



Republic of the Philippines
Department of Education
CARAGA REGION

MARCH 30, 2026

REGIONAL MEMORANDUM

No. 0287, s. 2026

To: Schools Division Superintendents
All Others Concerned

PARTICIPATION OF DEPED CARAGA LEARNERS IN THE JA PHILIPPINES
SUMMER PROGRAM INITIATIVE: BETTER GROUND

1. In line with the Department of Education's commitment to foster youth empowerment, financial literacy, and 21st-century skills, all Schools Division Offices (SDOs) are invited to support and participate in Junior Achievement Philippines, Inc.'s (JA Philippines) newest summer program initiative: *Better Ground*.

2. This program, implemented in partnership with Krafton, is a specialized work-readiness initiative designed to provide Senior High School students with hands-on exposure to the creative world of game development. To ensure broad participation, the region seeks to involve 200 learners (40 teams) from all Senior High School strands. The Schools Division Superintendent (SDS) are requested to identify four participating schools per division.

Total Learners Needed	200
Total SDO	12
Learners per SDO	16-17
Team size	4 learners (standard)
Teams per SDO	4 teams (one SDO may have 5 learners in a team)

3. To further recognize excellence and dedication, JA Philippines will present special recognition awards, including the Best Region Award and the Best School Award. The winner of the Better Ground Program will also earn the prestigious opportunity to represent the Philippines in South Korea, gaining international exposure and engaging with global leaders in the creative and gaming sectors.

4. Attached is the letter containing the program deliverables for your reference.

5. For information and dissemination.

MARIA INES C. ASUNCION

Director IV
Regional Director



Republic of the Philippines
Department of Education
CARAGA REGION

Encl.: As stated

Reference: None

To be indicated in the Perpetual Index
under the following subjects:

AWARDS

LEARNERS

PARTNERSHIPS

PROGRAMS

ESSD/jats
03/20/2026



I. PROGRAM TIMELINE

PROGRAM TIMELINE	
Date	Event
March 12 – 30, 2026	Team Registration <i>Teams who wish to participate in the competition may register through this link:</i> bit.ly/BetterGroundGameDevelopmentCompetition2026 Note: 3-5 members per team Join our Facebook Group: https://bit.ly/4ruiZ5l
March 31, 2026 Time: 2:00 PM – 3:30 PM Platform: Zoom	Orientation for Teachers and Mentors Mentors and advisers will have a briefing on the program mechanics, support role, and award categories that will be forwarded to the interested students. Zoom Link: https://us02web.zoom.us/j/81933192155
April 6, 2026 Time: 2:00 PM – 3:30 PM Platform: Zoom	Better Ground PLAY for Students This immersive preliminary stage where students are provided with an overall program orientation. Participants will gain insight into the professional standards of the tech industry, learn how to structure development ideas, and understand the nature of modern digital careers. Zoom Link: https://us02web.zoom.us/j/86983821958
April 17, 2026	Submission of Game Development Proposal Submission Bin: https://bit.ly/BetterGroundSubmissions <i>See II. Guidelines for Game Development Proposal</i>
May 8, 2026 Time: 1:00 PM – 3:00 PM Platform: Zoom	Better Ground DAY This stage is an intensive development bootcamp where students build the actual mechanics of their games. The selected 10 teams will focus on intensive coding workshops and implementations strategies. Zoom Link: https://us02web.zoom.us/j/89534064291

ENTREPRENEURSHIP



FINANCIAL LITERACY



WORK READINESS



EMAIL.
info@japionline.org



WEBSITE.
www.japhilippines.org



Masterclass 1 - May 25, 2026 Masterclass 2 - June 1, 2026 Masterclass 3 - June 22, 2026 Event Details: TBA	Better Ground UP The vision starts to meet the virtual reality. Participants will be gaining full on mentorship as they design to simulate a real-world development cycle through a working prototype.
July 3, 2026	Submission and Announcement of Local Finals Winner Submission Bin: https://bit.ly/4rqAmEk

II. Guidelines for Game Development Proposal

Formatting Requirements:

- Length: Maximum 10 pages (excluding title page and references)
- Formatting Font: Times New Roman
- Font size: 10-point
- Spacing: 1.5
- Margins: 1 inch on all sides
- Alignment: Left-aligned
- Page numbers required
- Use clear section headings matching the rubric categories

Structure

- Organized sections with headings
- Smooth transitions between sections
- Strong conclusion that ties everything together

Content

- Game Overview
 - Title
 - Genre
 - Target platform (PC, mobile, web, etc.)
 - Target audience
- Concept and Storyline
 - Core theme
 - Narrative summary
 - World-building elements (if applicable)
- Gameplay Design





**JA
Philippines**

Member of JA Worldwide



**JA PHILIPPINES
LEARNING INSTITUTE**

- Core Mechanics
 - Player Objectives
 - Unique Gameplay Elements
 - Progression System
- Innovation & Differentiation
 - Original value proposition
 - Competitive comparison
- Technical Approach
 - Proposed tools/engines
 - Development feasibility within timeline
 - Basic development roadmap
- Team Structure
 - Assigned roles
 - Collaboration plan
 - Division of Responsibilities

III. Criteria for Judging

Criteria	Percentage
Creativity and Originality	25%
Gameplay and Design Engagement	20%
Feasibility and Technical Logic	20%
Clarity and Structure of Proposal	15%
Team Readiness and Role Clarity	10%
Market Awareness	10%