

# GRID

Gaming Revolution for International Development  
&  
Gaming Revolution for Inspiring Development



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## A Quick Look

- ❖ **Our Mission:** Leveraging the power of digital games to inspire behavioral change. At GRID, we aim to make games that can educate, engage and empower people to make better decisions about their lives, their health, their money and their future, all while having a good time.
- ❖ **Our Story:** Founded by Mariam Adil in 2013 GRID is a social initiative powered by a global team of young professionals who share a passion for gaming for development.
- ❖ **Our Achievements:** GRID was featured as an “exemplary approach” on stage at CGIU 2015 at a session moderated by President Clinton. Mariam has presented GRID at numerous occasions, including two Tedx talks and the World Bank OLC Launch. Mariam won the GWU Best Social Venture Prize, SID Andrew Rice Award, GWU Knapp Fellowship and UN PeaceApp prize for GRID. GRID has been featured by 50+ media outlets in the past three years.

# GRID Initiatives



## MoHiM:

### **No Shame in the Period Game**

*Gone are the Days of Crushing Candies;  
It's Time to Catch Those Pads with Undies!*

MoHiM raises menstrual health awareness through a fun myth-busting game and brings the dialogue to the forefront; educating and creating champions who are eager to eradicate MHM shame!

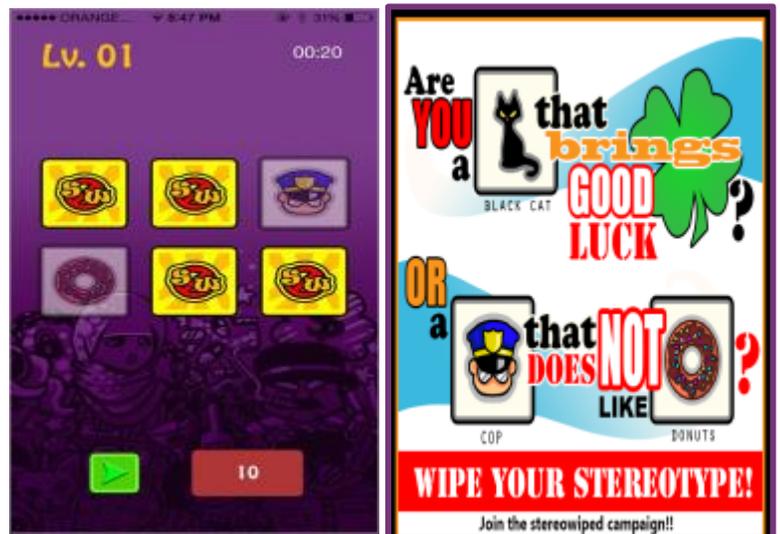
MoHiM is being introduced to 3500 girls in urban slums around Nairobi in May 2017.

## StereoWiped:

### **Wiping Stereotypes**

stereoWiped aims at breaking racial, gender and professional stereotypes and encouraging social diversity. It is a simple memory game that requires players to "match" stereotypes and then breaks them with thought-provoking statistics.

In 2015, GRID partnered with For Love of Children (FLOC) a Washington, DC based organization, which provides educational services primarily to low-income youth to introduce StereoWiped as part of the curriculum of the Scholars Program.



## **Gumbers:**

### **Numbers in The Gambia**

Gumbers is an educational game build in collaboration with the Government of Gambia. The player is challenged to save Math from an alien invasion, going from city to city to learn different math concepts and beat the aliens.

*The GRID team is currently working on games on financial literacy, sanitation and hygiene, wildlife conservation, human trafficking and climate change.*