

10 Serious Games and Simulations Designed for Use in K-12 Education Win Awards in Annual International Competition

MONTREAL – Sept. 22, 2025— Nine educational games and one simulation developed for use in K-12 schools have been cited for excellence in the 2025 International Serious Play Awards Program.

Gold Medals went to the following:

- **DICEY ESCAPE** -- An educational math game produced for PBS KIDS by Fred Rogers Productions and Sinking Ship Entertainment and developed by Sinking Ship Interactive, set in the world of *Odd Squad*, the popular TV series. Supplementing the kindergarten-through-second-grade math curriculum, DICEY ESCAPE builds number sense, math operations and early algebraic thinking skills through engaging escape-room challenges with dice and numerals. The game can be played by an individual, in a classroom activity led by a teacher, and in a variety of additional educational settings. Since launching in October 2024, DICEY ESCAPE has been played more than 8.7 million times.
- [Two Falls \(Nishu Takuatshina\)](#) - Two Falls (Nishu Takuatshina) is an award-winning narrative game that immerses players in 17th-century Canada through the eyes of a French settler and an Innu woman, fostering empathy and a nuanced understanding of cultural history. Developed by Unreliable Narrators with Indigenous artists and consultants, the game emphasizes authentic representation and meaningful engagement with Indigenous stories. Recognized for its social impact and inclusion, Two Falls will soon launch on Xbox Series X/S and PlayStation 5.

Silver Medals went to the following:

- [Allan Gray Entrepreneurship Challenge: High School Game](#) - The Allan Gray Entrepreneurship Challenge (AGEC) High School Game, developed by Sea Monster for the Allan Gray Orbis Foundation, is a dynamic online resource management game that equips high school students across Southern Africa with essential business and entrepreneurial skills. Aligned with the South African CAPS curriculum, the game blends experiential learning and engaging gameplay to foster creativity, financial literacy, and strategic decision-making. Through national competitions and a comprehensive online hub, AGEC empowers youth to turn entrepreneurship into a practical tool for self-empowerment and economic opportunity.
- [Cyberchase: Cyber Sound Quest](#) - Cyberchase: Cyber Sound Quest is a new bilingual, born-accessible game for children ages 6-8, featuring characters from the PBS KIDS series Cyberchase. The game teaches math and environmental science concepts through immersive STEM challenges and includes a wide range of accessibility features for children of all abilities. Available in English and Spanish, Cyber Sound Quest empowers kids to discover foundational learning in an inclusive, engaging digital environment.
- [EZRA & ALEX](#) - EZRA & ALEX is an innovative point-and-click adventure game designed for students aged 10 to 13, offering an engaging way to explore political participation in the classroom. Developed by Landesverband Kinder- und Jugendfilm Berlin e.V. with support from Deutsche Stiftung für Engagement und Ehrenamt, the game features a compelling story and appealing characters shaped with input from kids and teens. Accompanied by educational materials, EZRA & ALEX has been well received in multiple school trials, demonstrating its effectiveness in making civic education enjoyable and accessible.

- [K12 Coordinate Islands world for Minecraft Education](#) - K12 Coordinate Islands world for Minecraft Education introduces students to Grade 5 math concepts through immersive, quest-based gameplay in Minecraft: Education Edition. By interacting with engaging characters and completing challenges focused on graphing and coordinates, students unlock new areas and personalize their experience, making learning both fun and effective. This innovative educational tool seamlessly integrates curriculum standards with the excitement of Minecraft, motivating students to master core skills in a dynamic, interactive environment.
- [K12 ELA Village](#) - K12's English Language Arts (ELA) program, designed for the Science of Reading, empowers students in grades 2-5 to master foundational reading and language skills through standards-aligned games and immersive quests. The ELA Village features four engaging mini-games that make grammar, vocabulary, and reading comprehension fun and accessible. With short, focused levels and open progression, the curriculum motivates students to practice regularly and explore ELA content at their own pace.
- [Microchip Makers VR](#) - Boise State University's Institute for Microelectronics Education and Research (MER), in partnership with the Games, Interactive Media, and Mobile (GIMM) program, has launched an interactive VR experience for Meta Quest devices that introduces K-12 students to the world of microchip manufacturing. This immersive simulation, already implemented in dozens of Idaho schools, allows learners to explore cleanroom environments and participate in key steps of semiconductor production, bridging the gap between complex technology and hands-on STEM education. Developed by GIMM student developers under MER's guidance, the project aims to inspire the next generation of engineers and innovators by making the microchip industry accessible and engaging for all ages.
- [Pimachiowin Aki: The Land That Gives Life](#) - The new Pimachiowin Aki Minecraft Education experience immerses students in the cultural and ecological heritage of the boreal forest, spotlighting Anishinaabe traditions and land stewardship. Developed with Logics Academy, MFNERC/MFNSS, and the Bloodvein River First Nation, this program aligns with curriculum goals by using interactive gameplay and 32 open-ended questions linked to eight learning objectives. Teachers and students will explore themes such as sustainability, Indigenous knowledge, and environmental protection in a dynamic classroom setting.

A Bronze Medal went to the following:

- [AVID Creator Planet](#) - AVID Creator Planet is a groundbreaking 3D game for high school students, developed in partnership with Super League and funded by the Roblox Community Fund, that cultivates durable skills like critical thinking, collaboration, and communication through immersive, design-thinking challenges on a futuristic planet. Aligned with NGSS and ISTE national standards, the game empowers learners to tackle real-world problems, build resilience, and work effectively in teams while earning recognition for innovative solutions. This engaging platform seamlessly bridges education and entertainment, preparing students for success in tomorrow's workforce.

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

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