Hi X,

The release below announces winners in the Higher Education sector in our International Serious Play Awards Competition. Hope you will give the winners a boost.

For Immediate Release

**Three Serious Games and Simulations Designed for Use in Higher Education Win Awards**

i**n Annual International Competition**

Toronto — August 12, 2024 — One educational game and two educational simulations developed for Higher Education training have been cited for excellence in the 2024 International Serious Play Awards Program.

Gold Medals went to the following:

* [Circular Economy Simulation: Fashion Forward](https://www.siminstitute.com/fashion-forward). – The "Circular Economy Simulation: Fashion Forward" challenges learners to manage a fast fashion company over five years, focusing on transitioning from a linear to a circular business model to reduce waste and emissions. Participants make decisions on design, manufacturing, and retail activities, learning through feedback and experience how to implement sustainable practices and grow profitability in a challenging environment. Targeted at undergraduate, graduate, and executive education levels, the simulation highlights the urgent need for the fashion industry to shift towards circularity to address its significant environmental impact.

Silver Medals went to the following titles:

* Drone Construction Kit: Developed by MIT Game Lab and MIT Education Arcade, this game introduces high school students to advanced manufacturing technologies, specifically silicon photonics for RF wireless communications in drones, aiming to spark interest in vocational technical training programs. Players solve puzzle challenges by creating drones using photonics and radio components, with the goal of achieving a perfect score through understanding the technology. The game is also used in higher education workshops to illustrate real-world applications and foster deeper technical discussions.
* [Easy Meals: Leadership & Communication Simulation](https://forio.com/store/goizueta-mealkit/): "Easy Meals" is a multiplayer simulation designed for university graduate students and corporate executives, focusing on crisis leadership, communication, teamwork, and decision-making. Participants act as the senior leadership team of a meal kit company, facing various crises across five rounds, where they must share relevant information and make collective decisions under pressure. The simulation offers unique role-specific information through 360 video experiences and participant-generated content, with adjustable settings for replayability and an accompanying teaching note to guide facilitators.

[Serious Play Conference](https://seriousplayconf.com/about-us/) brings together professionals who are exploring the use of game-based learning, sharing their experience, and working together to shape the future of training and education. For more information on the Serious Play Award Program, go to: <https://seriousplayconf.com/awards/>

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