

**GAMES  
FOR ED**

# What do we do

At Games For Ed, we believe learning should be joyful, meaningful, and driven by curiosity. We offer play-based, inquiry-led experiences for students from Grade 4 to Grade 12, helping them explore real-world themes through immersive games and simulations. Our sessions go beyond content—they spark wonder, nurture critical thinking, and foster important mindsets.

Whether it's understanding global conflict or designing sustainable futures, our experiential programs make complex topics come alive. Over the past two years, we've engaged with 5,000+ students in Bangalore and Pune, partnering with educators and parents to create impactful experiences.

Each session is custom-built with schools and learning centers to meet specific goals, whether cultivating empathy or reigniting the joy of learning. Our team of passionate educators and designers uses games as a language, enabling students to actively participate in their learning journey and gain deeper insights into the world.

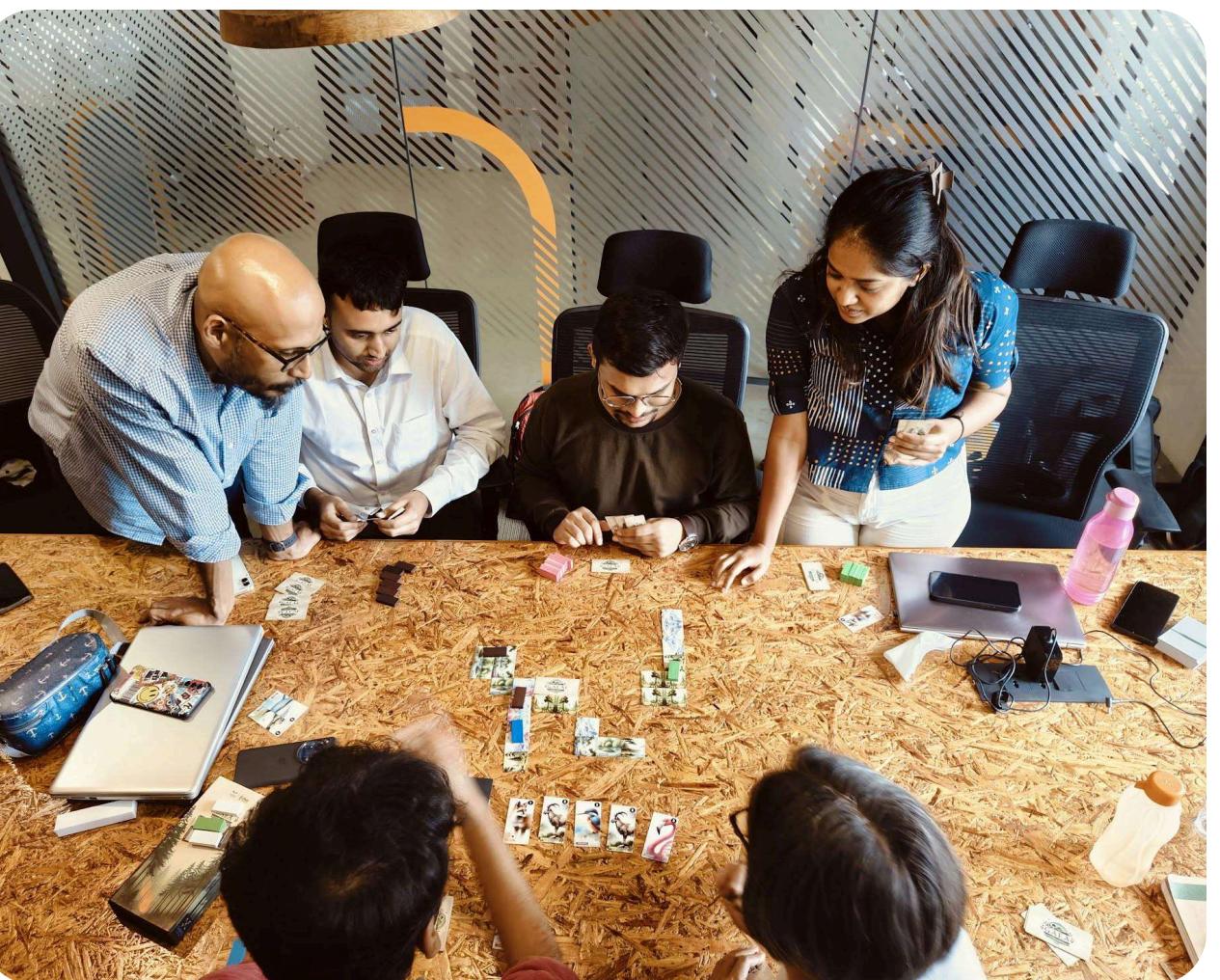


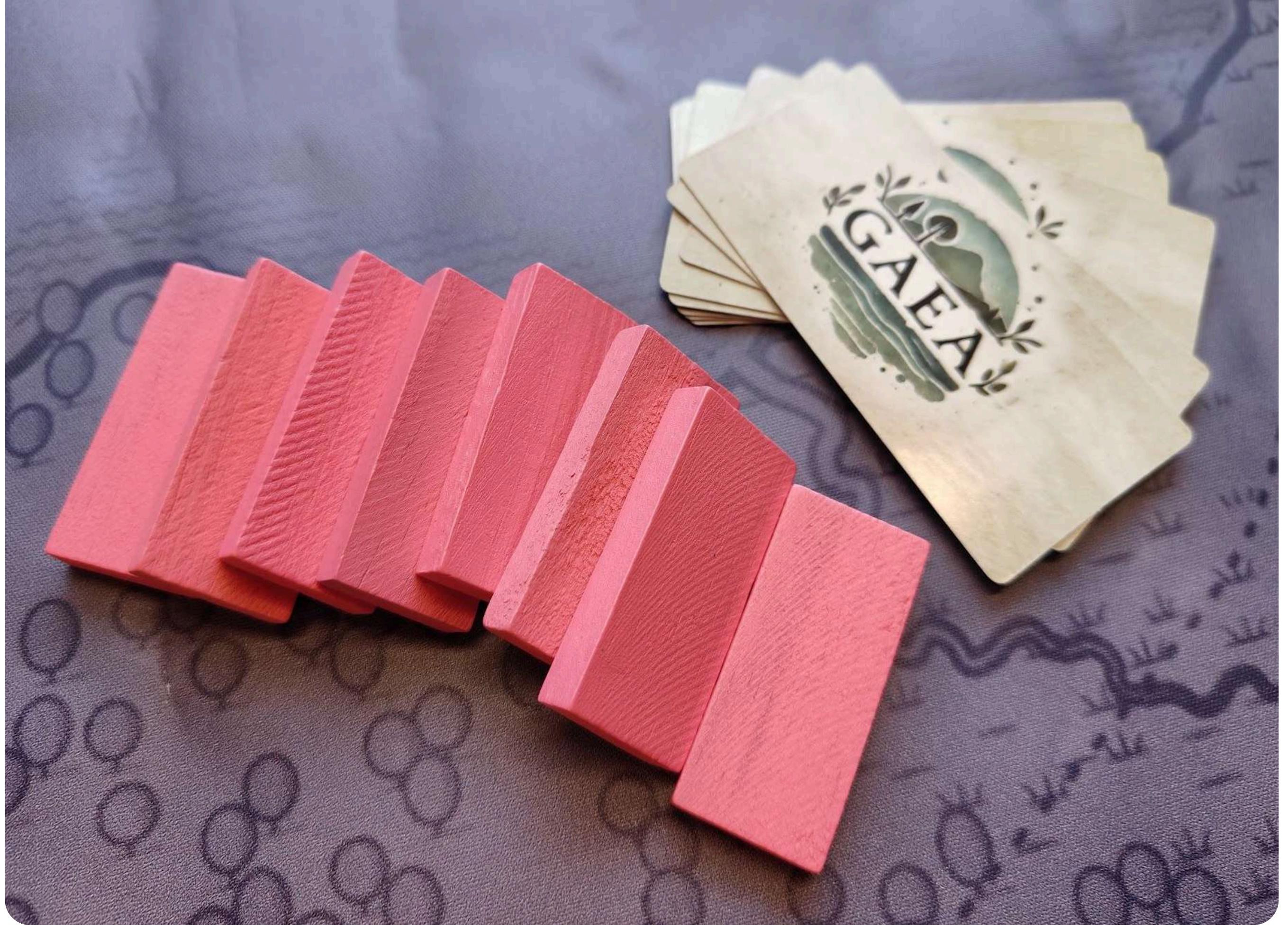
# Gaea

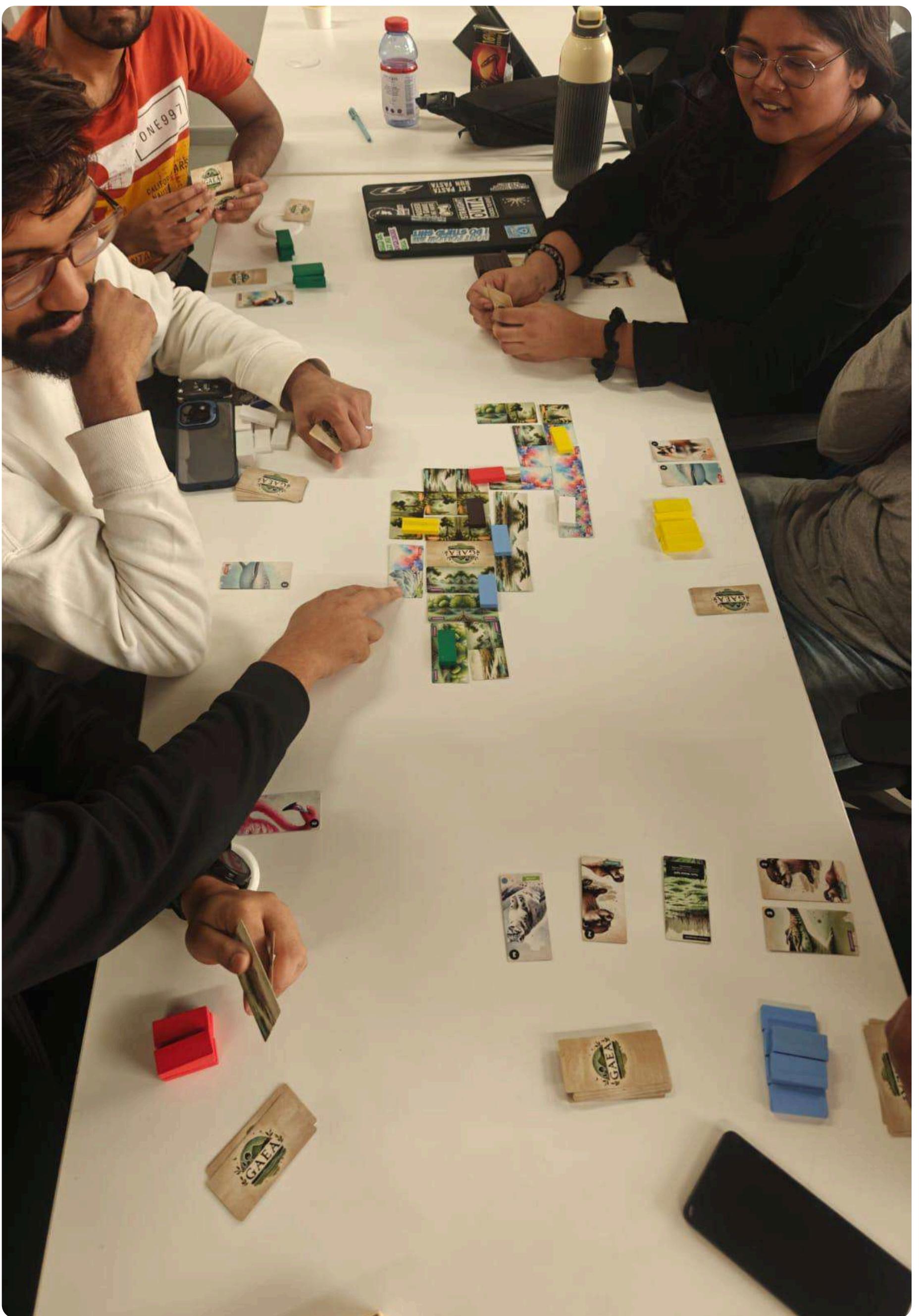
Gaea seeks to instill a deep understanding of the delicate balance of nature and the urgent need to protect ecosystems from human-made disruptions. It highlights how even small actions can either help ecosystems flourish or lead to their collapse, encouraging players to think critically about sustainability and environmental stewardship.

In the game, players build ecosystems by placing Ecosystems and populating them with Animal to earn points, while facing Disruption that simulate real-world environmental threats like deforestation and wildfires. This gameplay mirrors real-life challenges, teaching players that creating and maintaining healthy ecosystems requires both careful planning and resilience against unexpected threats.











# EdQuest



EdQuest is designed to inspire players to see education as a dynamic, evolving system that they have the power to transform. It encourages empathy for real-world educational challenges, such as lack of resources, gender inequality, and disengaged students, while instilling the belief that positive change is possible through collective action and creative thinking.

In the game, players are presented with real educational problems (Challenge Cards) and must choose appropriate solutions (Levers) to address them. By matching challenges with strategic actions like community involvement, digital literacy, or teacher empowerment, EdQuest mirrors how real change is driven: through collaboration, innovation, and persistent effort.

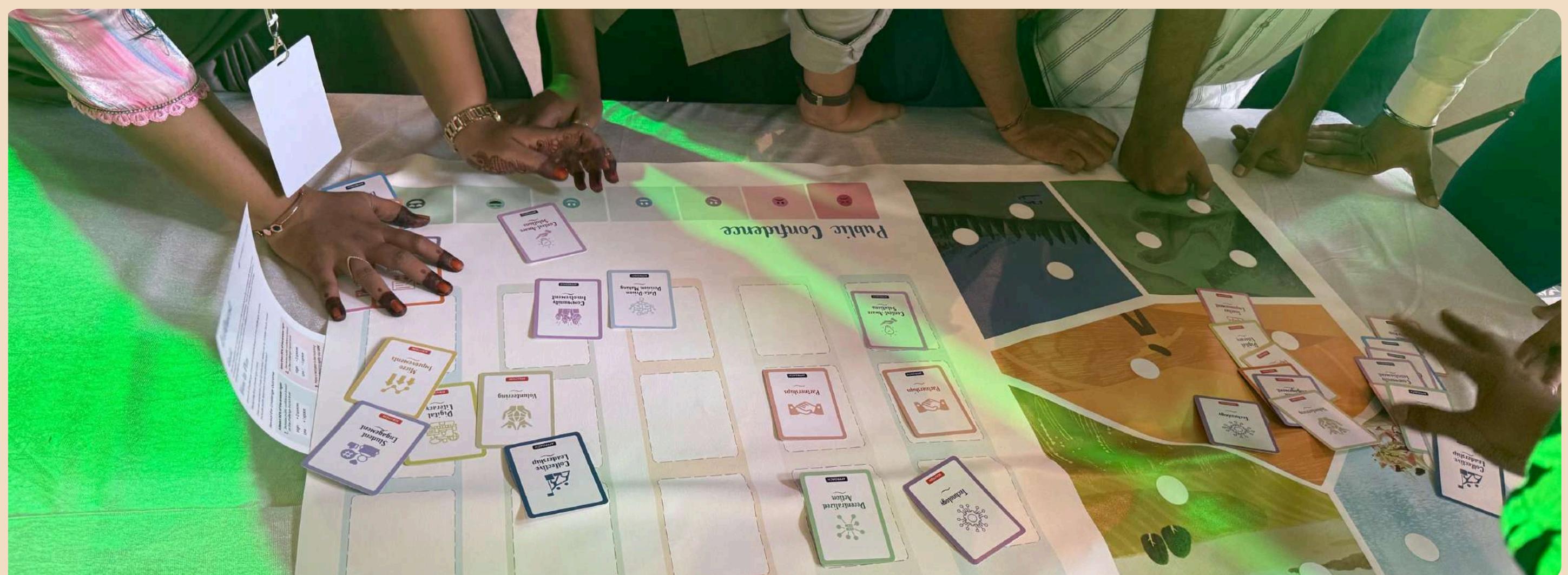
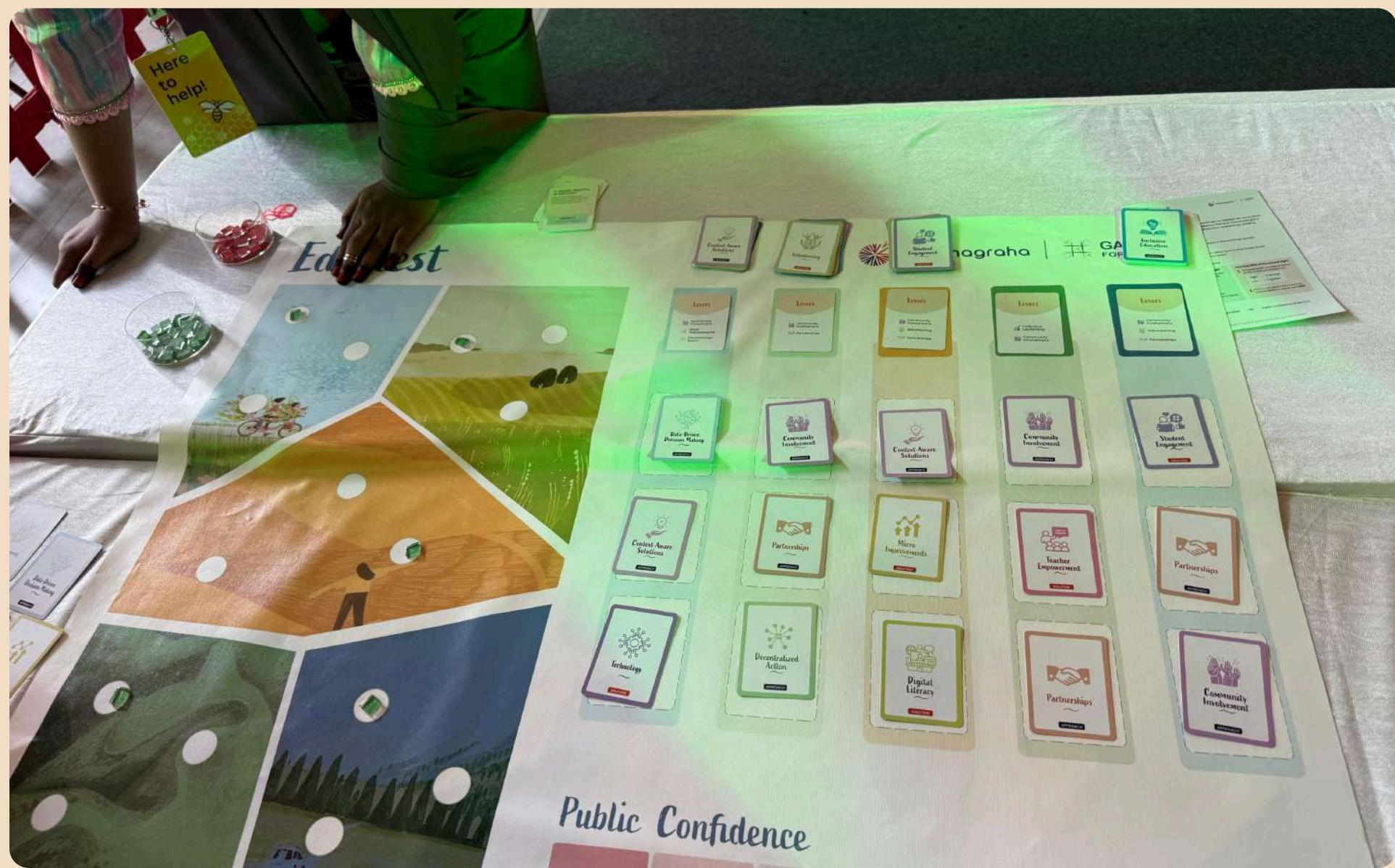
## EdQuest



**shikshagraha | GAMES FOR ED**

**EdQuest Game Components:**

- Challenge Cards:** 8 cards illustrating real-world educational challenges.
  - 1. Limited Access to Quality Teaching Resources
  - 2. Gender Inequality
  - 3. Disengaged Students
  - 4. Lack of Resources
  - 5. Insufficient School Infrastructure
  - 6. Teacher Empowerment
  - 7. Digital Literacy
  - 8. Limited Access to Technology
- Levers:** Strategic actions to address challenges.
  - 1. Micro Improvements (SOLUTION)
  - 2. Community Involvement (APPROACH)
  - 3. Partnerships (APPROACH)
  - 4. Technology (SOLUTION)
  - 5. Data-Driven Decision Making (APPROACH)
  - 6. Collective Leadership (APPROACH)
- Public Confidence:** A scale from low to high confidence.
  - LOW ↓ Public Confidence (Red)
  - MEDIUM (Grey)
  - HIGH ↑ Public Confidence (Green)
  - Very High (Blue)
  - Extremely High (Yellow)
  - MAXIMUM HIGH (Light Green)





# Map of Change

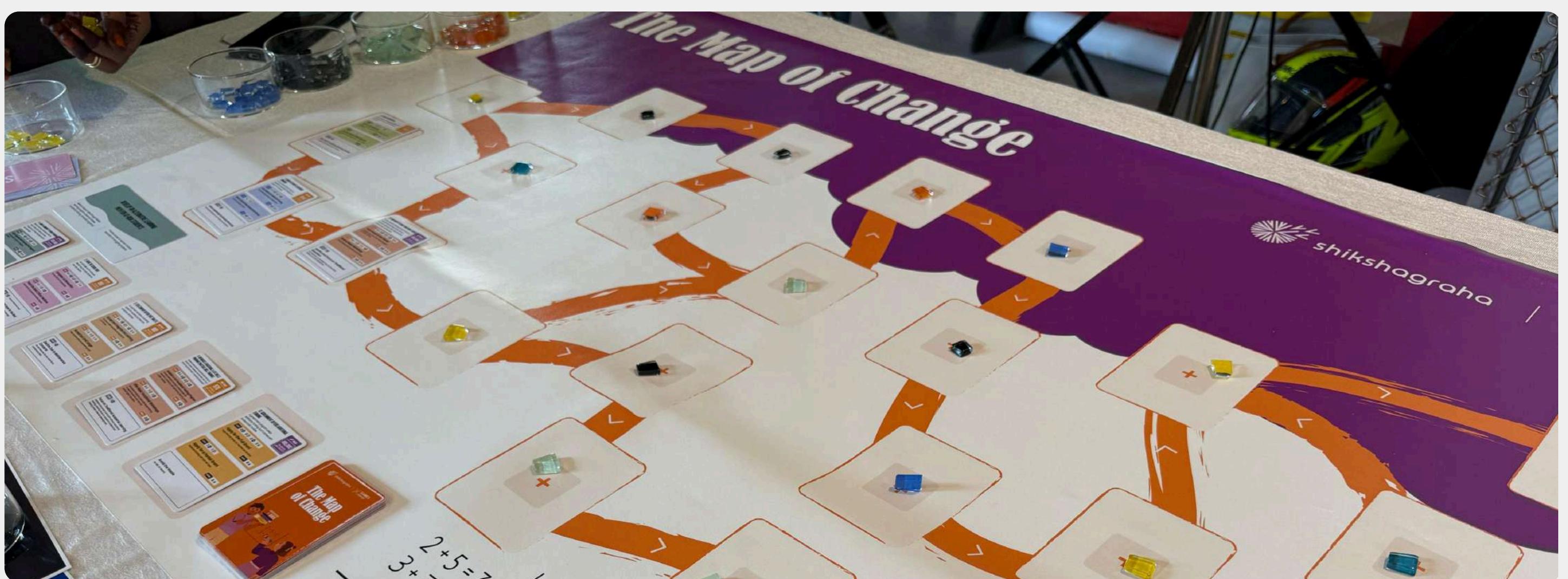


This game sparks the changemaker in every player, showing how big dreams for better schools can become reality with smart choices and teamwork. It's all about thinking bold, acting smart, and believing that real change is possible — even with limited resources!

In the game, players start with a specific school improvement goal. They face Opportunities offering different initiatives, such as upgrading libraries, improving infrastructure, or starting vocational programs and you must choose actions wisely based on available resources. By navigating these tough choices, players experience firsthand how impactful change requires balancing ambition, collaboration, and smart resource management.

# The Map of Change







# Money Matters

Money Mindset is a fast-paced financial literacy board game designed for young adults. Over the course of 8 rounds, players earn a salary, invest in dynamic markets, manage loans, and make strategic financial choices. Real-world-inspired event cards trigger market fluctuations, helping players understand how global events impact personal finance.

With elements like compounding returns, debt management, risk-taking, and trading, the game mirrors key money decisions faced in early adulthood.

Through interactive gameplay, players learn the importance of planning ahead, diversifying investments, repaying debt on time, and adapting to economic change. The goal is to end the game with the highest net worth—encouraging healthy financial habits in a fun, competitive setting. Whether used in classrooms, workshops, or casual play, Money Mindset equips players with essential life skills by turning finance into a strategy game anyone can win at.



# Safe Space

## Mental Health

Safe Space is an innovative and engaging mental health game designed to immerse players in a variety of thought-provoking scenarios. In this game, each participant takes on the role of a unique character—such as Mind, Body, Friends, and others—each equipped with distinct abilities and perspectives that offer creative solutions to the challenges presented.

As players collaborate and interact, they delve into diverse approaches to mental wellness, fostering a rich environment for learning and growth. By actively selecting solutions to the challenges they face, players not only learn how to support one another but also develop essential coping strategies that can be applied in real-life situations. Safe Space goes beyond mere gameplay; it cultivates empathy, enhances communication skills, and encourages proactive management of mental health in a fun and interactive atmosphere. This game is an excellent choice for classrooms, workshops, or anyone eager to deepen their understanding of mental well-being and improve their emotional resilience.

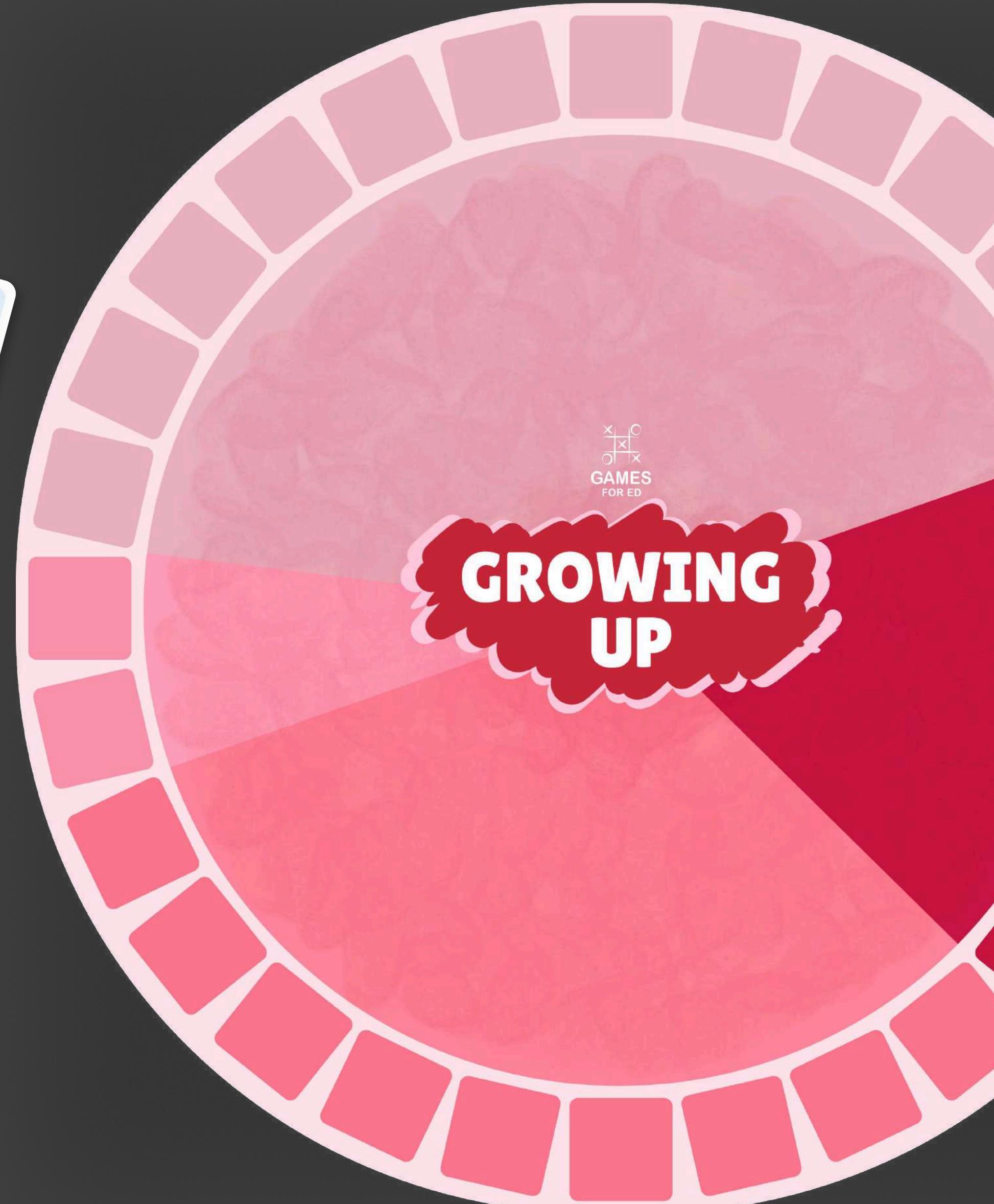


# Growing Up

## Menstrual Hygiene

Growing Up is an engaging game that tackles menstrual hygiene for young adults. Navigate through realistic scenarios, learning about the facts, changes, and what to do when they happen. The game encourages open conversations, breaking down stigmas and fostering a supportive environment. Players explore various aspects of growing up, from understanding the menstrual cycle to managing hygiene with confidence.

With interactive challenges and informative content, Growing Up equips players with essential knowledge and promotes positive attitudes towards menstrual health, making it a fun and educational experience for all.

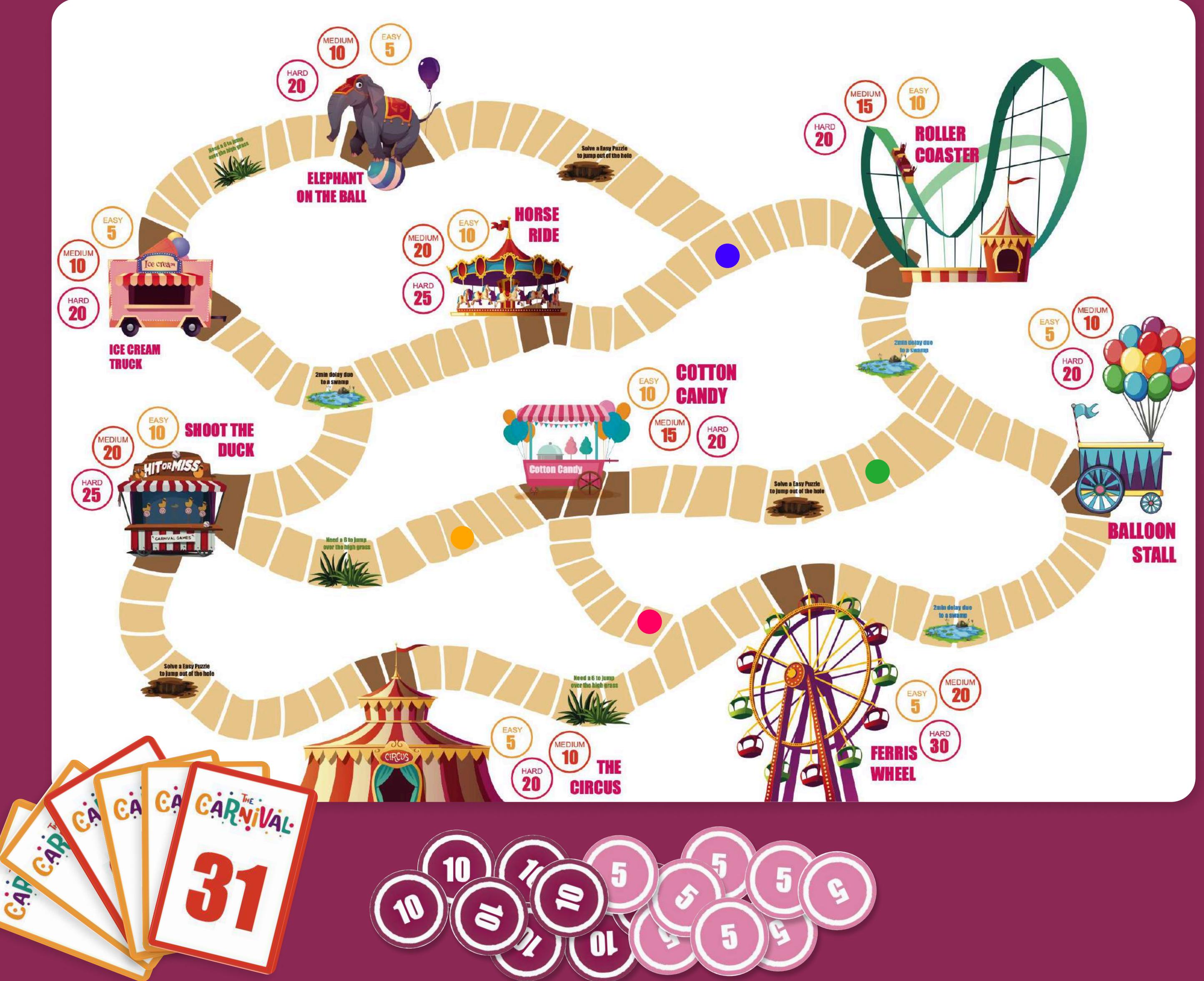


# The Carnival



The Carnival is a journey of exploration, challenge, and strategy, inviting players to experience the thrill of adventure while testing their problem-solving skills. It encourages perseverance, smart decision-making, and collaborative spirit as players race to complete their Carnival Tour.

In the game, players move through a colorful carnival map, visiting nine different attractions. At each stop, they choose puzzles of varying difficulty, investing points for the chance to earn greater rewards. Along the way, they encounter hurdles, strategic choices, and opportunities to collaborate. Every solved puzzle and smart move brings players closer to victory, proving that success is not just about speed, but about courage, strategy, and resilience.





# War of Strategy

War of Strategy is an epic large-group simulation that immerses players in the high-stakes world of war, diplomacy, and survival. Designed for 8 to 100 players and spanning 4 to 6 hours, it offers an intense, collaborative experience where strategic thinking, negotiation, and leadership are critical to victory.

Built on a flexible game engine, War of Strategy can adapt to a range of historical or fictional settings — from World War II to future planetary conflicts — making each session a unique and memorable journey into the dynamics of war and peace.

Players form alliances, command armies, and vie for control over a dynamic battlefield map. Through strategic decisions on propaganda, resource management, military maneuvers, and espionage, players experience firsthand how wars are not just won on the battlefield but through negotiation, sacrifice, and critical thinking.

The modular structure ensures that no two games are alike, and players must constantly adapt their plans to unfolding events and shifting alliances.

War of Strategy is more than a game — it's a living, breathing story of choices, consequences, and leadership under pressure.



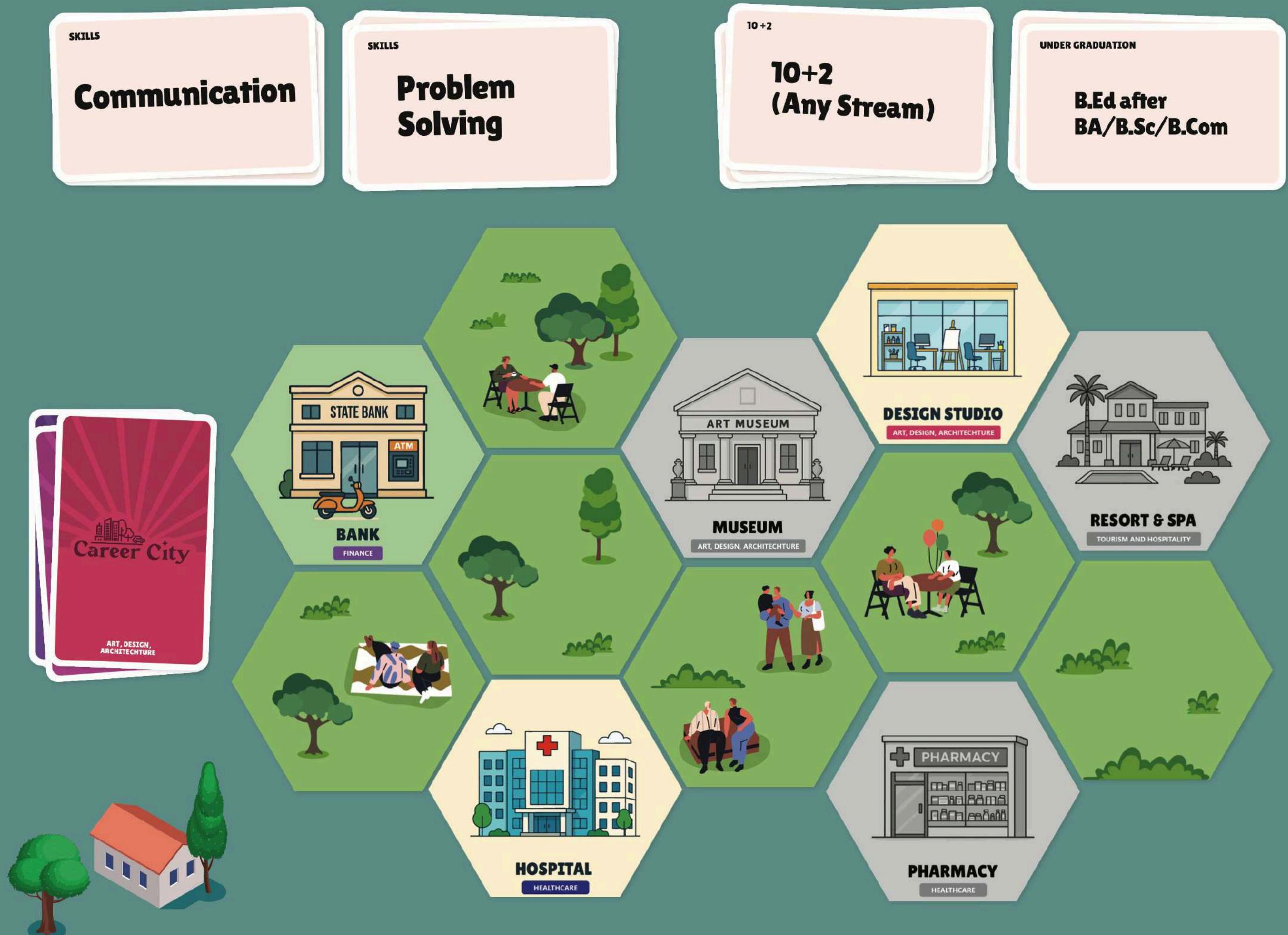
# Career Game



This is a dynamic strategy game where players become Industry Commissioners shaping a city through collaboration, career discovery, and smart development. Designed for 2–6 players (ages 12–16) and playable in under 40 minutes, the game blends teamwork, real-world professions, and urban planning into an immersive learning experience.

Players lead industries like Health, IT, Media, or Education —drafting skills and interests, choosing career paths, and placing impactful infrastructure on a shared city grid.

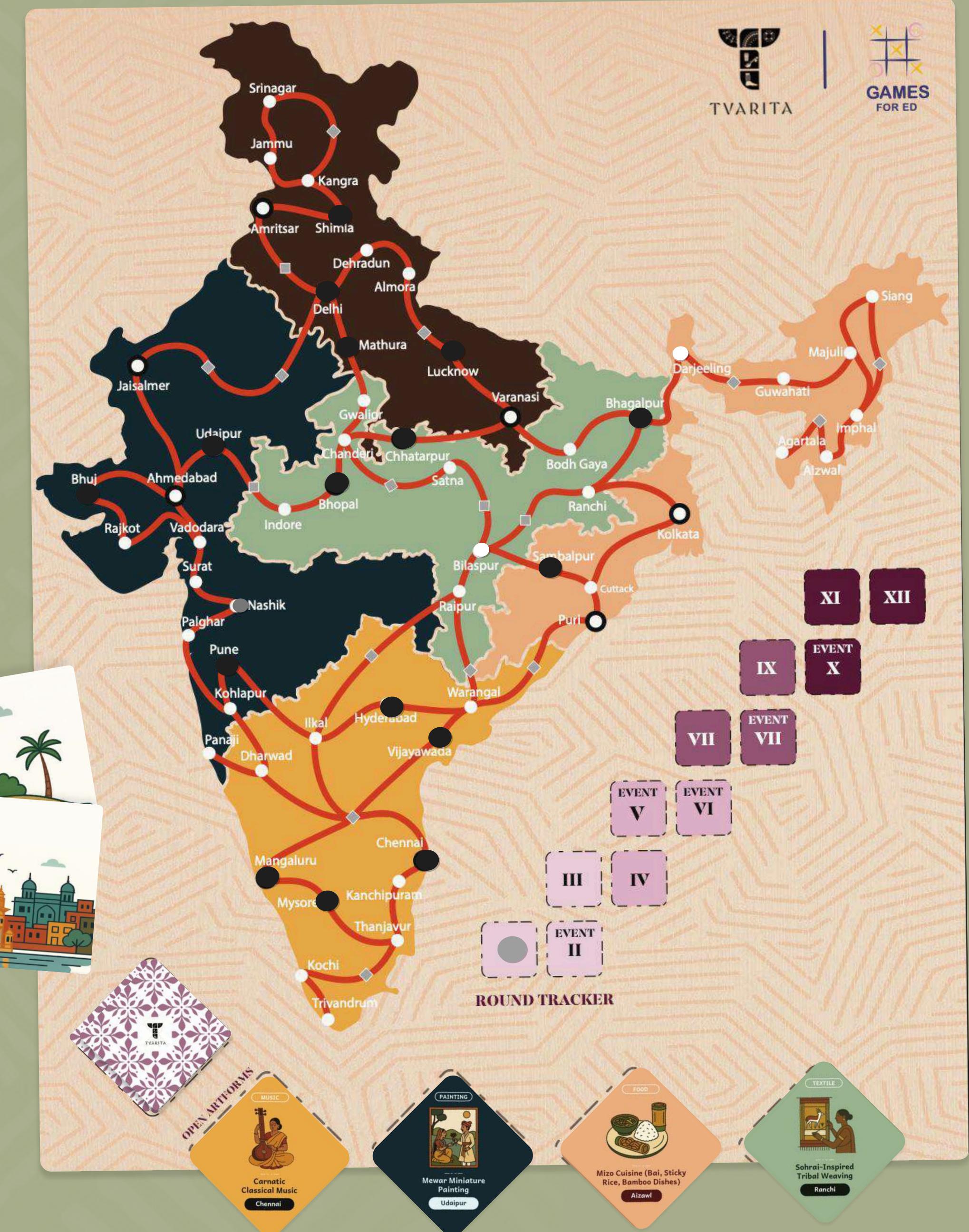
With over 12 industries, 45+ careers, and modular expansion packs, each game is a fresh journey toward clarity, collaboration, and purpose. Through clever trades, cross-industry synergy, and strategic placement, players learn how future careers and industries interconnect to shape a thriving world.



# Prayanaa

This Artform Quest invites players on a vibrant journey across the country, celebrating the rich diversity of Indian art and culture. It inspires exploration, curiosity, and strategic thinking, showing that knowledge, persistence, and careful planning lead to meaningful achievements.

Players travel from city to city, collecting unique artforms by answering challenges and fulfilling special goals. Each correct answer adds to their growing collection and brings them closer to victory. With every turn, players must choose their moves wisely—balancing exploration with task completion. By the end of twelve thrilling rounds, it's not just about who traveled the most, but who truly embraced the spirit of discovery, learning, and connection.

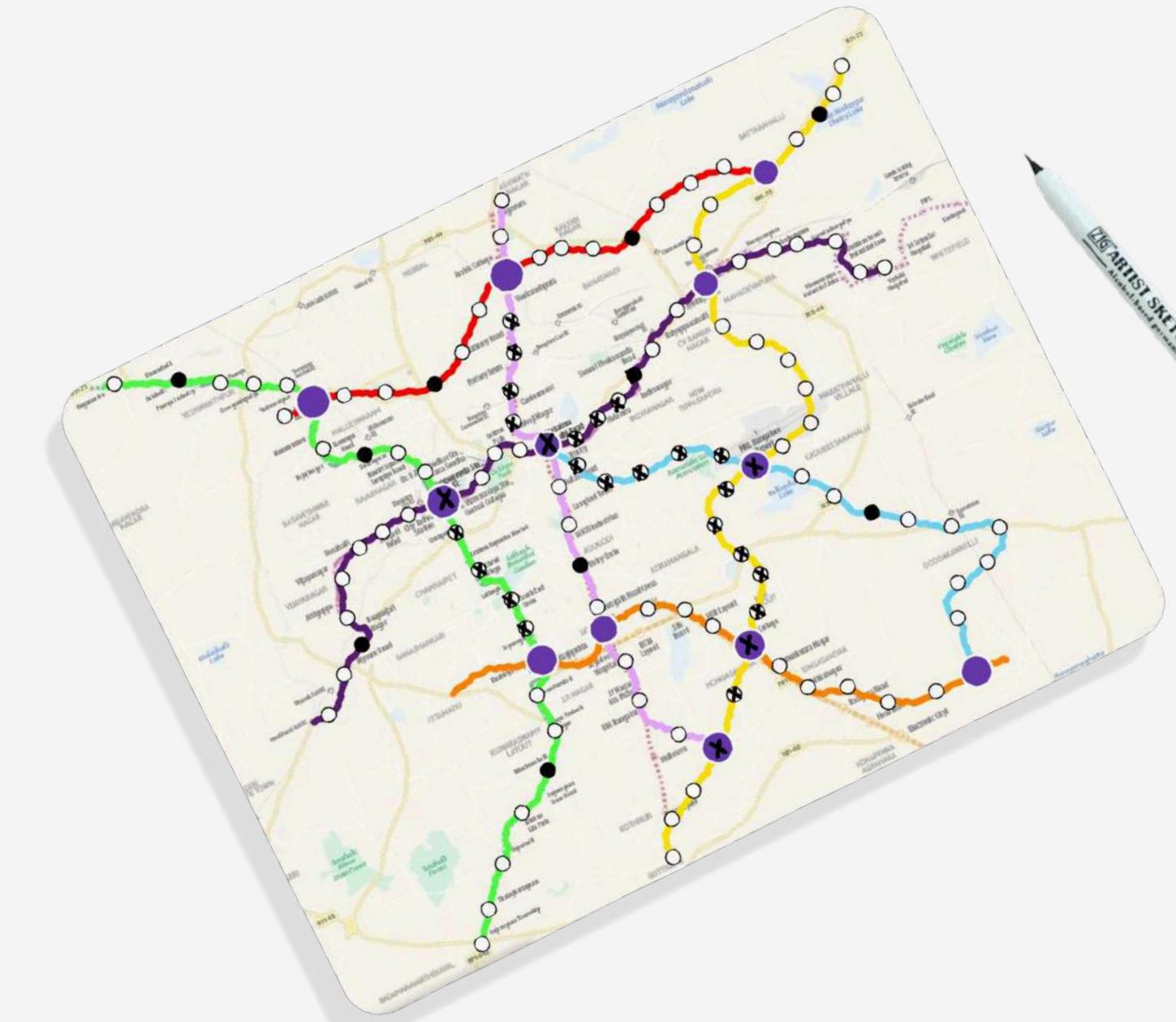
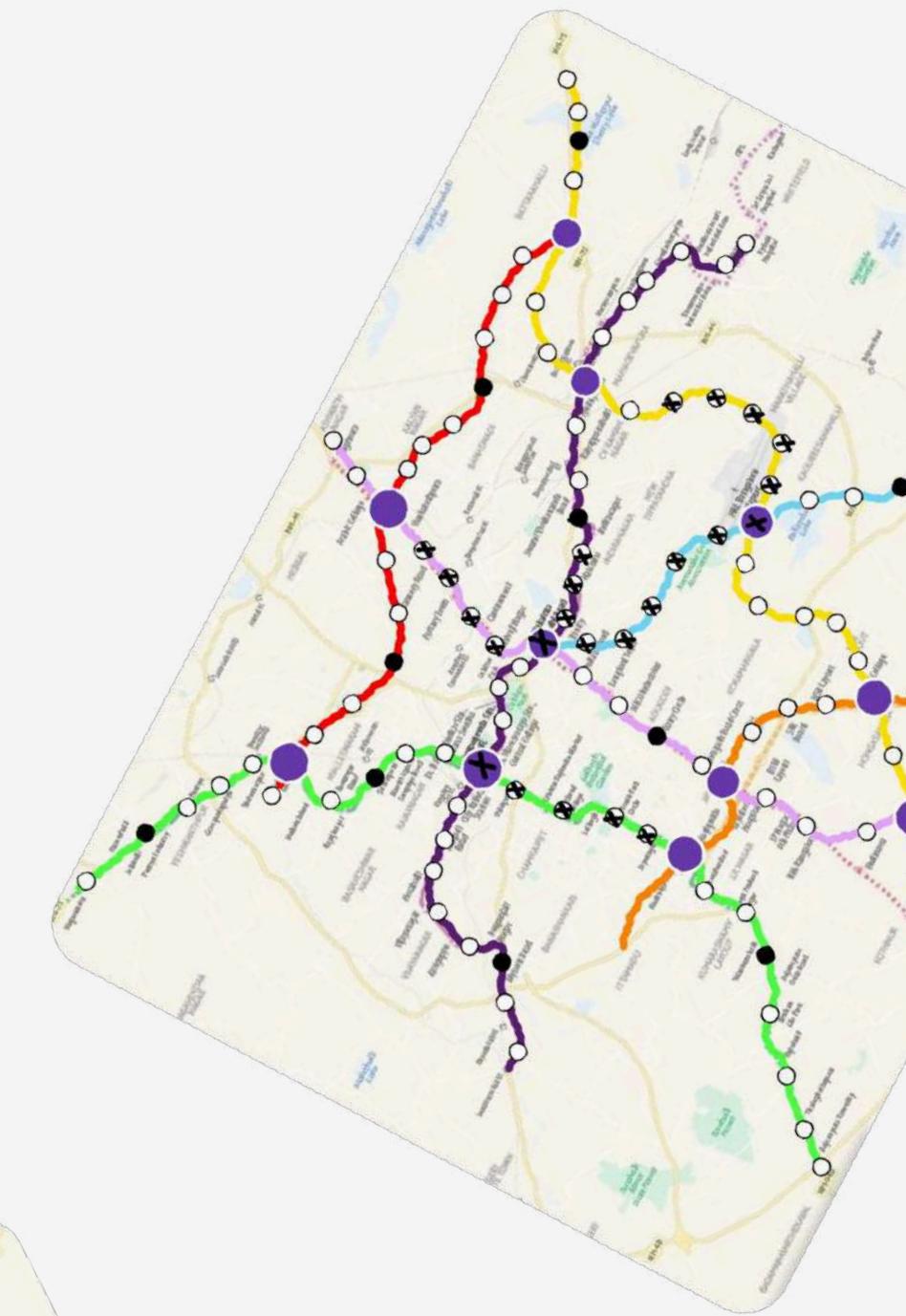


# Tracks & Transfers

## The Metro Game

In this fast-paced race through the city, players navigate Bangalore's growing Metro network, aiming to complete their journeys faster than their rivals.

They'll plan routes, make smart transfers, and adapt to unexpected delays or diversions. Every decision counts: a missed connection could give another player the edge. The game blends strategy with a real-world map of the city, sparking curiosity about Bangalore's transport system while rewarding clever route planning.



# Staging Stories

## The Girish Karnad Playwright Game

Step into the world of one of India's most celebrated playwrights. In this game, players become theatre troupes competing to stage the most captivating Girish Karnad inspired productions.

Each turn, they collect scripts, assemble casts, and choose dramatic settings, all while navigating twists inspired by Karnad's plays—mystical elements, shifting timelines, and cultural dilemmas. Success depends on how well players balance artistic vision with practical challenges, offering a playful way to explore Karnad's storytelling genius and his deep connection to Karnataka's heritage.



# The Banshee Tower

This detective adventure drops students into an escape-room-in-a-box set up inspired by *The Mystery at the Banshee Tower* by Enid Blyton. Players step into the shoes of the book's characters, follow clues, crack puzzles, and piece together what really happened at the old tower.

Each set comes with an optional AI companion that guides, nudges, or role-plays characters to keep the story moving. It's part of a fifteen-game mystery line built around classic tales by the same author.

