

## **Student Game Showcase Donation**

May 2021

**The Fram Office of Applied Critical Thinking** was proud to be a sponsor for The School of Interactive Games and Media's 2021 Student Game Showcase. The categories for the Showcase were *game impact*, *game feel*, *technical excellence*, *aesthetics*, and *best in show*. Our office sponsored the *Game Impact* category

Dane Sherman, 4<sup>th</sup> year Game Design and Development student, won *game impact* with his game, Atom. Atom is an app Dane developed that has an interactive simulation which allows you to drag particles into or out of the atom to see how its properties change. Dane made the app to help make chemistry education more interactive and fun. <https://play.google.com/store/apps/details?id=com.Savvy.Atom>

It was decided that the money donated to the winner of *Game Impact* would go to a charity in the name of the winning student/team. Dane choose **Thaki** as the organization for his charitable choice. *Thaki* empowers refugee and vulnerable children to learn and thrive through self-paced, motivational electronic educational tools. These tools are their key to accessing 21<sup>st</sup> century skills. [Read more about Thaki.](#)

The Fram Office of Applied Critical Thinking made a donation to *Thaki* in the amount of \$250 Dane Sherman's name.