

Hi X,

The release below announces winners in the Higher Ed sector in our International Serious Play Awards Competition for games designed to be used for training. Hope you will give the winners a boost.

For Immediate Release

### **Three Serious Games and Simulations Designed for Use in Higher Education Win Awards in Annual International Competition**

MONTREAL — Sept. 22, 2025 — Two educational games and one educational simulation developed for Higher Education training have been cited for excellence in the 2025 International Serious Play Awards Program.

Silver Medals went to the following titles:

- [Project Management Fundamentals](#) - Developed in partnership with Professor Christopher Glover at Arizona State University, the Project Management Fundamentals game prepares future project managers by blending practical skill-building with emotional intelligence and team dynamics. Through immersive storytelling, gamified challenges, and real-world scenarios, players actively engage with core project management concepts in a fun and memorable way. Using elements like the Hero's Journey and points-based rewards, the game boosts retention, encourages application, and fosters confident, collaborative project leaders.
- [Silencer](#) - Silencer is a provocative simulation game where players act as low-level news censors in the authoritarian state of Ogalia, confronting the ethical dilemma of suppressing dissent versus allowing free speech. Players engage with original news articles, interpreting censorship protocols to decide which stories should be removed, fostering critical thinking about journalism and politics. Developed for ages 13+, Silencer is a project from Diane Wang, Sia Yang, Samira Herber and the NYU Game Center Incubator.
- [HR Management Simulation: People Analytics](#) - Sim Institute has launched the People Analytics simulation, where students and executives assume the role of HR Director in a dynamic customer support call center. Participants make strategic decisions across HR policies, staffing, rewards and training, using real-time data analytics to boost employee engagement and customer satisfaction, while managing costs. The simulation incorporates the adaptation to technological changes (AI) and its impact on workforce requirements, offering a hands-on, interactive approach to learning strategic human resources management.

[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 the Serious Play Award Program, go to:

<https://seriousplayconf.com/awards/>

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