



Catalogue of **EDUCATIONAL GAMES**



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 players.

While game-based learning (GBL) can be defined simply as “learning through games”, for us, it is 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 simultaneously

“Hip Hop Academy” (90 min) | Management

A cooperative story-driven game that allows players to take up the role of managers of a youth organization who deal with everyday challenges, make tactical decisions and attempt to grow the organization.

“Pitch Perfect” (60 min) | Pitching and creativity

A competitive idea generation game where players generate business ideas based on funky needs and target groups and improve their creative thinking and pitching skills while having fun encountering the most unexpected situations.

“Break the Circle” (60 min) | Employability and volunteering

A strategic board game where players are university students who try to develop their abilities through different extra-curricular activities to become the most interesting prospective graduate.

“Job Interview” (45 min) | Employability

A role-play driven card game where players learn what questions are usually encountered in interviews and develop a more relaxed and confident attitude to job interviews.

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

A witty card game with a touch of role-play that introduces essential digital security principles alongside common mispractices of everyday life online.

“TERRA” (45 min) | Waste management and recycling

An engaging and visual game that invites young players to test their knowledge about waste separation and recycling and motivates them to embrace recycling and promote sustainable practices at home.

“Guess Who In Reality” (60 min) | Social inclusion

A thought-provoking card game that challenges stereotypes and encourages players to think critically about identity, stereotypes, social inclusion and our own hidden prejudices.



Game sessions from 120 EUR

Order form 

Escape boxes

Sessions with up to
24 players simultaneously

“The Truth Seekers” (60/90 min) | Critical Thinking and Media literacy

An innovative escape box that takes players on an immersive and thorough exploration of different media manipulation techniques and ways to approach information we encounter in our daily lives.

“The Final Test” (45 min) | Media literacy

An immersive escape game that will reshape players’ view on media consumption while tackling an unsolved crime.

“The Story of You” (60 min) | Global citizenship and sustainability

An immersive game that challenges players to rethink their consumption habits. Designed for youth, it sparks reflection on global inequality and empowers action for a more just and sustainable future.

“Mental Box” (45 min) | Mental health

An ultra-portable experience that emphasizes the importance of recognizing and addressing factors affecting mental health and proposes a point for discussion on how to address them.

“What happened to Sam?” (45 min) | Bullying

A game that tells the story of a bullying case seen through the eyes of the victim in order to make players reflect on ways how to prevent and act against bullying.

Game sessions from 120 EUR

Box rental from 80 EUR

[Order form](#) 



Escape rooms

Sessions with up to
5 players simultaneously

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

A game that sheds light on the different actors involved in a bullying process. Taking as an example a group of teenagers from the same class, the game explores various reasons that can spiral to situations of misunderstanding, exclusion and, eventually, conflict.

“Talent.AI” (45 min) | Employability

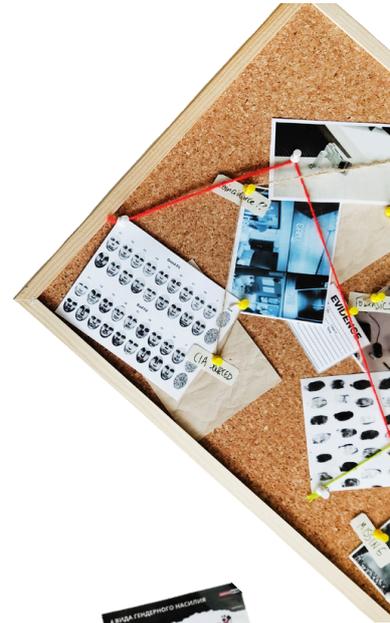
An easily escalable escape game providing players with a series of aspects one should keep in mind when taking a job interview: from body posture, to clear communication and CV crafting, the game is a perfect introduction to more elaborate sessions on employability and soft skills.

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

A game that explores the impact of humans on the environment while providing basic facts and diving into a very different narrative of a fictional future.

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

An escape box addressing a harassment case with a blunt approach that gives way to rich discussions and meaningful reflection on the topic.



Game sessions from 80 EUR

Order form 



Live-action games | Sessions with up to 24 players simultaneously

“Money Moves” (90 min) | Financial literacy

A live-action game where players team up to build better financial habits and chase a shared dream. Make smart decisions, manage unexpected events, and learn the value of every coin, one year at a time.

“Ticket to Holiday” (90 min) | Social inclusion

A nerve-racking and yet relatable live action game that will immerse players in a world of classes, discrimination and social inequality.

“Transylvania Corp” (90 min) | Social inclusion

A live action game that brings players to the backstage of the Human Resources department of a big company. Are you ready to enter the 4-round marathon of interviews and negotiations?

“The Minimum” (60 min) | Resource management

A post-apocalyptic negotiation game where players act as underground clans trading scarce resources. Through non-verbal strategy and cooperation, they must secure just enough to survive. Will they manage?

“The Island” (90 min) | Communication

A live action game that invites players to reflect on their personal learning and communication styles. The first team to find their path and transport the whole team to safety will survive.

“Multilingua” (90 min) | Public speaking

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 non-verbal communication prevails.

“Future Expert” (90 min) | Public speaking

A game to practice player’s persuasive communication by taking 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](#)





CONTACT US

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