



**Academic Magnet
High School**

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Media Release

AMHS 9th Graders, Mattilynn Vermette and Hailey Taylor, Selected as Runner-Up Winners for Game Design Challenge

Charleston, S.C. – Academic Magnet High School congratulates computer science teacher Ms. Jill Beuk and 9th graders Mattilynn Vermette and Hailey Taylor on being selected as runner up winners for their H&M Gaming program Telepuzzle.

Established by Legends of Learning, Inc. and the International Game Developers Association (IGDA), the “Games for All” Game Design Challenge seeks to provide learners with “interactive and collaborative team-based STEM challenges.” This year marked the 8th annual competition.

According to Danielle Rourke of Legends of Learning, Maddy’s and Hailey’s Telepuzzle game was loved by judges for its “interactive” approach, which necessitated communication between two players for individual success. Lindsay Buckel, Manager of Strategy, also with Legends of Learning, added that the “judges were especially impressed by the creative, original, and innovative approaches” all the competitors employed “to cultivate inclusion among players in a collaborative way.”

When asked to share her insights on Maddy’s, Hailey’s, and her other students’ success with the Game Design Challenge, computer science teacher Ms. Beuk shared “Maddy and Hailey loved the creative aspect of designing their own video game and had fun with it. They did a fantastic job incorporating the theme “Games For All”, and it was great watching them work so well together. I am very proud of them.”

Congratulations again to our aspiring game designers and Ms. Beuk – yet more proof of our Raptor community’s excellence!



H&M G A M I N G

What is Telepuzzle?

Telepuzzle is a 2 player co-op game where you solve puzzles in order to gain puzzle pieces and teleport to new and unexplored areas. The game is focused on teamwork and the inclusion of many different kinds of cultures and inclusive factors such as mental and medical conditions. We aim to bring people together and educate them about aspects of the world that they may not have been aware of prior.

