Hi X,

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

For Immediate Release

**Three Serious Games Designed for Non-Profit Training Win Awards**

i**n Annual International Competition**

Toronto — August 12, 2024 — Three educational simulations developed for Non-Profit training have been cited for excellence in the 2024 International Serious Play Awards Program.

Silver Medals went to the following:

* [Cadence Ford](https://www.joinonelove.org/cadence-ford/) - "Cadence Ford," a single-player, text-based strategy mobile game developed by One Love Foundation in partnership with iThrive Games and Playmatics, LLC, offers young people a safe space to recognize and address unhealthy behaviors in relationships. Through interactive stories, players learn how to navigate difficult conversations and support friends, building essential social and emotional skills. By engaging teens in a thought-provoking, choice-driven environment, the game empowers them to develop constructive relationship skills and promotes healthy, safe lives.
* [Disaster Mind](https://www.fema.gov/about/organization/region-8/disaster-mind-game%20AND%20https:/www.joinonelove.org/cadence-ford/) - "Disaster Mind," a digital simulation game developed by FEMA and iThrive Games, engages young players in severe weather scenarios where their decisions shape the narrative, enhancing their understanding of disaster preparedness and stress management. Hosted on the award-winning iThrive Sim platform, the game emphasizes the importance of a resilient mindset and proactive disaster readiness, motivating teens to adopt responsible attitudes towards emergencies. Through immersive gameplay, "Disaster Mind" encourages young people to take collective responsibility for being prepared and resilient in the face of crises.
* FathomVerse: Explore the depths - FathomVerse is a unique mobile game platform that  
  engages casual gamers in ocean exploration while advancing machine-learning models  
  for ocean biodiversity monitoring. By interacting with real ocean imagery, players learn  
  about marine life and contribute to improving AI-driven data processing, essential for the  
  emerging Blue Economy. Designed by Monterey Bay Aquarium Research Institute and &ranj Serious Games, FathomVerse combines captivating gameplay with a mission to inspire new ocean explorers and enhance scientific research through participatory science.

[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/>

For more information about Serious Play Conference, go to: <https://seriousplayconf.com/>

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