

edyoutec - German Federal Ministry of Education and Research wins TOMMI Children's Software Award 2023 with Wegesrand-project

The escape room game "Tonis Escape - dem Hacker auf der Spur" developed by edyoutec-subsidary Wegesrand, has won second place in the education category of this year's "German Children's Software Award TOMMI".

The serious game was ordered and published by the Federal Ministry of Education and Research of Germany and is aimed specifically at teenagers and young students, drawing attention to the still explosive topic of digital security.

"We are particularly pleased about this award because the target group for our games has also given its direct verdict," says Wegesrand CEO, Thorsten Unger.

Over the past two months, 4,238 children and young people in Germany, Austria and Switzerland tested and rated the best games and educational programmes for children and young people in the TOMMI 2023 children's software award.

What the expert jury says: "This game from the Federal Ministry of Education and Research deals with the important topic of cyber security. It is designed in the style of a point-and-click adventure and follows the concept of a classic escape room game. The hero Toni is stuck in his smart home and tries to find a way out, but under time pressure, as mistakes lead to points being deducted. It's a great idea to sensitise children to potential dangers in cyberspace."

Every year since 2002, the German Children's Software Award TOMMI has honoured high-quality digital games and educational programmes for children and made them known to a wider audience. First, a jury of renowned specialised journalists, educators and scientists selects the nominees. Then a children's jury from Germany, Austria and Switzerland will judge.

Read more about the game projects here:

http://www.sichere-digitale-zukunft.de/

http://www.wegesrand.co/tonisescape

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About edyoutec

edyoutec is a Swedish company in games and digital education that consists of two verticals, EdTech and games. In the EdTech vertical, the company focuses on developing products in genres such as game-based learning and Serious Games, it is in these areas that edyoutec has identified the greatest synergies between the company's two verticals. In the Games vertical, the business concept is based on developing and distributing free-to-play ("F2P") mobile games for Android and iOS.

For more information, see edyoutec's website <u>www.edyoutec.com</u>