

Hi X,

The release below announces winners in the tabletop sector in our International Serious Play Awards Competition for games designed to be use for education or training. Hope you will give the winners a boost.

For Immediate Release

**Nine Serious Tabletop/Board Games have Won Awards
in Serious Play Awards Annual International Competition**

MONTREAL, Sept — Nine educational Tabletop/Board games have been cited for excellence in the 2025 International Serious Play Awards Program.

Gold Medals went to the following:

- [Collabyrinth](#) - An innovative learning game designed for students aged 12 and up, Collabyrinth fosters collaboration, communication and problem-solving through engaging mechanical challenges. Blending SEL, STEAM and engineering principles, the game encourages students to design, test and refine their own mazes while developing key social and technical skills. Extensively tested at Coast Mountain Academy and Skyridge Montessori, Collabyrinth prepares students to work effectively with others and navigate real-world systems.
- [Regime](#) - The Bill of Rights Institute, in partnership with Game Genius, has launched "Regime," a dynamic card game designed to immerse high school students in realistic governance scenarios and foster critical thinking, negotiation and civic engagement skills. This innovative educational tool allows students to experience shifting political and economic systems first-hand, connecting classroom learning to real-world civic participation. Developed with expert guidance and rooted in core American principles, "Regime" is now available to empower the next generation of informed citizens.
- [So You Want to Be an American?](#) - "So You Want to Be an American?" is an educational game for middle and high school students that immerses players in the real-world complexities of the U.S. immigration system, using authentic probabilities and scenarios grounded in firsthand experiences. Developed with support from experts and those who have navigated the system, the game fosters empathy, deep understanding, and discussion about fairness and justice in immigration. Manufactured in the U.S. with sustainable methods, the game inspires self-driven civic engagement and has already led students to greater awareness and activism.

Bronze Medals went to the following:

- [Ban the Jesuits](#) - Players take on roles as members of the Jesuit Order or their historical opponents, debating accusations and defenses drawn from real events. Through strategic rounds, participants experience the forces that led to the Jesuits' ban, with opportunities to negotiate alliances and reshape outcomes. Designed for secondary, post-secondary, and community programs, this immersive game offers a compelling exploration of religion, power and history.

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- [Climate Action Force Go!](#) - Catilli Games announces Climate Action Force Go!, a cooperative, Super Sentai-themed card game for ages 8+ that brings environmental policy and climate awareness to life. Players act as countries collaborating to stop climate change, balancing coalition goals with individual ambitions in a game that mirrors real-world policy challenges. Designed for classrooms and the public, the game uses engaging mechanics to make climate action accessible, meaningful and fun.
- [Conversely](#) - Conversely is a modular conversation card game designed to foster meaningful dialogue and connection in diverse settings, from therapy sessions to classrooms and corporate workshops. Featuring five adaptive engagement activities and inclusive Topic and Contribution cards, it transforms everyday conversations into structured, purposeful exchanges for groups of 2-12 players. The game's accessible design promotes authentic communication and personal growth, meeting the rising demand for genuine human connection in today's digital age.
- [Cyber Threat Defender](#) - Cyber Threat Defender (CTD) is a collectible card game created by the Center for Infrastructure Assurance and Security (CIAS) at The University of Texas at San Antonio to teach students essential cybersecurity concepts in a fun, engaging way. Designed for ages 11 and up, CTD helps players learn how to build and protect digital networks while exploring real-world cyber threats and defense strategies. With each fast-paced, 20-minute game, students gain valuable knowledge and skills for navigating today's digital landscape.
- [Doomscroll](#) - GamestormEDU has launched Doomscroll, an educational card game designed by Jon Spike with art direction by Vika Fajardo. In Doomscroll, students take on the role of a social media company, using real-world tactics to create addictive feeds and sell ads while gaining critical insight into how online platforms shape their behavior. The game's accompanying lesson plans help students reflect on these strategies and empower them to navigate social media with greater awareness.
- [Tag! The Jurisdiction Game](#) - A tabletop learning experience for law students, Tag! The Jurisdiction Game is designed to teach and review key procedural rules such as subject-matter jurisdiction, personal jurisdiction, venue, and joinder through innovative, scalable gameplay. Developed and play tested at Thomas R. Kline School of Law of Duquesne University with support from the John G. Rangos Sr. Prizes, the game incorporates custom cards and action mechanics to immerse students in real-world legal decision-making. By transforming complex legal concepts into interactive play, Tag! empowers students to master foundational law in a dynamic, engaging format.

[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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