Four Serious Games Designed for Corporate/Vocational Skills Training Win Awards In Annual International Competition

MONTREAL— Sept 22, 2025 — Four digital educational games developed for Corporate/Vocational Skills training have been cited for excellence in the 2025 International Serious Play Awards Program.
Gold Medals went to the following:

- [Cybercrimegame](#) – Cybercrimegame is an interactive cyber security awareness series structured as a cinematic thriller, where employees learn to spot and handle advanced threats across ten short episodes. Covering essential NIS2 topics like phishing,ransomware, password security, and the perils of AI, the program was created with industry leaders and includes a realistic CEO fraud simulation. The Serious Play Awards jury praises it for transforming awareness into enthusiasm and lasting behavioral change. Later this year, Cybercrimegame will pioneer "entertainment learning," fusing storytelling with premium entertainment to drive meaningful long-term impact.
- [Hacked](#) – Hacked is an interactive, Netflix-style serious game that immerses employees in real-world cybersecurity scenarios, covering threats like ransomware, phishing, social engineering and the dangers of generative AI and deepfakes. Designed byTraining.Game in conjunction with industry experts, this three-episode experience uses storytelling, puzzles, and realistic dilemmas to train employees through engaging,memorable gameplay—going far beyond traditional cybersecurity training. With customizable content and actionable feedback, Hacked helps organizations combat the90% of cyberattacks caused by human error, equipping teams with the skills to recognize and respond to today's most sophisticated digital threats. Already trusted by leading multinationals, Hacked works on any device - including smartphones - and plugs seamlessly into any learning management system, making global rollout effortless.

A Silver Medal went to the following:

- [RICOCHET](#) - Ricochet is a real-time, multiplayer behavioral game on the KAIROSplatform that builds critical soft skills—like adaptability, collaboration and execution—through immersive, reflexive gameplay. Unlike traditional training, RICOCHET focuses on instinctive behavior and team dynamics, helping players reflect on the gap between what they know and how they act in real-world scenarios. With built-in analytics, dynamic challenges and deep debriefs, the game delivers measurable learning impact across youth, future-of-work and leadership audiences.

A Bronze Medal went to the following:

- [ACE](#) – ACE is a game-based recruitment platform that uses behavioral science and immersive simulations to assess candidates' cognitive abilities, problem-solving skills and cultural fit. Unlike traditional hiring methods, ACE delivers unbiased, data-driven insights by tracking real-time decisions in workplace scenarios. This engaging approach enhances candidate experience, reduces hiring bias and leads to smarter hiring decisions and stronger retention.

Serious Play Conference 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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Media Contact:
Sue Bohle
suebohle@gmail.com
310 721 9083