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GNOME Foundation and Endless Launch Inaugural Community Engagement Challenge

Up to \$65,000 in cash prizes to be awarded for projects that encourage open-source coders

(Orinda, CA, APRIL 7, 2020) -- The GNOME Foundation, in conjunction with Endless, is proud to announce that starting April 9th, entries will be accepted for the inaugural Community Engagement Challenge, an exciting new opportunity to submit a project that will engage beginning coders with the free and open-source software ("FOSS") community.

The Challenge is a three-phase competition designed to generate stimulating ideas that will help connect the next generation of coders to the FOSS community and keep them active and engaged for years to come. Up to \$65,000 in cash prizes are available to the individuals or teams with the best entries.

"Through the Challenge we hope to reach a diverse audience, to encourage beginning coders to get involved with the FOSS community to help ensure that free software is available long into the future," said Neil McGovern, GNOME Foundation Executive Director. "What better way to do that than to reach out to the community itself to come up with creative ways to inspire the next generation?"

"Our mission at Endless has evolved initially from working with underserved populations in emerging markets and giving them access to important computing tools," said Matt Dalio, Founder, Endless. "It has now become important to us to help the youth of today shape their technology, rather than be shaped by it. This initiative with The GNOME Foundation is the perfect partnership to further our mission."

The Challenge will ask entrants to devise creative ways to promote open-source software to coders typically in high school and college. How a submission will achieve this goal has deliberately been left open-ended to encourage unique, novel approaches.

The first phase of the Challenge asks entrants to submit a written proposal for their concept no later than July 1, 2020. Twenty entries will be chosen to move to the next round and receive \$1000 each. The second phase of the Challenge will require proof of concept, with four entries receiving \$5000 and moving onto the final round. The final round will call for a deliverable end product, with the winner receiving \$15,000 and the second place finisher receiving \$10,000.

Apart from what is outlined in the [Challenge Rules](#), there are no restrictions on the form submissions must take: they may be software projects, educational materials, videos, games, presentations, events, or anything else that promotes engagement of beginning coders with the FOSS community. Creativity is highly encouraged of all entrants!

The winner of the final round is currently scheduled to be announced in the spring of 2021.

The Challenge is supported by Endless, an organization comprised of companies, initiatives, and philanthropic endeavors with the singular mission to help children take control of their digital worlds, not be controlled by them.

More information on the Community Education Challenge is available at www.gnome.org/challenge.

About the GNOME Foundation

The GNOME Foundation is a non-profit organization that furthers the goals of the GNOME Project, helping it to create a free software computing platform for the general public that is designed to be elegant, efficient, and easy to use. Learn more at www.gnome.org.

About Endless

Founded in 2012, Endless is a collection of independent companies and initiatives focused on building technology that cultivates digital agency among youth. These projects, organizations and businesses share a common goal of enabling user agency. Endless aspires to build a network of creators sharing the same values and drive. Endless OS, the company's flagship product, is a fully functional operating system that is easy to use and comes pre-installed with more than 150 apps. For more information, visit or www.endlessos.com.

Endless is growing beyond its original product of Endless OS which has been focused on delivering digital agency in the most remote regions of the world. It is now bringing coding education to the United States through three initiatives: *Hack* uses Endless OS, a full operating system in which real engineering takes place, to teach kids to code through games. *Endless Studios* is developing a collection of coding-based games focused on inspiring the pursuit of learning in the next generation of gamers. Finally, *The Endless Mission* is a sandbox-style creation game built in partnership with E-Line Media. In this epic game players journey into a world where they'll wield the power to hack and reshape everything around them, sharing their creations with friends. Collectively, these initiatives are built to be the most delightful way for kids to learn to code. For more information on Endless and Endless Studios visit www.endlessnetwork.com.