



WISCONSIN

2026 - 27

SERVICE LEARNING CHALLENGE PREVIEW: GAME CHANGERS



GAME CHANGERS
SERVICE LEARNING

Our Service Learning Challenge is designed to engage students in public service that addresses real-life community issues.

Video games are full of quests, obstacles, and creative solutions—and now, your team gets to bring that world to life! In this season's Service Learning Challenge, you'll design and carry out a project that addresses a real community need and share what you accomplished through a story set in a video game world. Collect your resources, avoid enemies, and strive toward your goals, all while making your world a better place!

2026 - 27 Service Learning teams will get to:

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a live theatrical Presentation that tells a story about at least one character who is attempting to achieve an objective within a video game world.
- Include a game resource and a desperate situation in the Presentation.
- Integrate information about the Project into the Presentation.
- Design and build a game resource tracker.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Learn more at wisconsindi.org
Questions? Please contact us!
(414) 207-4117 or info@wisconsindi.org



DESTINATION
IMAGINATION

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