



1 About Enactus Cambridge

Enactus Cambridge are a member society of Enactus, a global not-for-profit organisation that creates student-led social enterprises. The Cambridge Team consists of a multidisciplinary team of masters and undergraduate students and is endorsed by the Cambridge Centre for Social Innovation within the Judge Business School. The team is mentored by Dr Belinda Bell, the programme director at Cambridge Social Ventures. This document presents a brief outline of the Renaissance Games Project, a project that has recently been shortlisted by ASDA for grant funding and support¹. We hope to collaborate with a school in piloting this project and would be happy to present comprehensive details in a follow up meeting with interested parties.

2 About the Renaissance Games

The aim of the Renaissance Games project is to redefine digital schooling by creating a platform of collaborative learning using play. The target audience is early year secondary school (years 7-9) pupils, struggling with isolation and finding learning difficult and unenjoyable. The aim is to engage them through a platform of digital gaming.

The Renaissance Games offer a series of virtual activities and games to help address the wellbeing and isolation challenges facing students and to encourage greater motivation for learning and collaboration, with the intention of intervening before a crisis point. The project was conceived to contribute to the wider educational aims, depicted by the United Nations². This strongly contributes to SDGS 3 and 4 of the United Nations by encouraging good health and wellbeing by intervening before crisis point on the issue of social isolation and exclusion, but also emphasises quality education by building digital skills and increasing access to educational games and activities.

3 Seeking Collaboration

In preparation for the launching of a bigger games-based wellbeing project for school-aged children, we are hoping to be able to collaborate with a school, in an attempt to pilot one game with the children. We are happy to tailor the timeframe and involvement logistics according to the needs and availability of the school. We are happy to provide more details about the actual game along with the skill set it endorses and its impact on student wellbeing in a more elaborate meeting with potential collaborators.

¹ASDA Partner Competition

²UN Sustainable Development Goals