



Catalogue of **EDUCATIONAL GAMES**

Educational games offer a dynamic, low-stress, and effective approach to learning while fostering key skills and knowledge retention.



Changing the world, one game at a time

Game-based learning uses the immersive quality of play to reach learning outcomes and leave a long-lasting impression on the players.

While game-based learning (GBL) can be defined simply as “learning through games”, for us, it’s also an approach to learning design. **The educator consciously incorporates games into the curricula and aims to engage learners in the process.**

The specific goals of an educational game can be diverse – **to spark curiosity, start a group discussion, revise content in a more interactive format, or provide an embodied experience that prolongs the learning effect.** For this, we can use well-known games and adapt them to fit our learning outcome or incorporate games already designed with relevant learning outcomes in mind.

In Shokkin Group we have been developing educational games and game design trainings for nearly a decade, and **we now offer custom educational game sessions for schools, youth centers and any other education and youth work-related institution.**

Sessions are delivered by our **trained game masters in English, Estonian or Russian languages**, and adapted to the needs and interest of the target group.

How to request a game session?

Fill in the **order form** accessible through the button below and we will contact you with next steps:



Board Games

Sessions with up to
24 players at the same time

“Hip Hop Academy” (90 min) | Management

A cooperative story-driven board game about making decisions while managing a youth organization and maintaining a balance between human resources, financial management and external communication. Players learn how different decisions affect the development of an organization and what struggles board members go through.



“Pitch Perfect” (60 min) | Entrepreneurship

A competitive idea generation game that can be played in larger groups. Players draw cards and quickly generate a business idea that is then pitched to "potential investors". Students will have experience in generating ideas, presenting quick pitches and evaluating ideas of one another.

“Break the circle” (60 min) | Employability

A strategic board game about raising employment possibilities. Players are university students who try to develop their abilities through different extra-curricular activities to become the most interesting prospective graduate.



“Who Hacked You?” (60 min) | Digital safety

An engaging card game combining wit and role-play to foster discussions and exploration of this topic. Players unravel the mystery of a scam, learn about real-world digital security threats, and discover practical insights along the way.

“Job Interview” (45 min) | Employability

A role play-driven card game played in pairs or trios. The goal of the game is to pass an interview by answering the employer's questions as accurately as possible while completing challenges. Students will learn what questions are usually encountered in interviews and develop a more relaxed and confident attitude to job interviews.



Game sessions from 120 EUR

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Raua 23, Tallinn (Estonia)

Escape boxes

Sessions with up to
24 players at the same time

"The Truth Seekers" (60/90 min) | Media literacy

An innovative escape box where players take the role of social media influencers hired to promote a new video streaming service for young people. During the game, they will try to reveal the secrets behind the new platform while analyzing different types of media and debunking different manipulation techniques.

"The Final Test" (45/60 min) | Media literacy

An immersive escape game that will reshape your view on media consumption while tackling an unsolved crime. As part of their final FBI agent certification, players will face this case to graduate, honing their investigative skills for real-world challenges!

"The Story of You" (45/60 min) | Global education

A brand new experience where players take part in a scientific research with the purpose of studying changes arising from the rapidly changing times we live in. During the game, teams explore the production cycles of common items (fashion, food, technology) in order to understand the relationship between individual consumption habits with environmental and social issues.

"Mental Box" (45/60 min) | Mental health

An ultra-portable experience that emphasizes the importance of recognizing and addressing factors affecting mental health. In the game, players encounter a locked box, which they must solve in order to unravel the mystery of their friend's disappearance.

"What happened to Sam?" (45/60 min) | Bullying

A narrative that highlights the issue of bullying from the perspective of the victim. Players reflect on prevention and action against bullying as they face the mystery of Sam, your missing classmate, and his abandoned backpack.



Game sessions from 120 EUR

Box rental from 80 EUR

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Raua 23, Tallinn (Estonia)

Escape rooms

Sessions with up to
5 players at the same time

“Secrets & Lies of Class 8A” (60 min) | Bullying

A story that focuses on the issue of bullying, fostering empathy and motivation to combat it. As members of the student council, players must address a toxic atmosphere in class 8A. Can they uncover the truth and report to the head teacher?

“The Interview Hacker” (45 min) | Employability

An escape room adventure set in a future with even higher youth unemployment. Players are a group of hackers breaking into a recruitment company's HR department to discover essential job interview tips. Can they find this valuable intel?

“Message from the Future” (60 min) | Environment

An interactive journey exploring the consequences of human actions on the environment. When the biology teacher acts strangely, players discover mysterious objects in the lab and it becomes clear that they're from the future. What's the message they hold, and who sent them?

“Get Over It” (60 min) | Gender-based violence

A compelling narrative focused on gender-based violence and a missing person case. An intern officer, who suspects overlooked details, asks for your assistance in locating Michelle. Get ready to unravel the mystery and make a difference.



Game sessions from 80 EUR

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Raua 23, Tallinn (Estonia)

Roleplay & simulation games

Sessions with up to
24 players at the same time

“Startup Life” (90 min) | Financial literacy

A live-action game simulating the success (*and the hardships!*) of the labor market and its different paths. Players step into the world of entrepreneurship, investment planning and financial strategies.

“Ticket-2-Holiday” (90 min) | Social inclusion

A nerve-racking live game action game that will immerse players in a world of classes, discrimination and social inequality. Players are residents of the planet Tumblala, starting their day with dreams of a well-deserved vacation...

“Transylvania Corp” (90 min) | Social inclusion

An immersive live action game set in a corporate HR department, where players will be playing as managers and candidates in a prestigious hotel chain with promotions and dreams on the line.

“The Island” (90 min) | Communication

A game that invites players to reflect on their personal learning and communication styles. Will they be able to find their path and transport the whole team to safety before the forest spirits claim them?

“Multilingua & Future Expert” (90 min) | Public speaking

- **“Multilingua”** is a game that allows players to build confidence in talking in front of an audience by presenting different stories to a jury. The trick is that all stories are in a foreign language, so it is the nonverbal communication that matters!
- **“Future Job Expert”** is a game to practice your persuasive communication. Players take the role of experts who respond to questions on future job profiles. The most convincing expert will get the votes of the audience and win!



Game sessions from 200 EUR

Order form 



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CONTACT US

For additional information or requests, you can write to us at hello@shokkin.org

