The Problem

- Students experienced virtual classrooms from March 2020 to September 2021 and this had implications on various aspects of a student's life.
- One of the affected aspects of university was student's engagements with one another after returning to in-person classes.
- The capacity people had to socialize again was slightly hindered and many people found it harder to connect with others.

Our Solution

- Twitch – the world’s leading livestream platform for gamers saw an 83% increase when the pandemic hit, with over 5 billion hours of content viewed in Q2 of 2020 alone. For reference, it was 3.1 Billion in Q1 of 2020.
- Evidently, gaming was a way for people to connect during lockdowns, and is one of the best ways for people to have fun and build connections.
- We decided to build a public gaming platform for students at UBC to have access to play. Think of an arcade with a campus-wide leaderboard!

Location

Opposite Grand Noodle Emporium!