Hi X,

The release below announces winners in the Tabletop/Board Games category in our International Serious Play Awards Competition. Hope you will give the winner a boost.

For Immediate Release

**Five Serious Tabletop/Board Games have Won an Award**

i**n Serious Play Awards Annual International Competition**

Toronto — August 12, 2024 — Five educational Tabletop/Board games have been cited for excellence in the 2024 International Serious Play Awards Program.

Gold Medals went to the following:

* [Buddy Abroad](https://www.thegamecrafter.com/games/buddy-abroad): Buddy Abroad is a board game designed to prepare players aged 12 and up for short-term travel abroad by simulating real-world events and setbacks they might encounter. Originally aimed at higher education, it offers middle and high school students an engaging way to navigate travel challenges while emphasizing the importance of wellness and cooperation. Through strategic packing, monitoring a Wellness meter, and completing real-world tasks, players learn to manage the ups and downs of travel, with a focus on staying connected and supporting each other.
* [Kaleidoscope](https://linktr.ee/kaleidoscopethegame): Developed by students at Carnegie Mellon University, Kaleidoscope is a collaborative party game for 4-8 players aged 16+, designed to support non-binary and transgender individuals, their allies, and close friends or family members. The game creates a safe space for practicing pronoun use and allyship, challenging personal concepts of gender identity while confronting stereotypes and microaggressions. Suitable for both educational and social settings, Kaleidoscope uses humor and collaborative gameplay to foster meaningful conversations and build trust among players.

A Silver Medal went to the following:

* [GoodDrivers](https://linktr.ee/GoodDrivers): Developed by students at Carnegie Mellon University, GoodDrivers is an interactive board game designed for new drivers aged 10 and older, helping them bridge the gap between theoretical knowledge and real-world driving skills. The game immerses players in real-life driving scenarios, reinforcing essential traffic rules and safe driving habits through engaging gameplay. By combining education with fun, GoodDrivers prepares players for permit and road tests while enhancing their decision-making skills and confidence on the road.

Bronze Medals went to the following:

* [Farm Warriors](https://www.farmwarriorsgame.com/home): Farm Warriors is a board game for 2 to 6 players aged 12 and up, where players become farmers tasked with growing crops to solve city problems related to nutrition. Players must identify and grow the right crops using resources like sun, water, and earth, while navigating real-life farming challenges and magical events. Suitable for students in grades 7 to 12, the game blends fun with educational elements about crop growth and nutritional value.
* [Terrible Workers](https://terribleworkers.org/): \*Terrible Workers\* is a humorous social card game where players pitch themselves for dream jobs, emphasizing the importance of interpersonal skills. Developed by students at Carnegie Mellon University, the game allows players to take turns being the boss, using creativity and wit to outshine their competitors while navigating playful challenges that highlight both strengths and weaknesses. Perfect for ages 10+, this game offers a fun way to build communication, empathy, and self-confidence, whether during a family game night, classroom activity, or workplace event.

[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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