

Level 2025

Dynamic Coalition on Gaming for Purpose



Annual Report 2025

February 2026

Introduction

2025 was a big year for DC-G4P. We ran our first cross-sector webinar under the IGF, partnered on a major health hackathon in Mumbai, and finalized our Living Manifesto - the document that now guides everything we do.

This report covers those three initiatives and what we're focused on heading into 2026.

2025 Key Initiatives

Gaming & Gamification: Cross-Sector Applications and Impact

Pillar: Awareness | Policy

On July 24, 2025, DC-G4P hosted its first major webinar under the IGF - a 75-minute panel bringing together experts from education, healthcare, disability rights, children's policy, and library science. Over 60 people joined from across the world.

The panel featured voices from the UNESCO Chair in Open Education, the German Children's Fund, the Dynamic Coalition on Digital Health, EIFL's Public Library Innovation Program, and KindBridge Behavioral Health, among others. Each brought a distinct lens.

A few highlights from the discussion:

- Dr. Rajendra Pratap Gupta (DC Digital Health) noted that gaming went from being classified as a mental disorder by the WHO to FDA-approved as a treatment - within two years.
- Dr. Daniel Kaufman (KindBridge Behavioral Health) spoke about how games build resilience and create low-stakes environments for real-world problem-solving.
- Dr. Ugne Lipeikaite (EIFL) shared how public libraries in Ghana are using gamification to teach digital literacy - and seeing measurably better learning outcomes.
- Shakeel Abdullah highlighted how for people with disabilities, gaming is a space where imagination replaces limitation - and how accessibility innovations from disabled gamers have reached far beyond that community.
- Martin Fischer (German Children's Fund) raised the flip side: the same mechanics that drive engagement can be misused, and any responsible framework needs to address that.

The panel agreed that capacity-building is the biggest gap right now. The need is there. The tools are there. Not enough people are trained to connect the two.

The IGF Secretariat expressed continued support for this conversation at the global governance level.

The webinar brought together members from five other Dynamic Coalitions - DC Digital Health, DC-PAL, DC-OER, DC-Children, and DCAD.

Global Digital Health Summit Hackathon 2025

Pillar: Execution

DC-G4P partnered with the [Global Digital Health Summit](#) for their hackathon on September 20–21 at the Jio World Convention Centre in Mumbai. 195 students across 81 teams registered, with 20 shortlisted for on-site participation from 19 colleges across India and Russia.

DC-G4P contributed by formulating problem statements that brought gamification into a healthcare context - covering patient engagement, health behavior change, and chronic disease management.

The three challenge themes were Mental Health Monitoring with Gamification and AI, Chronic Disease Tracking and Comorbidity Prevention, and Multi-Agent Workflow for Patient Diagnostics. Mentors included Dr. Ashish Atreja (Founder, VALID.AI; Former CIO, UC Davis Health) and Dr. Elia Lima-Walton (Principal Product Manager, Mayo Clinic).

The DC-G4P Living Manifesto

Pillar: Policy | Awareness

The DC-G4P Living Manifesto (Version 1.0) was finalized on January 27, 2026, but it's the product of work done throughout 2025.

It defines what DC-G4P stands for and how it operates - the three pillars, the multistakeholder model, consensus-based decision-making, and commitments around AI, data ethics, accessibility, and inclusive design. It's the reference point for members, partners, and policymakers.

It's a living document - versioned, dated, and updated as the technology and community evolve.

[Read the Manifesto](#)

Looking Ahead: 2026 Initiatives

DC-G4P Regional Chapters

Pillar: Execution

This year we're launching regional chapters of DC-G4P — locally-rooted communities that can organize events, build partnerships, and drive impact at a regional level.

G4P Hackathon Series

Pillar: Execution

Building on Hack4Purpose, we're continuing our hackathon legacy with a focus on implemented solutions - projects that use gaming and gamification to address real challenges across industries.

Applied Gamification Research

Pillar: Policy

DC-G4P will conduct applied research on gamification use cases across companies and industries. The findings will be compiled and presented at IGF 2026, contributing directly to policy conversations at the global level.

Gamification Interviews

Pillar: Awareness

DC-G4P will launch a written interview series featuring organizations using gamification in the real world - what they built, what worked, and what didn't. Published as blog posts, the goal is a practical resource for practitioners and policymakers.

G4P Webinar Series

Pillar: Awareness

We'll be running webinars throughout 2026, continuing the cross-sector dialogue from this year's session and bringing in new voices and topics.

Get Involved

DC-G4P is open to individuals and organizations aligned with our mission. Members get access to a global multidisciplinary network, opportunities to contribute to policy conversations, and collaboration on research, events, and working groups.

- **Website:** gamingforpurpose.com
- **Discord:** discord.com/invite/6yyR6EtUS7
- **Email:** dcgaming4purpose@gmail.com

Closing Note

The manifesto gives DC-G4P a clear foundation. The webinar showed that cross-sector dialogue on gaming for purpose is both possible and in demand. The GDHS Hackathon was a first step in execution. 2026 is about building on all three.

Thanks to every member, partner, panelist, and contributor who made 2025 happen.