'Contest Against Corona'
A Pan-African Digital Knowledge Tournament

From the **23rd November until the 11th December 2020** individuals, teams and partner organisations from different African countries will compete against each other by playing an **online multiplayer quiz game on COVID-19** available in English, French and Arabic. Next to gaming, participants have the chance to win **exciting prices** and participate in topic-related **online events**.

Brought to you by *atingi*, the elearning platform of the Deutsche Gesellschaft für Internationale Zusammenarbeit (GIZ) GmbH, and a multitude of international partners, the contest aims to reach 100.000 learners across the African continent.

In the current COVID-19 pandemic, we observe ...

... a **lack of the necessary information** on how to deal with the COVID-19 crisis and pandemics in general.

... that circulating **misinformation about COVID-19** additionally endanger the health of large parts of the population.

... that education systems and traditional ways of building capacity are at a **standstill**.

However, we also know ….

... that there is an **increasing smartphone density** in African countries and more and more African citizens have access to the internet.

… **game-based elearning** enables broad and sustainable competence development.

https://www.pexels.com/de-de/foto/hande-erde-festhalten-umwelt-4167544/

What we aim to achieve

The 'Contest Against Corona' aims to support the **acquisition of health skills critical for dealing with the COVID-19 pandemic**. More specifically, our goal is for participants to improve their ability to find, understand, critically evaluate and apply health-related information in connection with the COVID-19 pandemic.
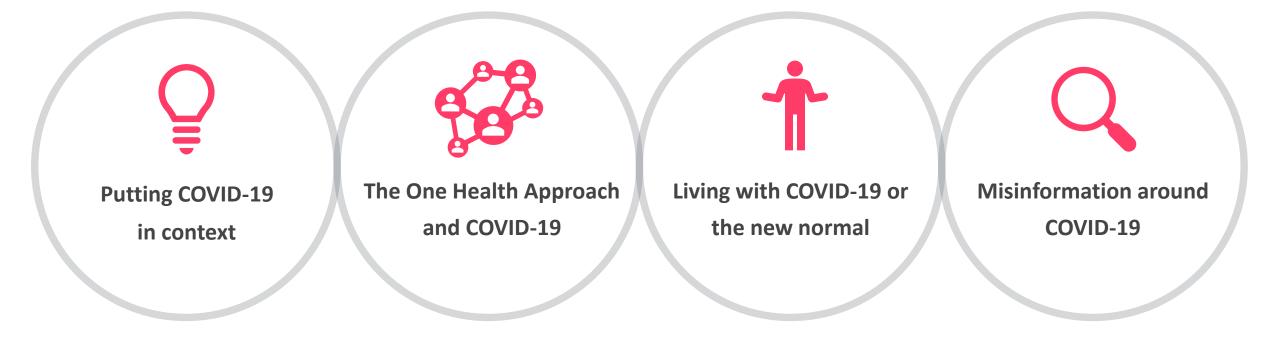
Key Facts about the 'Contest Against Corona'

- A **Pan-African digital knowledge competition** centred around playing an online multiplayer quiz game on COVID-19

- Targets **African citizens including health workers**

- The quiz game is playable in **English, French, Arabic** using any digital device with a standard browser via the platform **atingi.games**

- Commences with a **virtual kick-off event on the 23rd November** and will be accompanied by regular check-ins including expert interviews and talks around the topic of COVID-19

- Closes with a **digital award ceremony on the 11th December** assigning prices to the best teams and participants

More information on the timetable, how to access and play the game will be released closer to the event via https://www.atingi.org/contest.

Increase your impact and help us fight the pandemic together!

Take action. Get involved. Become a partner.

We are looking for partners who want to join in and promote the 'Contest Against Corona' to their stakeholders and in their community. You can also enter the tournament as a team and compete against other organizations!

A great contest needs great honours. If you want to become not only a partner but also a **sponsor**, let us know!

Any questions? Want to join? **Contact *atingi@giz.de***