

EDUGAME: ARTEFACT EXPO

ABOUT

The international seminar “**Edugame: Artefact Expo**” brought together 20 educators, youth workers, and creators from 9 countries who use games to spark learning in order to play, test, exchange tools, and co-create new ideas while building a stronger community of game-based learning enthusiasts. The activity was coordinated by **Shokkin Group Estonia** under its Erasmus+ Youth accreditation and hosted by **Nausika Foundation (Poland)**.

SEMINAR RESOURCE LIST

SOLARPG



SolaRPG is a tabletop role-playing game set in a hopeful solarpunk future developed to provide youth workers with innovative gamification and RPG-based pedagogical methods that can assist them in their work with young people to raise awareness on the topics of **sustainability and climate change**, with particular emphasis on the UN's SDGs.

TIME TO LAND: DOUGHNUT WORLD SIMULATION GAME



TIME TO LAND is a big-scale facilitated experience for up to 30 players who will either turn human civilization back on a sustainable track or dive even deeper towards social and environmental collapse. Complex economical phenomena are portrayed by simple decision steps in front of the players, mixing resource management with role-playing elements and task division

CLIMATE FOR ALL



Climate for All is an Erasmus+ initiative (2023–2026) that develops **green competences through game-based learning aligned with GreenComp**, the European sustainability competence framework. The project created six original educational games, a facilitator training programme, and a structured workshop methodology that works with any game, used with 300+ participants. Following testing with disability-led organisations, accessibility became a core design principle.



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EDUGAME: EXPANSION



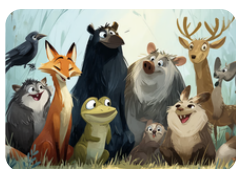
A collection of **12 educational games (table-top, escape and live action role-play games)** ready to use in print-to-play format and available in 8 languages. The project introduces innovative educational games for youth workers, teachers, and trainers that foster competence development through experiential and playful learning approaches.

SHARDS OF GOD



Shards of God is a retro hand-painted point and click murder mystery game originally started as part of AdvJam2023. It is a short played indie adventure game that provides beautiful visuals and a very intriguing narrative.

FOREST MARKET



Designed as a challenge to bring the **principles of Doughnut Economics** to 5-year olds, the Forest Market is actually eagerly played by adults as well. The game is language independent and can be run in 10 minutes, while the follow-up is unlimited, that is, until we make the planet a thriving place for all.

JUGANDO CON CHAPAS (SPANISH)



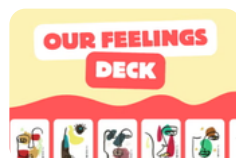
"Jugando con chapas" (playing with bottle caps) is an educational and recreational initiative created by Diverfran focusing on recovering and promoting **traditional children's games played with metallic bottle caps (chapas)** as a healthy, low-cost alternative to digital entertainment. The initiative catalogs and creates hundreds of variations of **bottle cap games explained through videos**.

SALVATION OF SANITY



An epic battle against Anxiety and Tension! Anxiety cards describe unpleasant feelings that you must overcome. Use Reason cards featuring practical techniques for managing everyday stress. Defeat Anxiety and start building your Reason collection. Play Task cards to get closer to victory, and Anxiety cards to slow down your opponents.

OUR FEELINGS DECK



A social-emotional learning (SEL) card deck designed to build self-awareness, emotional vocabulary, and group connection currently under development as part of an Erasmus+ KA2 project focused on developing a creative, card-based toolkit for social-emotional learning (SEL) in youth work.



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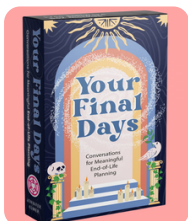
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THE GOOD VENTURES



A game in which players learn how to build a purpose-driven business, visionary companies that serve real audiences while tackling global problems. Together, they address the planetary crisis. But only one of you will become the top Regenerative Entrepreneur.

YOUR FINAL DAYS



A reflective conversation game that invites participants to explore themes around end-of-life wishes, values, and priorities. Originally designed as a published tool for individuals and families, the game can be adapted for specific contexts—such as youth work, palliative care, or supporting young people facing serious illness. A gentle but meaningful space to engage with an often avoided topic.

WEALTHLAND - FROM PAYCHECK TO FREEDOM



A life-simulation board game inspired by Cashflow, where players take on different characters and navigate their way from financial survival toward financial freedom. Through decisions around income, expenses, risks, and opportunities, players experience how personal choices and systemic factors shape financial outcomes. **NB!** Game in development. **Contact:** Jennifer Kumer



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