

SimplyFun and DigiPen Announce Cooperative Initiative

Game on! [SimplyFun](#), publisher of award-winning educational board games, and [DigiPen Institute of Technology](#) are joining forces to bring the joy of learning through play to even more students, gamers, and young learners. This new initiative is being implemented through [Open World by DigiPen](#), which provides STEAM summer day camps and workshops for K-12 students and will incorporate SimplyFun's diverse board and card games into the camp curriculum.

DigiPen will stock Open World's game library with SimplyFun games for students to play during breaks and in the afternoon after the day's lessons are over. Select workshops will also utilize SimplyFun games directly to highlight various concepts in game design, game mechanics, and game components.

"Like our friends at SimplyFun, we also believe that 'play changes everything,'" says Open World Vice President, Emily Kirby. "We are thrilled to be partnering with SimplyFun to share their thoughtfully designed board games with our students. Having played SimplyFun games with my own children, I've seen firsthand how quickly kids engage with these games, how much they learn, and how much fun they have. I can't wait to watch Open World students have the same experience this summer!"

DigiPen is no stranger to the use of tabletop games as teaching tools. Throughout the school's history, board games have been fundamental to introducing abstract concepts, such as systems design and game mechanics, and making them tangible for students of all ages. DigiPen's college-level students often go on to develop digital video games, but their lessons start with learning to analyze, develop, and refine analog games.

For Open World's K-12 summer workshops, this means instructors will be very comfortable incorporating SimplyFun's games into the curriculum.

"We're going to be using SimplyFun board games to help students learn different concepts organically," says Danny Samuels, Open World's Director of Curriculum and Instruction. "During their breaks, students in our workshops will be able to play these professionally-developed board games. And while the main objective is to give them a chance to relax and have fun between lessons, our instructors will have carefully curated the games to coincide with the topic being learned, so students will be able to use those ideas in their own projects."

More than 25 different SimplyFun games will be utilized in Open World's workshops, including some best-selling and award-winning titles such as [Digger's Garden Match](#), [Dish 'em Out](#), [Kilter](#), [SavannaScapes](#), and the new early-coding game, [Team Digger](#).

"We are champions of play-based learning at SimplyFun with a mission to make learning through gameplay accessible to kids and families everywhere,' says Patty Percy, President, and CEO of SimplyFun. "We're proud to work with Open World's summer workshops and support this like-minded concept to help foster curiosity and creative thinking while empowering the next generation of problem-solvers."

About Open World

Open World by DigiPen is a K-12 summer day camp that provides hands-on, high-quality experiences in the STEAM fields of the future. Open World's workshops are focused on fun and exposure, rather than academic outcomes that must be achieved, giving students a space to explore and discover a lifelong passion for STEAM subjects that will serve them well in school and in life.

Every Open World workshop includes a special visit by a creative professional from the industry to help students connect core concepts to real-world careers and projects. Open World's curriculum has been designed, developed, and reviewed by experts at DigiPen Institute of Technology, a school that has educated innovators in science, art, and technology since 1988.

Learn more about Open World at [DiscoverOpenWorld.com](https://www.discoveropenworld.com).

About SimplyFun

SimplyFun believes in the undeniable power of shared play to learn, grow, and foster a child's fullest and brightest potential. SimplyFun champions a vibrant, play-based education that enriches people to contribute to what's truly important in life—the capability of children and the success of schools.

Founded in 2004, SimplyFun produces award-winning games that meet the needs of today's modern families for social moments, learning moments, and moments of pure fun!

Find out more at: www.simplyfun.com.