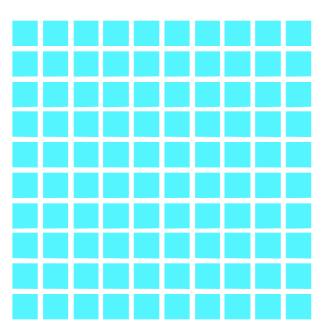


100

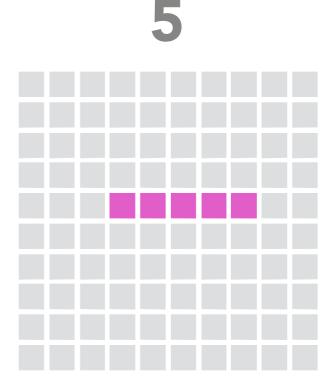


Entries from 42 different countries, see map!

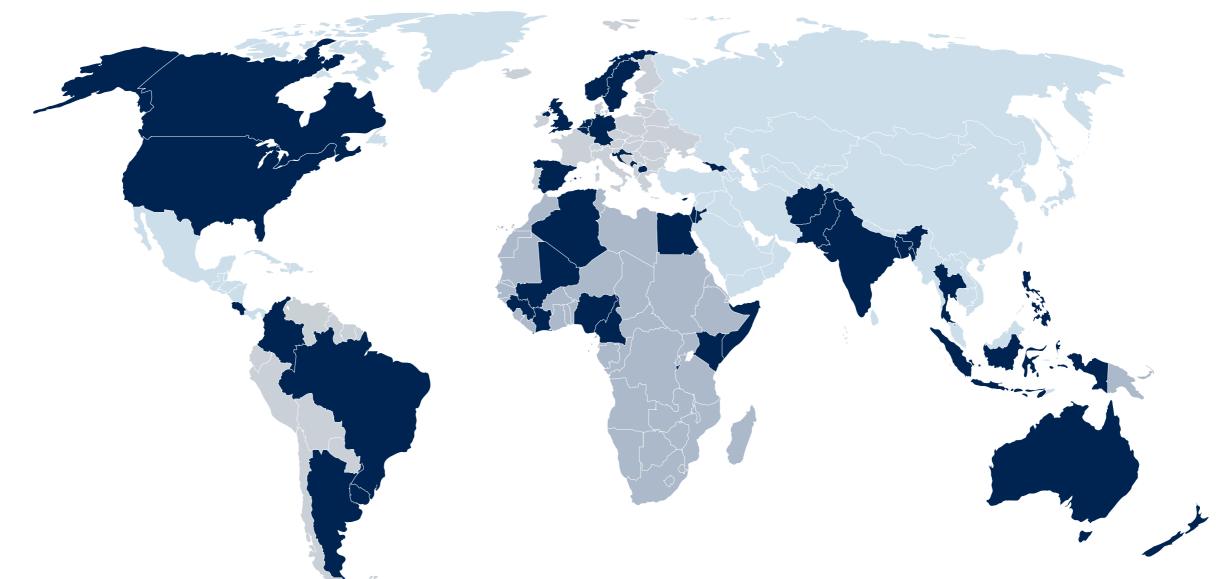
25



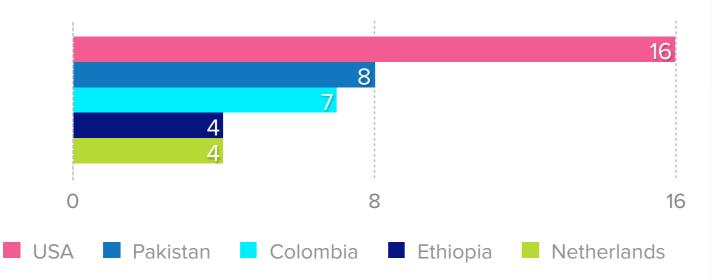
Shortlisted, to be judged by experts.



Winners to be announced December.



TOP 5 COUNTRIES BY # OF ENTRANTS

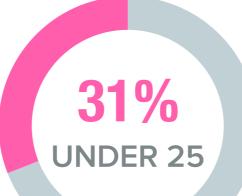


ENTRANT STATS

Groups that are not always well represented in peacebuilding or game development were represented among PEACEapp entrants. The youngest entrant was just 11 years old!



30% WOMEN



universal application online working android make raising life way aroundhelp prevent fun interaction one especially dating understanding skills islamic ren unite different platform order learning need sharingdigital peaceful think communities inspired othersglobal designed planet understand vulnerable cultural mobile take well improve culture conflicts together achieve promotes learn build information internet educational young peoples future thoughts countries tries development teaches videorealize virtual App kids ce cultures potentialproject Game games challenges community role must experiences building empathy COI One target good dialogue international everyone violent intercultural consists actionawareness multiplayer SOCial coexistence reflection explore complete training explore real points users aimed

