



**LOJTARI
FUNDIT**

*Can a spark of play replace the routines
that quietly burn young generations out?*



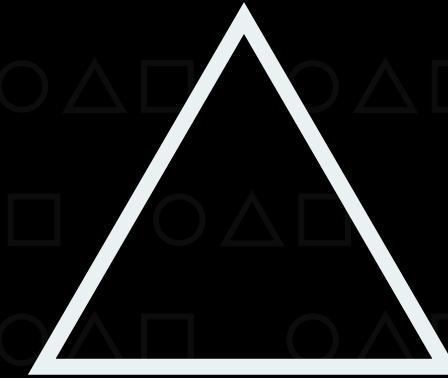
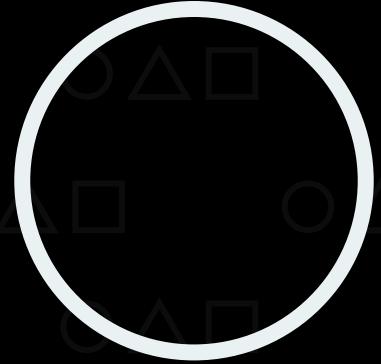
LojtariFundit is an entertainment brand inspired by modern games from around the world, reimagined and reshaped manually in unique and engaging ways.



Session I

1st Real Life Squid Game Albania

- Lojtari Fundit served as a platform that brought together students from various departments at Epoka University, enabling them to lead and execute every stage of Season I — from initial planning to final implementation.
- Lojtari Fundit extends full credit to Epoka University for hosting the event, to its students who led the organization, for the initial funding support, and for enabling the Lojtari Fundit team to establish cooperation with 12 sponsors under the university's affiliation.



1ST REAL LIFE
SQUID GAME ALBANIA

[2025]

Brief Info

Real Life Squid Game Albania?

1st Real Life Squid Game Albania (SGA) – University Edition is a fun and competitive event where students take on a series of 9 challenging games. It was organized at Epoka University for Epoka students and high schoolers.

The event was held on April 30, 2025 from 03.00 PM – 02.00 AM and was made possible as a collaboration of 15 different brands/companies.

In this activity took part about 200 players and about 50 soldiers and about 300 live viewers.

Winning Prize: €1000



Effort of EPOKA Students

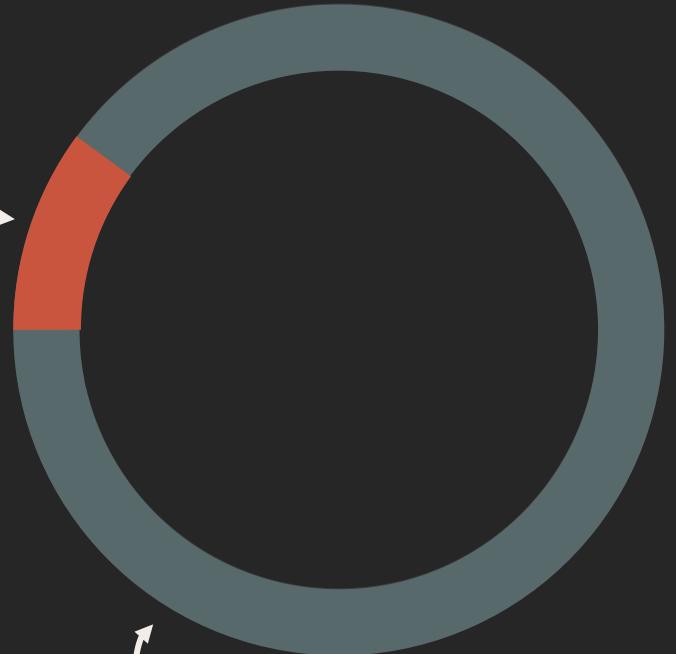


EPOKA University Students

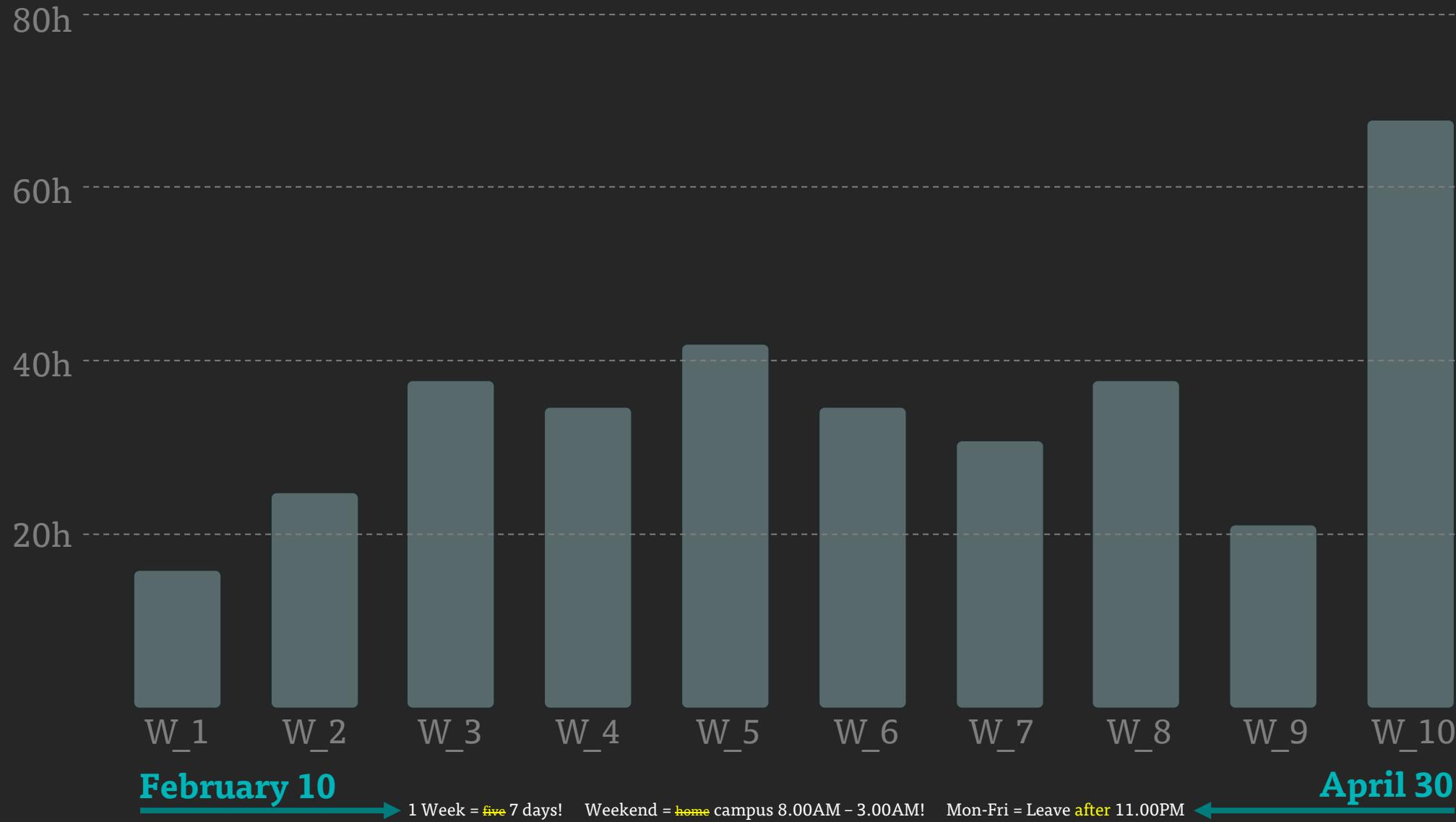
43 *Organizers*

4 *International*

39 *National*



Working Hours per Week [10 weeks]



Player's Statistics



EPOKA University Students

109 players out of 184 / 60%



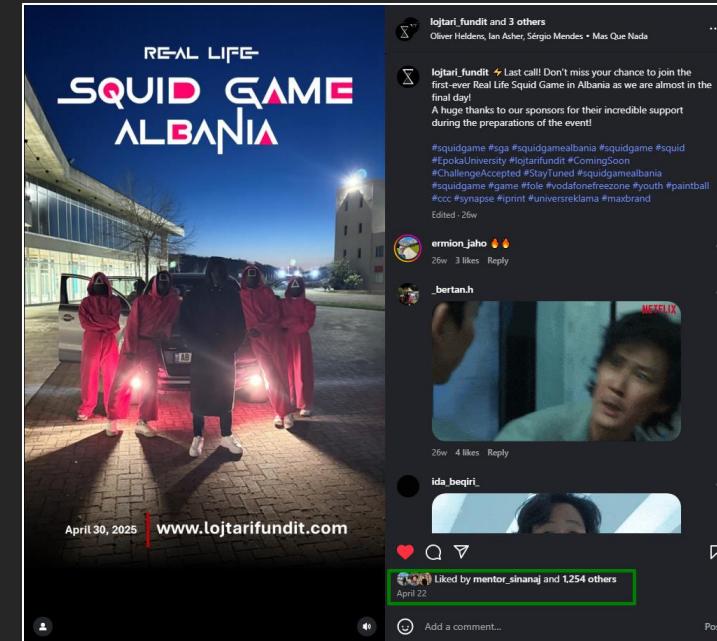
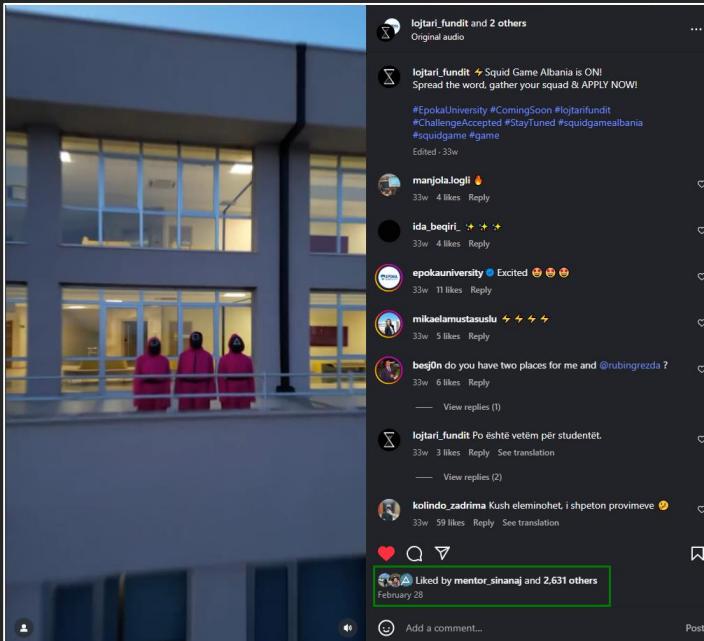
High School Students

75 players out of 184 / 40%



Social Media [The Result]

As the first edition of Squid Game Albania, we can proudly say that the results are impressive, thanks to the hard work and dedication of EPOKA University students.



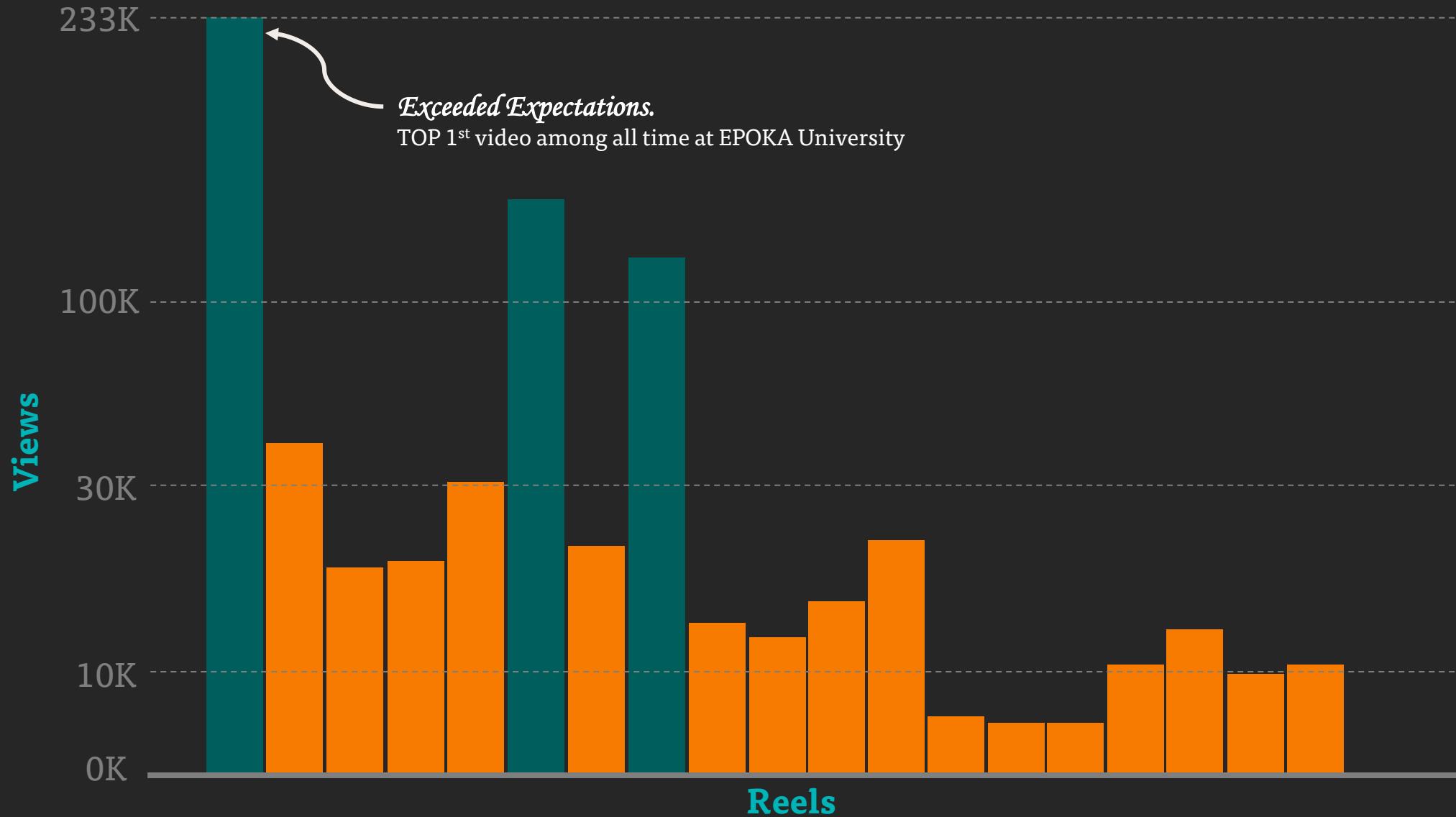
233K

2628

110K

1253

Audience Engagement [Instagram Reels]



Developed webapp for Players/Admins/Sponsors

Squid Game Albania

Welcome Apply FAQ



BE-PLAYER



BE-SOLDIER



BE-SPONSOR

Winner €1000



Player 286

Ersi Thana

Gjimnazi Gjergj Pekmezi

Pogradec



Soldier Workplan [EPOKA Students]

- Organized entire activity
- Prepared games and rules
- Sewed more than 30 costumes
- Preparing designs and filming/recording
- Editing photo/videos and social media
- 3D modeling due to copyright
- Simulate/Test games prior to activity
- Managed large groups of students
- Programmed web and user forms
- Actors for video advertisements/sponsor



Sponsors

Thanks to the EPOKA University's high reputation as well as external network, it was possible to strengthen connections within 12 sponsors which made possible this season of SGA:

- JUTH (Vodafone)
- Lajthiza
- Fole / BolvGroup
- Univers Reklama
- CCC
- HL skela
- Iprint
- MaxBrand
- Synapse
- Portali Studentor
- Bunker Paintball
- Mlair.pro



Game Zone + Control Room



1. Red Light, Green Light



2. Catch the Flag



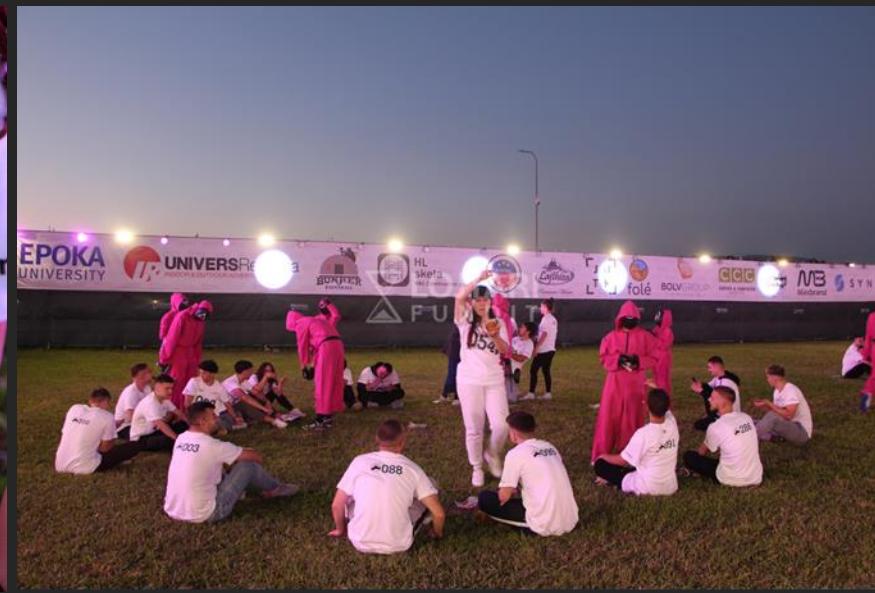
3. Tug of War



4. Potatoes Bag



5. Candy



6. The Bridge



7. Mingle



8. The Balance

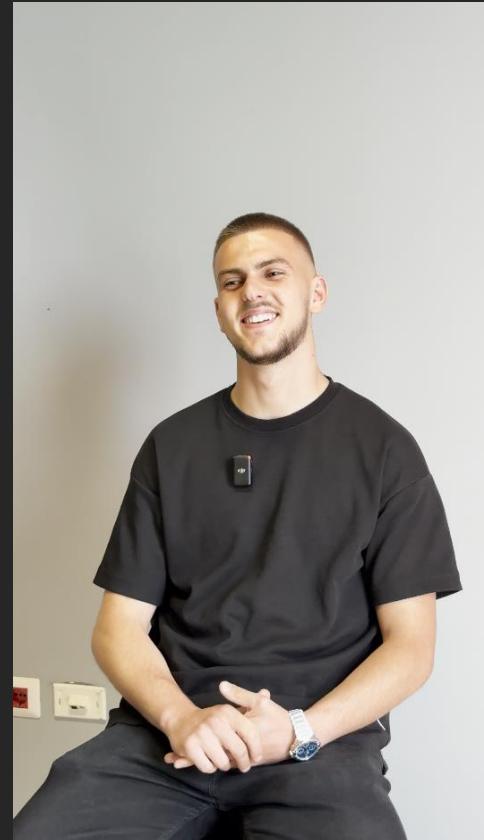


9. The Final Game [Paintball]



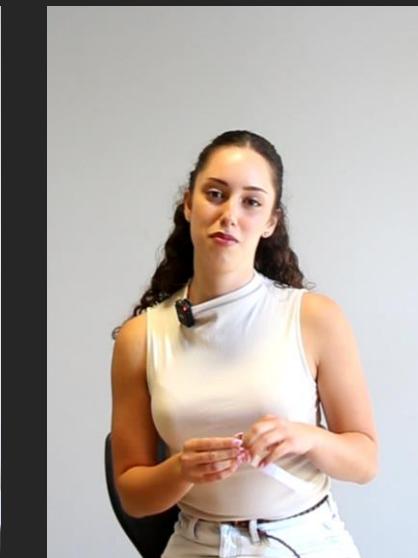
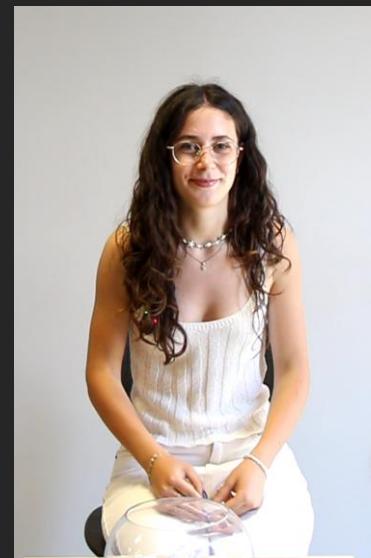
Post Activity [The winner]

Celebrating success – after the first Squid Game Albania, we proudly awarded the winner, Ersi Thana, with a €1000 prize, marking a memorable milestone for SGA.



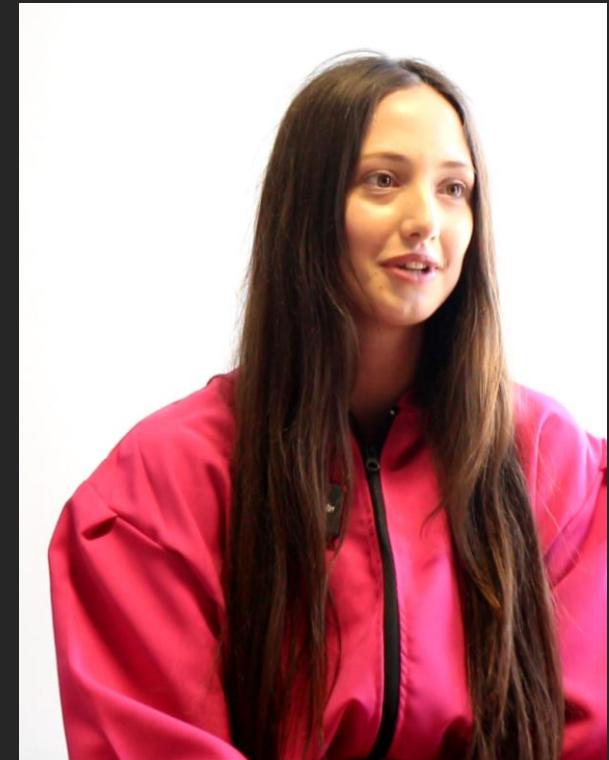
Post Activity [Testimonials]

We also interviewed several participants to capture their experiences and reflections, sharing their excitement and spirit that defined the first Squid Game Albania.



Post Activity [Organizers]

Interviews with the organizers revealed the hard work, creativity, and teamwork behind, bringing the first Squid Game Albania to life.



Post Activity [Strategy of the games]

Each student on the organizing board worked tirelessly under strict deadlines, carefully managing three safety levels for every game detail, ensuring a smooth activity without any "surprises".

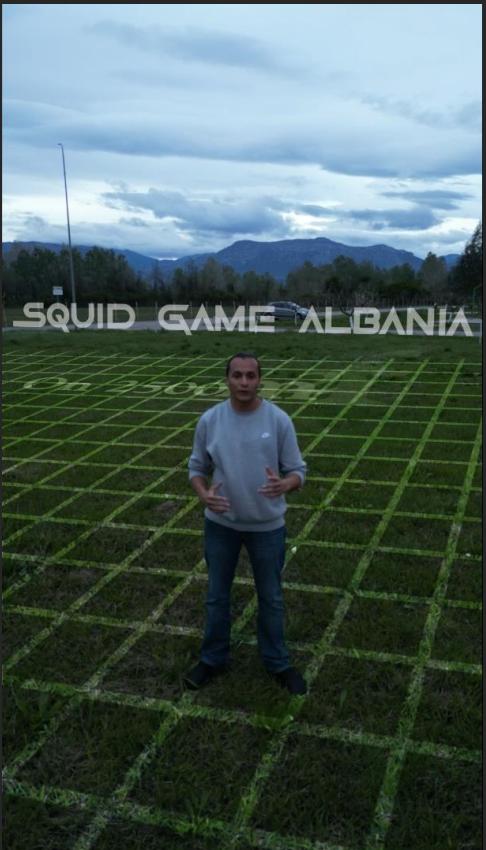
The example below is a part of the workflow process of the recording-controlling strategy for each of the games.



Media Production [Creative Photo+Video]

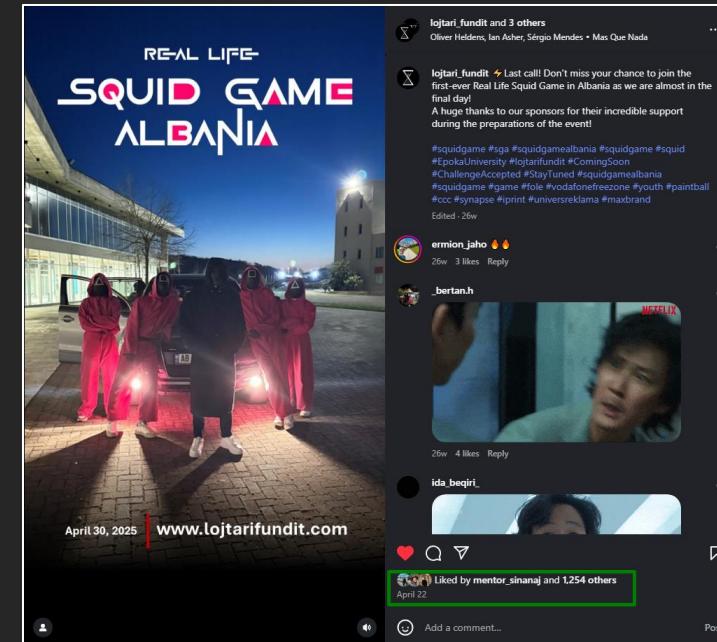
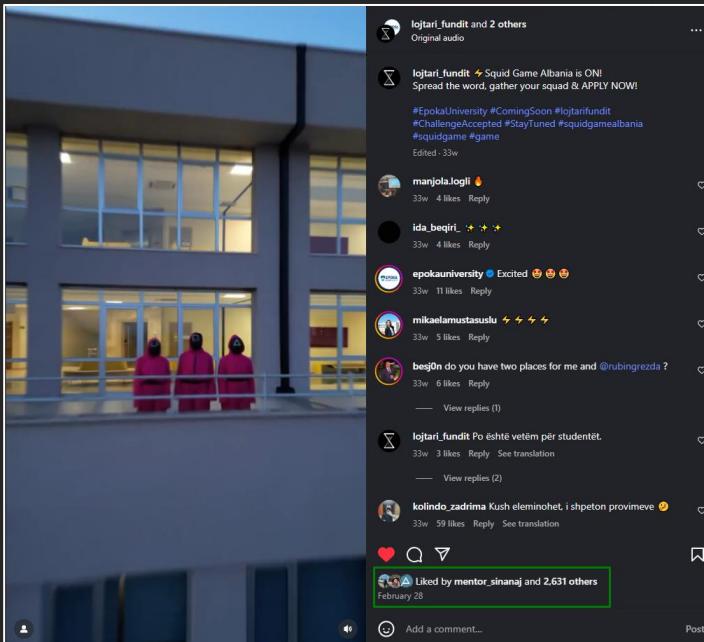
For over six weeks, the organizing team precisely handled countless recordings to deliver the best audience experience, following a simple rule:

If the result is not satisfactory, we will begin the process again!



Media Production [The Result]

As the first edition of Squid Game Albania, we can proudly say that the results are impressive, thanks to the hard work and dedication of EPOKA University students.



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Behind the Scenes

The first SGA BTS captured the energy, teamwork, and creativity of Epoka University students who made this event a remarkable success.



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