

Hacking Kuwaitscapes – Submit New Rules and Win Prizes!

Aims

Calling all game enthusiasts! Can you help us hack #[Kwaitscapes](#)? We're on a mission to create a new type of card game that not only brings excitement and competition, but also encourages collaboration, empathy, and reflection among players. Imagine a game where children can learn about the diverse experiences and interests of public space users while having fun. A game that teaches children how to see the world through different perspectives and understand that everyone has a unique story. A game that not only entertains but also educates. Check out [our latest blog post](#) for inspiration or let your creativity run wild! Help us make a difference in the way we play and think about [public space in Kuwait](#). Join us and help us make learning fun!

Click for more information on [the current game and rules](#), the [project that inspired the game](#), and our [latest blog](#). Follow us on social media channels to be updated – #HackingKwaitscapes

Prizes

The first prize is £500 and the winner will have their new game rules added to our website and potentially printed in future printouts of the game. This is a great opportunity for the winner to see their hard work come to life and be shared with players around the world. We also want to recognize and reward the runners-up for their creativity and effort. Their new game rules will also be added to the #[Kwaitscapes](#) website for people to download and enjoy. This is a chance for everyone to have their work recognized and for the community to have a wider variety of rules to play with. So, let your imagination run wild and help us create new rules for our card game. Don't miss the chance to make a difference in the way we play and think about public space.

Jury

The volunteer judging panel for our 'hack Kwaitscapes' competition will be composed of a diverse group of experts in the urban studies field. The jury will include members of our [research team](#) and young Kuwaitis, who have a deep understanding of the project and its goals, along with members from the [LSE Middle East Centre](#). The jury will evaluate the new rules based on their potential to achieve the game's main objectives – their simplicity, creativity, originality, and effectiveness in promoting these goals – and how much the judges like it overall.

Timeline

The competition will run for 1 month, starting on 20 February and ending on 17 March 2023, by 5pm GMT. This gives you ample time to come up with simple, creative, and innovative new rules for our card game. We encourage you to start thinking about your new rules and get your submissions in as soon as possible. The competition is open to everyone, so whether you're a game enthusiast, an academic, or just someone who wants to make a difference in the way we play and think about public space, you are welcome to participate. The jury will then evaluate all the submissions, and the winners will be announced within a month after the competition ends. We look forward to your submissions. So, get ready to hack Kwaitscapes!

How to Apply

To apply, send us your full name and contact details (email and phone number) together with your #HackingKwaitscapes rules proposal written in English (PDF), plus a maximum 2 mins video (MOV or MP4) explaining the aims and rules proposed.

Applicants should send their proposal by 5pm GMT on 17 March 2023. Maximum one entry per applicant. The prize will be announced within a month after the deadline for submissions.

For submission and all enquiries, please contact Mercedes Masters, Programme Coordinator for the Kuwait Programme at the LSE Middle East Centre: m.c.masters@lse.ac.uk