

AUGUST

2024

ANNUAL
ACTIVITY
REPORT

2025

JULY



Summary

The membership year 2024/25 was a lively and productive season at Shokkin Group, shaped by **strong member engagement across our three-level structure**. With new faces joining and familiar ones stepping into more active roles, we continued building a **culture of collaboration, initiative, and shared learning**.

One of the key developments this year was our **growing presence at the local level**. More and more schools, youth centers and NGOs reached out to us, **recognizing the value of game-based learning**. This led to frequent invitations to run sessions, facilitate workshops, and support events where our games could spark meaningful conversations and reflection.

At the same time, **our international work remained strong and diverse**. From youth exchanges to training courses, youth initiatives to webinars, our members traveled and contributed to a variety of Erasmus+ activities. These experiences provided **space for both young participants and facilitators to learn, grow, and share their expertise with international peers**.

As a result of this active and collaborative year, we:

- organized **4 youth activities and 4 training courses**;
- joined **1 study visit** on outdoor education, and **1 job shadowing** on rural entrepreneurship;
- ran **16 local workshops and youth events** for over **170 young people**;
- facilitated **138 educational game sessions** with **861 players in Estonia**.

Game by game, project by project, we continue to shape a youth community where learning is active, creative, and driven by passion.

#StayShokkin

Long-term projects

Our long-term projects focus on promoting **game-based learning, media literacy, and youth participation** through innovative educational formats. From developing educational games to hosting local initiatives like game jams, each project is designed to empower young people, educators, and youth workers across Europe.

Supported by Erasmus+ and various partners, these projects reflect our **commitment to making learning engaging, inclusive, and meaningful**—both locally in Estonia and on the international level:

#Local



**SHOKKIN
MEET&PLAY**

"Shokkin Meet and Play" was a series of events organized with the support of Mondo and the US Embassy aimed at young people aged 15-19. Young people come together, socialize by playing different types of games, create their own game in teams and then run game sessions with other young people. [Read more](#)



"Critical Thinkers'25" aims to increase the ability of young people to consume media critically and increase their resilience against disinformation and political propaganda through educational study visits, game design jams and game marathons. The project is supported by the German Embassy in Estonia.

#International



"Edugame Expansion" aims to further develop, translate, share and promote game-based learning solutions as an efficient approach to learning in formal and non-formal education contexts. The project includes 3 training activities and work on 12 educational games that will be available in 7 languages. [Read more](#)



"DivE(d)" aims to develop a set of inclusive learning methods (Lego, puzzles, LARPs, TTRPGs). Through a series of webinars and trainings we will equip educators with methods that are accessible, engaging, and adaptable to young people with varying abilities.



"DigiWise" is a small-scale partnership that includes a series of educational game jams in all participating countries (Estonia, Germany, Spain and Italy) and four job shadowing events between members of the organizations.



"SafeNet" is a youth participation activity that will give young people tools to be more responsible towards information circulating on the internet. The project includes two local actions and two international youth exchanges done with and for young people.

For more information, visit et.shokkin.org/ongoing-projects

2024

August

“Bright Colors 2.0” YE



“Bright Colors 2.0” was created to promote self-expression and self-exploration through art. From 5th-14th of August, the group had a chance to run workshops, try different art forms and create a set of collaborative murals for Vivere School in Tallinn. It allowed participants to explore new perspectives, learn how to communicate beyond language barriers and find common ground through art.

Shokkin trip “Bye bye summer!”

On 24-25.08.2024 we organized our traditional summer trip for old and new members to spend time together and relax in a natural environment. The trip will involved a short hike and an opportunity to stay overnight in tents with teambuilding and cooking challenges.



HOODie Ciphers is back!



In August we went back to the dance floor with one more edition of the HOODie Ciphers dance battles. This time we were hosted at the brand new Krulli Kvartal for an exciting day of passion and dance.

SGI network informal meeting

Shokkin PRO travelled to Bratislava to attend the training “Colors of non-formal education”, where we met with other colleagues from Shokkin Group International. We shared our best experiences, projects and activity formats at the biggest co-working space in Bratislava



September

Dissemination activity for “TuningIn2U” YE



The Estonian team of the youth exchange visited Tallinna Humanitaargümnaasium to talk about their experience during "TuningIn2U", the youth exchange about passions and career that we had implemented during the summer. A cool event to share the magic of Erasmus+ and the involvement opportunities for young people at Shokkin Group!

“Meet & Play” iteration meetings

As part of the Meet & Play project, the young people who started their game design journey at the Bootcamp in July continued meeting in order to develop their games through mentored sessions about visual design, facilitation, and debriefing. The objective? Becoming game masters of their own games during the Autumn!



October

“EduGame: Expansion” TA2



From the 9th to the 13th of October we organized in Leipzig (Germany) the second residential activity of the long-term project “EduGame: Expansion” involving youth workers and educators. We worked on the four educational games of Output 2, which the participants played, learned how to facilitate and improved over the course of the project.

November

“EduLarp Alembic” TC

Imagine slipping into the shoes of a medieval knight, a cunning spy, or a powerful but corrupt politician... and then bringing that character to life. This is the world of Live Action Role-Playing (LARP), where fantasy meets reality in the most immersive ways imaginable. We had the opportunity to dive into this unique experience as part of the “EduLarp Alembic” training course in Poland, which we implemented as part of our KA1 accreditation with colleagues from the Nausika Foundation.



“Meet & Play” Fair

And back to “Meet & Play”! The teams did a great job during the Autumn bringing the games they developed since the Bootcamp in July to youth centers and schools around Tallinn: in total they ran 45 game sessions with 177 young players. On 23rd of November it was time to celebrate and close this project with an open game fair where young people came to try the games one last time.



“Back to the Future” seminar

From the 27th of November until the 2nd of December 2024, our Shokkin PRO members Pavel, Olalla, Nastja and Darina attended the international seminar “Back to the Future” organized in Dresden (Germany) by VILLA Leipzig. Very intense three working days full of experience sharing, project brainstorming, and, why to hide it: unforgettable Christmas markets!



December

“Body as a Tool Vol.2” movement workshop



Our member Lusine shared her passion and talent once again with a second edition of a workshop movement aimed at discovering our inner world and expressing ourselves through movement and dance.

“Tribes of Culture” LARP game session

As dissemination for “Edularp Alembic”, Maryna, Gasim and Nora organized a game session about “Tribes of Culture”, a Live Action Role Play game about interculturality, multiculturalism, language barriers, group identity, transnational migration and social dynamics which was developed during the training course.



Shokkin Christmas party



Same as with Shokkin’s birthday party in October, another good yearly tradition of ours is to celebrate Christmas among members, exchanging gifts, competing in seasonal challenges and spending quality time together before going on a short winter break.

2025

January



Stop-motion workshop

As part of their "Level #2" commitments, some of our members implemented a stop-motion animation workshop which they had been preparing since the Autumn. A workshop open to all where they practiced their facilitation skills

"Edugame: Expansion" midterm meeting

In January we visited Latvia for the second transnational meeting of "Edugame: Expansion". During our stay we had the chance to get to know Piedzīvojuma Gars' office and then went through an internal testing of the last four games to be tested and iterated during the last "season" of the project.



"PeaceAct" kicks off!

In January we co-hosted the international partner meeting of the project "PeaceAct" that we are part of together with Mondo. During this first meeting we got to know one another and reviewed the project activities for the next two years!

February



Recognition at Suured Teod 2025

We attended the Tallinn youth work recognition event "Suured Teod" to represent the "Shokkin Meet & Play" project. It was a great festive evening with a cool show, delicious food and so many familiar faces. Fun fact: almost the entire crew of "Meet & Play" was there in relation to their involvement in other youth initiatives!

March

"PeaceAct" Training of Trainers



From 16th to 20th of March, 6 of our members took part in the Training of Trainers of the long-term project "PeaceAct" together with youth workers and educators from Estonia, Finland, Slovenia and Georgia, discussing peace education, futures coaching and democracy. It was an intense schedule that will continue making waves through the year in the form of local events and initiatives.

Local work in long-term projects

March was the time to kickoff work regarding different long-term projects: while one team started preparing the youth exchange "No Stress, Say Yes!", others started getting ready to participate at the European Youth Event or run the new programme of local game events "Critical Thinkers".



April

"DivE(d): Diversifying Education" kick off meeting



A new adventure together with Viverekool (EE), Cesu Berzaines Pamatskola (LV), Nausika Foundation (PL) and Fondazione Artos (IT) where we will develop a set of inclusive learning methods (Lego, puzzles, larps, ttrpgs) suitable for diverse-ability groups of young people in the youth work and education fields. Great two days to kickoff the collaboration!

"UNcringe YOUrself" training day

Young people joined this training day to explore fear, build confidence, and "uncringe" in the best way possible. From understanding where fear comes from, to giving compliments to strangers and trading random items in the city — participants faced real social challenges and pushed their limits. With games, reflection, and a lot of laughter, they left more open, connected, and bold.



Welcoming a new ESC Volunteer



In April we welcomed Francesco into our team here at Shokkin. He is a young professional photographer from Italy, looking to engage in creative activities and tell stories through his camera. He will be with us for one year and will support our media team and the implementation of local projects. It feels exciting to be hosting volunteers again!

“EduGame: Expansion” TA3

From the 23rd to the 27th of April we organized in Sofia (Bulgaria) the second (and last!) residential activity of the long-term project “Edugame: Expansion” involving youth workers and educators. We worked on the last four educational games of Output 3, which participants played, learned how to facilitate and improved.



May

Shokkin at Tallinna Noortefoorum

It was very great to run two game sessions of "The Truth Seekers" with 60 young people at Tallinna Noortefoorum organized in KultuuriKatel on 13th of May.



“Critical thinkers 2025” is starting!

The new edition of "Critical Thinkers" is ON with the objective to increase the ability of young people to consume media critically and increase their resilience against disinformation. So far, in the month of May we run Media Literacy sessions with more than 175 students from Tallinn.



“EduEsc” international TC



From 13th to 20th of May we hosted in Estonia a training course on our absolutely favorite topic: educational escape boxes! 30 youth workers and educators from 10 countries gathered in Viljandi to boost their creativity and create their own game concepts. The project finished with an open event at Kesklinna Noortekeskus where we presented the games!

“No Stress, Say Yes” APV

In the last weekend of May we organized in Tallinn the Advanced Planning Visit for our summer youth exchange, where we discussed the activity programme, talked about participants' profiles, shared tasks and responsibilities, and took a trip to the venue where the project will take place.



June

“Explore the Outdoor” study visit



Our very firsts full team study visit to Latvia! The main purpose? Experience in first person adventure education methods together with our colleagues from Piedzivojuma Gars. We climbed trees, learned survival techniques, went on a 12/hour solo experience and brought a full collection of new skills back home! And on top of that, we got to know new future partners!

Shokkin at the European Youth Event (EYE)

From 12th to 15th of June a full commission of 10 Shokkin people set their route to Strasbourg. After 6 months of meetings and preparations, it was finally time to perform! During the event we not only got to know the city of Strasbourg and the European Parliament: we met with other young people from all corners of Europe, attended Hemicycle sessions and facilitated our very own escape game “The Truth Seekers”! It was definitely one of a kind team experience!



“Are you Safe?” SafeNet local event



On 28th of June the team behind “SafeNet” organized the first local event of the youth participation activity, where we had a masterclass by Gretel Juahnsoo from the Baltic Engagement Centre for Combating Information Disorders (BECID) to understand better how our personal data (i.e. photos) are used online and what is the impact of AI in our everyday lives.

“Community in Action” Job Shadowing

From 25th of June to the 3rd of July we attended a job shadowing activity at Anceu and Rural Hackers, our partners in Spain, in order to learn about their community-building practices. During these days we observed the work at the co-living space, attended village events organized with and for the neighbors and learnt about different grants schemes and ways to create more close-knit communities around us.



July

“No stress, Say yes!” YE in Estonia



From 1st to 8th of July the long awaited youth exchange “No Stress, Say Yes” finally took place! A project about self-reflection, stress management and awareness of our feelings and emotions. A 6-month working process that finalized with smiles and tears of happiness among the participants ;).

“SafeNet” YE in Estonia

From 24th to 29th of July we organized the first mobility of the Youth Participation Activity “SafeNet” about the responsible use of digital technology. Through workshops, exchanges, and discussions, we learned to recognize misinformation, develop our critical thinking, and better understand the impact of social media on our lives.





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