

Educational computer game breaks ground by winning top prize at Develop:Brighton Indie Showcase awards

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In an **exciting moment for the future of education and Edtech**, **Noun Town: VR Language Learning emerged victorious** at this year's Develop:Brighton conference, winning the coveted Indie Showcase award.

"It's ground-breaking to see an education game collect the overall prize across a pool of all game types", said Noun Town creator, Dr. Jack Ratcliffe. "This shows that, with thoughtful design, it's possible to create experiences as engaging and motivating for players as any game - but with the added benefit of usable learning outcomes that can transfer into the real world or other educational settings, such as schools or workplaces. This award is just another piece of evidence that playing-to-learn is a future of educational approaches."

Develop:Brighton, held annually in Brighton, UK, is the country's premier expo and conference for game developers. The event brings together thousands of industry professionals to discuss the latest in gaming technology, showcase upcoming titles, and celebrate creativity and innovation in the field.

A highlight of Develop:Brighton is the Indie Showcase, where independent game developers from around the world compete for the top honour. An esteemed panel of judges plays and rates each indie game submission across criteria like gameplay innovation, visuals, audio, and overall fun factor.

After intense deliberation, the judges decided Noun Town stood above the rest.

Noun Town is a story-driven virtual-reality (VR) language learning title that transports players to a whimsical world filled with mystery. Critics have praised the game for its engrossing narrative, stunning visuals, and innovative use of VR technology to create an immersive, interactive experience.

As winner of the coveted Indie Showcase at Develop:Brighton, Noun Town cements its status as one of the most creative and trailblazing educational games on the market today.

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