (OGPC 10.0) on Saturday, April 8th where they honored high school and middle school champions in computer game development. The high school team “Team Team Team Team” (Wilson High School in Portland, OR) won *Best in Show* in the high school division and St. Pius X’s “Stardust Studios” (Portland, Oregon) earned *Best in Show* for the middle school division. OGPC, along with sponsors [Synopsis](#), [IBM](#), [Branium](#), [CentralReach](#), [Soma Games](#), and [HP](#) hosted 58 teams comprised of over 220 students and coaches from around Oregon at Western Oregon University in Monmouth for the annual game competition. Sixteen teams were honored with eighteen awards for their computer games designed to interpret the theme of “Space Race.”

OGPC is a competition that brings together teams of students and introduces or nurtures their interest in STEAM (Science, Technology, Engineering, Art/Design, Mathematics). The OGPC competition season runs from November to April each year, concluding with the statewide competition in Monmouth. Both high school and middle school teams compete by presenting original computer games to nearly 30 judges and panelists.

Judging criteria was based on awarding points to teams for completing achievements that represented best practices in various areas. This methodology is a feature common in today’s commercially produced videogames and was adopted by OGPC to emphasize cooperation over head-to-head competition. Teams scoring the highest points were honored with an award. Students were also treated to industry professional panel Q&A sessions as well as a keynote speech, delivered this year by Mark Maratea, game designer, of Kixeye (<http://www.kixeye.com/>).

For more information about the Oregon Game Project Challenge, visit [www.ogpc.info](http://www.ogpc.info).

#### **About Oregon Game Project Challenge**

The Oregon Game Project Challenge (<http://www.ogpc.info/>) is a 501(c)3 non-profit founded in 2006 to promote collaboration and digital literacy through video game development. The Oregon Game Project Challenge is for middle and high school students who form teams of coders, animators, artists, musicians, writers, and more to create a game. Teams learn the annual theme in November, write a game to interpret the theme, then compete against other teams in April.

## **Complete OGPC 2017 (10.0) Competition Results:**

### ***High School Division:***

*Best in Show:* Team Team Team Team (Wilson High School, Portland, OR)

*Peoples' Choice:* Placeholder Snakes (Hillsboro High School, Hillsboro, OR)

*Judges' Choice:* Project Ataahk (Wilson High School, Portland, OR)

*Rookie:* OGwPC (Tillamook High School, Tillamook, OR)

*Programming:* Migos (Wilson High School, Portland, OR)

*Game Design:* Clockwork Games (Roosevelt High School, Portland, OR)

*Art and Assets:* Catournauts (Redmond Proficiency Academy, Redmond, OR)

*Theme and Style:* Team Blitzkrieg (Sunset High School, Beaverton, OR)

*Professionalism:* Apathetic Companion (Tigard High School, Tigard, OR)

### ***Middle School Division:***

*Best in Show:* Stardust Studios (St. Pius X, Portland, OR)

*Peoples' Choice:* No Monkey Business (St. Pius X, Portland, OR)

*Judges' Choice:* Emoji Squad (St. Pius X, Portland, OR)

*Rookie:* Team Decay (Mohawk Jr/Sr High School, Marcola, OR)

*Programming:* Irrational Overflow (Duniway Middle School, McMinnville, OR)

*Game Design:* No Monkey Business (St. Pius X, Portland, OR)

*Art and Assets:* Cyber Cougars 2.0 (Cascade Senior High School, Turner, OR)

*Theme and Style:* Code Breakers (The Dalles Middle School, The Dalles, OR)

*Professionalism:* Team Beyond (St. Pius X, Portland, OR)

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