

Spy Quest - Short Story Competition

Young people currently within primary 5, 6 and 7, who live in Scotland, are invited to enter a short story competition from today. The story should be a Spy themed story of no more than 750 words. A panel of 3 judges will select a winner and two shortlisted finalists, which will be announced on 19th January 2016. The judges will be looking for stories that demonstrate originality, imagination and creativity, and writers who can capture the imagination and hold the readers attention.

The winner and two finalists will each win a Spy Quest game based on their story line for their school. Polybius Games staff and judge(s) will visit the school to host a live Spy Quest event and each pupil in the winner's class will receive their own Spy Quest 'Agent' t-shirt and Notebook.

The overall winner will also receive the coveted Spy Quest - Short Story Competition winner's plaque and a twelve month license for the school to utilise P1 to P7 Spy Quest games, including the 1+2 additional languages package.

The deadline for receipt of entries is 5pm (GMT), Friday 27th November 2015. The terms and conditions and entry form are available on Polybius Games web site at www.polybiusgames.com/education.

Key dates:

- **28th September 2015** - Submissions will be accepted for the Spy Quest - Short Story Competition.
- **27th November 2015** - Deadline for entries (5pm GMT).
- **19th January 2016** - Winner and shortlisted finalists announced.
- **February/ March 2016** - Live Spy Quest events at the winner and finalists schools.

Judges:

Mina Marsh, recent Publisher of Children's and Languages books at Lonely Planet.

Andy Briggs, writer, scriptwriter and TV producer.

David Goutcher, games developer, writer and creator of Spy Quest.

Spy Quest:

Spy Quest is an online interactive game which combines engaging technology, sound pedagogy and an immersive story. Games are designed to develop core skills and collaborative learning through team participation. It has been piloted and used as an activity for cross curricular learning with great success within Scottish primary and secondary schools. Story-lines are explored through a series of 'missions' where pupils co-operatively solve increasingly difficult tasks such as: finding objects, solving puzzles or cracking codes/ciphers in order to become a 'Super Spy'.

It is a unique game which captures the imagination of every pupil from P1 to P7. The concept won a prestigious 'John Logie Baird' Innovation award, as it provides every class the opportunity to play a game tailored to their needs but also to allow the pupils to create their own game.

A White Paper written by Ollie Bray, former Senior Policy Advisor & Consultant for Scottish Government & National Adviser for Emerging Technologies in Learning on the educational benefits of the game, is available on request from Polybius Games. Mr. Bray is a leading figure in the international arena on the future of computer-based games learning.