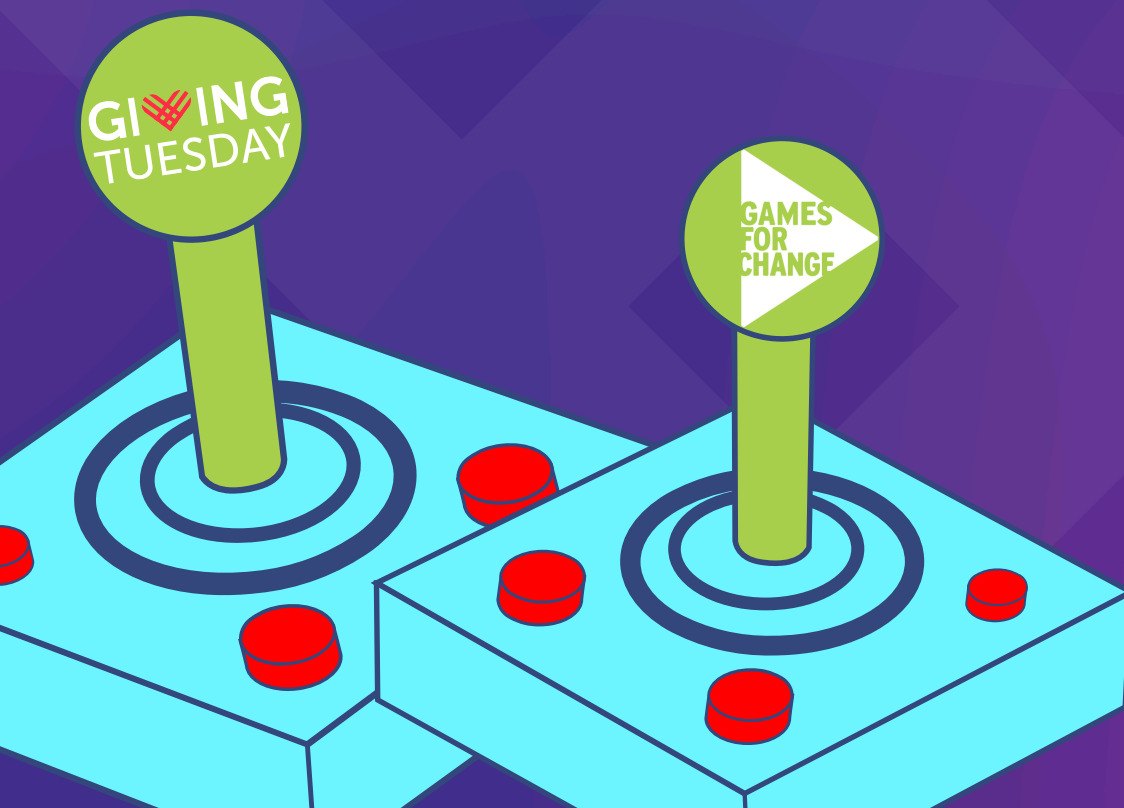


IMPACT ARCADES

FACILITATOR GUIDE

GENEROSITY LOADING...



WELCOME TO IMPACT ARCADES

Impact Arcades bring young people together to **gather** around a shared experience, **play** games that explore different issues and cause areas, **reflect** on what they experience in the games and connect those experiences to real-world challenges, and **respond** by turning their ideas into action!

This guide is designed to help you host your own Impact Arcade—whether you're a teacher, youth leader, nonprofit, community organizer, game designer, or simply someone who wants to bring a group of young people together around games and social impact.

All you need is a group of young people, some games, and a willingness to create space for curiosity, conversation, and action.

Impact Arcades are a collaboration between Games for Change and GivingTuesday, combining the power of games to spark new perspectives with the power of generosity to turn those perspectives into action.

READY TO GET STARTED?



MAKE IT YOURS

There is no single way to host an Impact Arcade. Design it for your community and your context.

Customize it based on YOUR...



PEOPLE

Build the experience around who's in the room—their age, interests, experiences, and the issues they care about.



GAMES

Use the [G4C Games Directory](#) to find games for your arcade or build your own lineup of games that fit your group's interests and connect to their culture, community, and experiences.



EXPERIENCE

Customize the themes, setting, format, and length to fit your community. Host it in person, online, or as a hybrid experience.



ACTION

Let participants decide how they want to respond, individually or together, on GivingTuesday (Dec. 1) or any time of year.



PLAN YOUR IMPACT ARCADE

Ready to bring your Impact Arcade to life? Start by deciding who, when, where, and what your group needs.

WHO

Start by deciding who you want to bring together. You can activate an existing group through a school, club, youth organization, or community space, or recruit a new group through friends, social media, and word of mouth. Think about the age range, group size, and what will make the experience engaging for the people you're inviting.

WHEN + WHERE

Choose a date that works for your group and decide whether you want your action to happen on GivingTuesday (Dec. 1) or another time. Choose a space—or online format—that gives people room to play, talk, and connect, with the technology and setup you need. Consider streaming your Impact Arcade live, so others can watch, play along, or follow the action in real time.

MATERIALS

Make sure you have everything your games and activities require. Depending on your lineup, this might include devices, chargers, Wi-Fi, screens or projectors, headphones, tabletop games, tables, and printed copies of this Facilitator Guide and the [Action Planning Worksheet](#).

ACCESSIBILITY + SAFETY

Plan ahead so everyone can participate comfortably and safely. Consider accessibility, technology and language needs, supervision, consent, emergency procedures, and any safeguarding requirements for your setting.



BUILD YOUR GAME LINEUP

The right games can turn play into curiosity, conversation, and action.

HOW TO CHOOSE YOUR GAMES

- **Start with your group:** Choose games that match their age, interests, and the themes they want to explore.
- **Let young people choose:** Ask what they're curious about or care about, and involve them in choosing games whenever possible.
- **Mix it up:** Try different themes, formats, and types of gameplay to give participants a range of experiences.

WHERE TO FIND GAMES

- **G4C Game Directory:** Start with the G4C Game Directory to find games with social impact themes. You can browse by rating, platform, cost, number of players, and accessibility settings.
- **G4C Student Arcade:** The Student Arcade features games created by young people through the G4C Student Challenge. Your participants can join the Challenge and have their game featured one day.
- **Find or Create Your Own:** Bring in games created by participants, find games that reflect your community, cultures, or interests, or create your own.

HOW MANY GAMES TO CHOOSE

More games doesn't always mean a better Arcade. Leave enough time for participants to play, reflect, and talk.

- 60–90 minutes: 1–2 games
- 2–3 hours: 2–4 games
- Half or full day: 3–6 games

When in doubt, choose fewer games and leave more room for conversation.



GAMES TO GET YOUR STARTED

Not sure where to start? Explore social impact games by cause area.

ENVIRONMENT + CLIMATE

- [Shifting Baseline*](#)
- [Stop Disasters!](#)
- [Weather Together**](#)
- [Recycling Rumble](#)
- [The Elephant in the Room**](#)

POVERTY + ECONOMIC INEQUALITY

- [The Scarcity Line*](#)
- [The Injustice Game**](#)
- [Spent](#)
- [CHANGE: A Homeless Survival Experience](#)

IDENTITY + BELONGING

- [Buddy System*](#)
- [Parable of the Polygons](#)
- [Rayha's Poem](#)

CONFLICT, PEACE + JUSTICE

- [Cyber City*](#)
- [The Social Justice Game**](#)
- [Mission: Zhubia](#)

COMMUNITY + CIVIC ACTION

- [DeSeller8*](#)
- [Minecraft: Active Citizen](#)
- [Neighborhood Good](#)

HEALTH + MENTAL HEALTH

- [Stop. Water the Roses*](#)
- [Rock Bottom](#)
- [Guilt Free](#)
- [Respite](#)

*youth-made game

**tabletop game

Want to play a game that gives back while you play? Check out [FreeRice](#), a trivia game where every correct answer raises 10 grains of rice for the World Food Programme.



TIP: Preview games before using them—some cover heavy topics and may need extra framing or content warnings.



HOST YOUR IMPACT ARCADE

Bring your Impact Arcade to life.

SET THE STAGE

Briefly introduce the Impact Arcade and explain what participants can expect: play, explore, ask questions, and be curious. Let them know there are no right answers or required takeaways.

If participants don't already know each other, start with a quick icebreaker or activity before jumping into the games. Keep it light and game-related—for example, ask: “What’s a game you love, and what do you like about it?”

GET PLAYING

Introduce each game with a quick overview of who created it, how to play, and how long it takes. Then let participants play individually, in pairs, or in small groups.

As they play, support rather than direct the experience. Answer gameplay questions, give participants space to explore, and notice moments of surprise, frustration, or excitement that could spark reflection later.

KEEP IN MIND

- Give games enough time—don't rush just to fit in more.
- Let participants explore rather than explaining what they're “supposed” to learn.
- Offer choice when possible, especially with multiple games.
- Groups can play different games and bring their experiences back together during the reflection



TIP: *You don't need to be a gaming expert. Help participants get started, then let the games—and their reactions—do the work.*



DISCUSSION GUIDE

Connect the game play to the world around you.

Bring everyone back together to unpack the experience, explore different perspectives, and **connect the game to issues that matter.**

Choose a few questions below to guide the conversation, starting with what happened and moving toward what it means and why it matters.

START WITH THE EXPERIENCE

- What happened in the game?
- What surprised, challenged, or stuck with you?
- What choices did you make, and why?
- Was there anything you would do differently?
- How did the game make you feel?

MAKE THE CONNECTION

- What issue or experience does this game connect to?
- What did the game help you see differently?
- Who is affected by this issue?
- Do you see it in your own community?
- Whose perspective might be missing?

FIND WHAT MATTERS

- What part of this issue matters most to you?
- What questions are you left with?
- What would you like to learn more about?
- If you could change one thing, what would it be?
- What could young people do to make a difference?



TIP: Let young people lead the conversation—there's no single "right" interpretation. Make space for different perspectives and disagreement.



FROM GAMES TO ACTION

The End of the Game Is Just the Beginning

It's time to turn what participants discovered into action—volunteering, creating, raising awareness, donating, or starting a project. It doesn't need to be big; it just needs to be meaningful, doable, and led by them.

MAKE IT YOUTH-LED

Give participants space to choose what they want to act on. Ask:

- What do you care about?
- What could you actually do?
- What can you give?
- Who could you involve?



TIP: Think beyond money. Giving can mean much more than donating. Young people can give their time, talent, treasure, testimony, or ties.

MAKE IT REAL

Help participants turn their ideas into a plan that is meaningful, doable, specific, and theirs. The [Action Planning Worksheet](#) can guide them through what they'll do, who they'll involve, what they'll need, and when they'll take action.

MAKE GIVINGTUESDAY YOUR MOMENT

GivingTuesday is a global generosity movement, celebrated annually—this year on December 1, 2026. It's a chance for young people to be part of something bigger, joining people around the world as they come together to give, collaborate, and make a difference.

Use it as your moment to launch an idea and rally your community into action. You can even connect with gamers and streamers worldwide through [#StreamingTuesday](#), turning your Impact Arcade into part of a bigger movement of play for good.



AFTER THE ARCADE

Keep the momentum going.

The Arcade may be over, but the action is just beginning. Here's how to keep the momentum going.

FOLLOW THROUGH

Check in with participants before their planned action to see if they need support, supplies, or encouragement.

SHARE + CELEBRATE

Celebrate what participants created and made happen. With permission, share their photos, stories, and voices using #ImpactArcade to highlight their impact and inspire others.

KEEP IT GOING

An Impact Arcade can be a one-time event or the start of something bigger. Keep the momentum going by:

- **Hosting another Arcade** with a new theme, group, or community.
- **Going deeper** on an issue that sparked interest through a follow-up discussion, project, or Arcade.
- **Continuing to take action** beyond GivingTuesday and supporting participants as they carry their projects forward.
- **Creating your own games** by hosting a Game Jam or participating in the [Games for Change Student Challenge](#).
- **Growing the community** by inviting another school, club, or organization to join or host their own Arcade.
- **Strengthening youth leadership** by inviting participants to lead the next Arcade, project, or activity.



THANK YOU!

Thank you for bringing an Impact Arcade to your community and creating space for young people to play, explore, connect, and take action.

SHARE YOUR STORY

We'd love to hear what happened! Share your Impact Arcade: what participants explored, what they created, and the actions they took.

Share your Impact Arcade with us using #ImpactArcade and tag @GivingTuesday and @GamesForChange

With permission, you can also share photos, videos, and stories with us at givingtuesday.org/impactarcades.

STAY CONNECTED

Follow [Games for Change](#) and [GivingTuesday](#) for updates, opportunities, and ways to stay involved.



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QUESTIONS OR IDEAS?

Reach out to us at partnerships@gamesforchange.org.