Hi X,

The release below announces winners in the K-12 Education sector in our International Serious Play Awards Competition. Hope you will give the winners a boost.

For Immediate Release

**Thirteen Serious Games and Simulations Designed for use in K-12 Education Win Awards**

i**n Annual International Competition**

Toronto — August 12, 2024 — Eleven educational games and two simulations developed for use in K-12 schools have been cited for excellence in the 2024 International Serious Play Awards Program.

Gold Medals went to the following:

* [Cyber Range](https://etalentcanada.ca/for-educators/programs/cybrary-cybersecurity-course-and-resource-library) - ICTC's Cyber Range introduces middle and high school students to essential cybersecurity concepts through immersive, cloud-based simulations that go beyond standard digital literacy. The program covers foundational topics like operating systems and encryption, culminating in the CyberTitan national student competition, where teams tackle real-world cyber-attacks in a gamified environment. By offering accessible, fear-free cybersecurity training, the cyber range prepares students for future roles in industry, government, and beyond.
* [GASHA GO! World](https://www.gpb.org/education/gasha-go) - Georgia has taken the lead in computer science (CS) education, introducing foundational concepts to K-2 students. To support this initiative, Georgia Public Broadcasting, Georgia Department of Education, and FableVision Studios launched \*GASHA GO! World\*, a free suite of no-login games, animations, and support materials available in English and Spanish. Aligned with Georgia's CS framework, this vibrant collection includes 13 games, 7 animated videos, and additional resources designed to make learning CS concepts engaging and accessible for all children.
* [TickAttack!](https://drexel.edu/medicine/about/departments/institute-for-molecular-medicine-infectious-disease/administrative-centers-for-excellence/center-for-scientific-communication-and-outreach/digital-games-and-game-based-learning/) - TickAttack is a fast-paced game designed to teach players ages 8 and up how to avoid tick bites and prevent tick-borne diseases like Lyme disease and Rocky Mountain Spotted Fever. Through mini-games and educational dialogues, players learn practical tips for protecting themselves and their pets from ticks, with real patient images and true/false questions to debunk common misconceptions. Developed with input from medical experts, the game aims to raise awareness and encourage behavior changes that can significantly reduce the risk of tick-borne illnesses.
* [un-TILTED! - A Game Designed to Promote Self Control and Positive Youth Development](https://risk-resilience.berkeley.edu) - un-TILTED! is a video game designed to help young adolescents (4th-6th grade) develop self-control in challenging situations. The game, created in collaboration with researchers, neuroscientists, and game designers, promotes thoughtful action by requiring players to balance cooperation with self-interest in heated moments. Rooted in behavioral science, un-TILTED! uses innovative game mechanics to enhance self-control and adaptive cooperation, providing a scalable solution for fostering these crucial life skills.

Silver Medals went to the following:

* [Eckis Würfelkosmos - Abenteuer in der Zahlengalaxie](https://www.wegesrand.co) - \*Eckis Würfelkosmos - Abenteuer in der Zahlengalaxie\* is a learning game designed for children aged 8 to 12 with dyscalculia and mathematical challenges, complementing their therapy by offering daily math-based minigames that adapt to each child's skill level. Developed in collaboration with two universities, the game features 14 different minigames that train basic mathematical competencies while keeping children motivated with rewards and the ability to build their own world. Therapists and teachers can track progress and tailor the gameplay to each child's needs through a web backend, making it a valuable tool in targeted arithmetic support.
* [Leaf Blower Man: This Game Blows!](https://store.steampowered.com/app/2212110/Leaf_Blower_Man_This_Game_Blows/) - Unbound Creations' latest game uses satirical advertising, self-aware DLCs, and "broken" gameplay to make younger players reflect on how Free to Play games exploit dark patterns. As players progress, they uncover the game's true purpose: to expose how their attention is the real product being sold to advertisers. Through clever 4th wall breaks and emotionally manipulative characters, the game challenges players to question the intentions behind typical F2P mechanics.
* [Paintball - The Puzzle Game](http://www.debuff-interactive.com) - \*Paintball - The Puzzle Game\* is a top-down puzzle game for 1 to 3 players, combining math (geometric shapes) and art (subtractive color mixing) to engage students aged 10-14 in interdisciplinary learning. Optimized for classroom use, it meets both student needs for fun and self-efficacy and teacher requirements for curriculum alignment, short playtime, and ease of use. With 32 levels and a free play mode, players must strategically plan and collaborate to replicate geometric shapes using color mixing.
* [Star Stuff](https://store.steampowered.com/app/1955110/Star_Stuff/) - \*Star Stuff\* is a unique blend of tactical automation and real-time action, offering a fresh take on programming games. Players engage in coding puzzles, mastering concepts like sequencing, loops, and conditionals, while seamlessly blending planning with live execution in a Rube Goldberg-like environment. Designed for all ages, \*Star Stuff\* makes coding accessible and fun, encouraging experimentation and learning without the fear of failure.
* [STEM Career Paths](https://stem-careers-game.github.io/) - \*STEM Career Paths\* is a game designed for middle school students (ages 11-14) to explore the educational and personal decisions leading to STEM careers. Players take on the role of a high school student, engaging in conversations and making choices that affect attributes like engagement, curiosity, and resilience, ultimately influencing their character's post-high-school path. Supported by the Indiana Space Grant Consortium and Ball State University, the game encourages roleplay and experimentation, allowing players to explore various outcomes and career paths.
* [Supreme Decision](https://www.voxpop.io/supreme-decision) - Supreme Decision is a classroom simulation tool that allows high school civics students to role-play as Justices, Petitioners, and Respondents in a mock Supreme Court case. Through this engaging, live-action experience, students craft arguments, deliberate on cases, and learn how the Supreme Court functions, with the software guiding the process and providing background information. Developed in collaboration with iCivics and funded by the National Endowment for the Humanities, Supreme Decision has been praised for sparking curiosity and enhancing students' understanding of the judicial process.
* [Theme Park Kitchen](themeparkkitchen.org) - \*Theme Park Kitchen\* is a fun, multi-level game that teaches middle school youth essential food safety practices, such as proper handwashing, cooking temperatures, and avoiding cross-contamination. Designed for use in classrooms, at home, or in 4-H and Extension programs, the game helps young players internalize safe food handling as they progress through increasingly complex cooking challenges. Developed by the Learning Games Lab at New Mexico State University, this engaging educational tool supports food safety education in a practical, interactive way.
* [Till Next Bill](https://tillnextbill.game/) - \*Till Next Bill\* is a narrative survival game designed to prevent over-indebtedness by immersing players in real-life-inspired dilemmas, emphasizing the tension of unpredictable events. Targeted at 15-25-year-olds, the game offers a credible and engaging experience, supported by resources for educators and social workers, and is available in multiple languages including English, French, Italian, and German. Created with input from young people, the game uses time-based mechanics and real testimonies to build empathy and awareness around financial challenges.

A Bronze Medal went to the following:

* Ambient Delusion - Ambient Delusion is a satirical-thriller strategy game where players work as security guards in a cursed museum, tasked with identifying anomalies in security footage. Aimed at 12-18 year olds, the game explores various cultures through museum rooms while teaching time management through trial and error. Developed by students in the Simulation and Game Design program at William Peace University, the game combines strategy with cultural education in a unique, immersive experience.

[Serious Play Conference](https://www.seriousplayconf.com/about/) 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 Serious Play Award Program, go to: <https://www.seriousplayconf.com/international-serious-play-award-programs/>

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