

# WHAT IS SCHOOL OF GAMING?

**SCG**  
SCHOOL OF GAMING



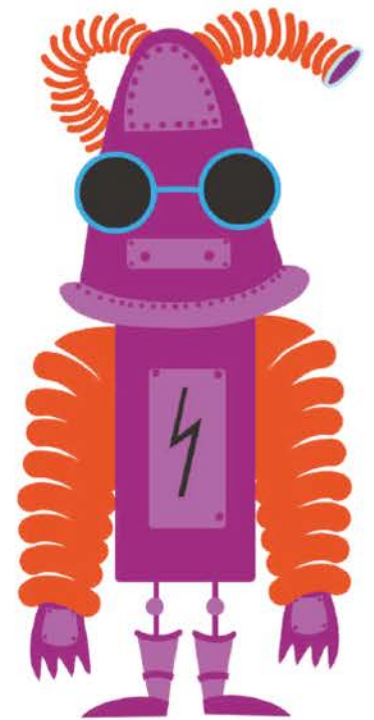
# WHAT IS SCHOOL OF GAMING?

School of Gaming is the coolest school in the world. School of Gaming is a Finnish online school that teaches children various academic, professional and social skills by using Minecraft, Roblox and other games as tools.

## HOW DOES SCHOOL OF GAMING WORK?

School of Gaming encourages communication, interaction and positive development of children by offering online gaming courses, clubs and camps. Our programs are specifically designed for children between 7-12 years.

School of Gaming not just teaches programming or media skills online, but we help children to become better global digital citizens, teach them to develop good practices for their physical and mental well-being and to adopt useful human skills.



### WE ARE CERTIFIED BY MICROSOFT

We are part of a global network of educators using the latest technologies and educational resources to train children. As Microsoft partners, we have been trained by them to bring comprehensive experiences to educational programs following the framework of Microsoft Education Transformation..



# THE BEST TEACHERS

World's best game education by the world's best game educators! Finland is widely recognized as a pioneer and the most advanced country in digital youth work and game-based learning.

We are proud to be able to provide a wide variety of professional game educators as guides for children in their expedition in the world of game-based learning and digital youth work.

## WHAT SKILLS DO WE DEVELOP?



**Playing games is the child's natural learning mechanism.** Also, many video games provide an ideal platform to practice and learn the skills of the future.



**CREATIVITY AND  
IMAGINATION**

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**PROBLEM  
RESOLUTION**

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**TEAMWORK**

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**POSITIVE  
COMMUNICATION**

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**EMOTIONAL  
INTELLIGENCE**



**LANGUAGE  
DEVELOPMENT**

# VIDEO GAMES AS LEARNING TOOLS



Games motivate children to learn. They are a safe place to make a mistake and they urge them to try one more time even if they just failed. Practice makes perfect! With games you get their attention. This builds a bridge that helps you to get your message across.

We use gaming worlds to teach useful skills to kids. We set up tasks that develop their problem-solving abilities, communication skills, require creativity and emotional intelligence.

## Boring becomes fun

Lots of children find **mathematics, science, physics and other STEM subjects** difficult and drop out. Games prevent that by making complex topics fun to learn!

## Learning Together

Doing things together is the best way to **learn social skills, leadership skills and responsibility of your own actions**. It is also much more fun than learning alone!

## Experiential Learning

21st century skills, creativity, critical thinking, collaboration and communication, can all be learned through **experimenting and experiencing**. Games are an excellent tool for that.



## Motivation to Learn

Games present various learning subjects in a more engaging way. As a result **children will spend more time on studying** interesting topics also outside the classroom.

## Learning from Mistakes

In the world of games it is **safe to do mistakes**. You can always start over and do better next time.

## Room to Grow

Games provide creativity room to grow. There are many ways to reach the goal. Especially in "sandbox games" such as Minecraft and Roblox **only the imagination** is the limit.

# FINNISH EDUCATION

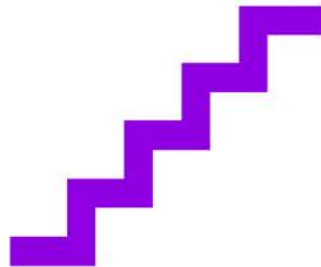
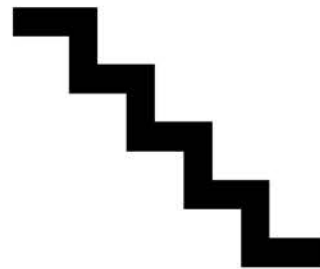
The Finnish Education System is generally considered the best in the world, always topping the PISA studies. However, it is the only system in the world in which students have a balance between high academic competence and high life satisfaction. This occurs due to the correlation between academic and extracurricular activities, mirroring excellent work-life balance in the future.



Here are some things that we have incorporated at School of Gaming from our Finnish school culture into our own clubs, camps and courses:

## HOLISTIC LEARNING ENVIRONMENT

No ramming and cramming. This means that through themes and **exploring different phenomena as a team**, the children learn how things actually work and not just try to remember them for the next exam.

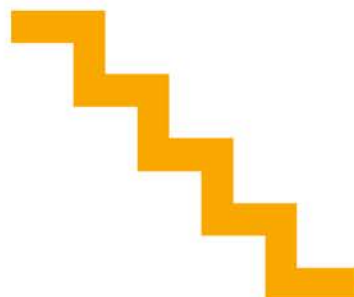


## STRESS LESS

Unneeded and unnecessary stress kills motivation and actually hinders learning. We teach kids how to decompress, and **live healthy gamer lifestyle**.

## BONDING WITH YOUR OWN GAME EDUCATOR

Children have the same game educator each time and form a **mentoring relationship** with him/her. The game educator gets to know every gamer individually and give them **personalised guidance**.





# OUR EXPERIENCE

**School of Gaming** main provider of digital hobbies for **Schools and Cities across Finland**. These cities participated in a project by the Finnish Ministry of Education that provides free leisure time activities for Finnish children. The project budget is 18 million Euros. Here are some interesting numbers from our involvement in the project:

**CHILDREN IN  
TOTAL****+5000****DIGITAL HOBBY  
GROUPS****+250****GAME  
EDUCATORS****+100****PARTICIPATING  
CITIES****+65****CHILDREN  
SATISFACTION****4.5/5****PARENT  
SATISFACTION****4.5/5**

## PARTNER CITIES AND ORGANIZATIONS



City of  
Helsinki



City of  
Espoo

**Oulu** Capital  
of Northern  
Scandinavia



City of  
Oulu



City of  
Turku

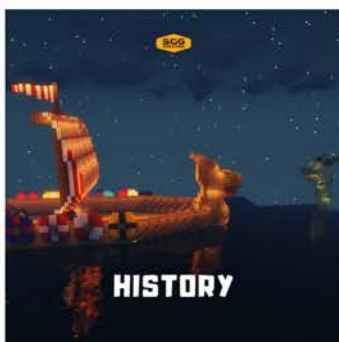
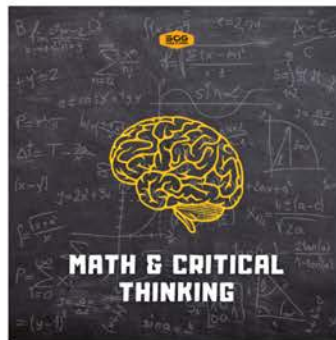
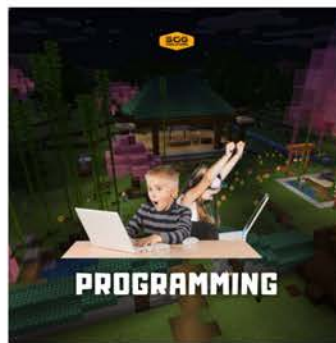


Finnish Embassy in  
the United States

Helsinki, Oulu, Vantaa, Espoo, Turku, Vaasa, Ii, Ylöjärvi, Vesilahti, Kangasala, Leppävirta, Äänekoski, Pälkäne, Sipoo, Nivala, Lempäälä, Pornainen, Pihtipudas, Viitasaari, Kokkola, Luumäki, Hämeenlinna, Oulainen, Kannonkoski, Kalajoki, Kinnula, Simo, Utsjoki, Ivalo, Liminka, Soini, Masku, Iitti, Lapinjärvi, Kuhmoinen, Naantali, Kempele, Vihti, Karkkila, Kitee

# SOME OF OUR CLUBS

We offer both online and on site clubs for cities and municipalities based on their needs. In bigger cities our game educators use schools' facilities and children can stay to school after the lessons end. Where distances are greater and schools smaller, municipalities want to offer clubs where children from different schools play together. In these cases children take part from their homes.



# CLUB FOCUS: PROGRAMMING WITH MINECRAFT EDUCATION



Minecraft's user interface is very easy to use and child friendly.



## PROGRAMMING WITH MINECRAFT EDUCATION

Can you learn to code with Minecraft? Yes, you can! Minecraft is a super tool for that. The Minecraft Coding Club teaches the basics of programming using Minecraft Education Edition. In a highly visual Minecraft environment, we teach children the fundamentals of programming in an engaging and motivating way that leaves young minds hungry for more.



**12 CHILDREN PER GROUP**



**PC, MOUSE, AND HEADSETS**



**9-12 YEAR OLDS**



**MINECRAFT EDUCATION**



# CLUB FOCUS: 21<sup>st</sup> CENTURY SKILLS WITH MINECRAFT



Building, Adventures, Teamwork, Fun and much more at our Minecraft clubs



## **21<sup>st</sup> CENTURY SKILLS WITH MINECRAFT**

Teamwork, creativity, positive communication, problem solving and problem adaptability are developed through different activities in the world of Minecraft. Our "game educators" will lead children to adventures and fun activities that will teach valuable lessons applicable also offline. Some exercise and other activities are included.



**12 CHILDREN PER GROUP**



**PC, MOUSE, AND HEADSETS**



**9-12 YEAR OLDS**



**MINECRAFT JAVA OR EDUCATION**

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# CLUB FOCUS: ESPORT EDUCATION



Making friends and enjoying quality gaming in a safe space.



## ESPORTS EDUCATION

In Esports Education children aged 9-15 can develop their skills, have fun and enjoy quality gaming in a safe and supervised environment. Not only do we develop so called in-game skills, but we also train them to take care of their over-all well-being. Having a balance between online and offline activities, sleeping and eating properly is important for gamers. We emphasize good manners, discipline and non-toxic behavior.



**12 CHILDREN PER  
GROUP**



**PC OR CONSOLE,  
MOUSE, AND HEADSETS**



**9-15  
YEAR OLDS**



**FORTNITE AND  
OTHERS**

# PARTNERSHIP WITH SOG



**ZERO INVESTMENT  
COSTS**



**ADDED VALUE TO  
YOUR INSTITUTION**



**BUSINESS  
OPPORTUNITY**



**FREE  
GAMES**



**WIDE  
EXPERIENCE**



**MATERIAL  
FOR STUDENTS**

Being a School of Gaming Partner makes your institution stand out from the rest by having an academic curriculum that includes exciting and very useful digital activities such as learning programming, new media skills and other Finnish digital youth work and game-based learning programs.

We want to create a long term profitable business opportunity for our Partner.

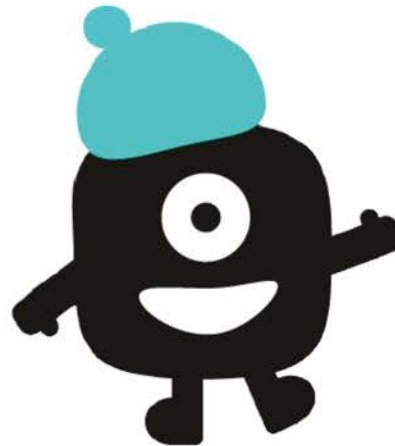




# CONTACT US

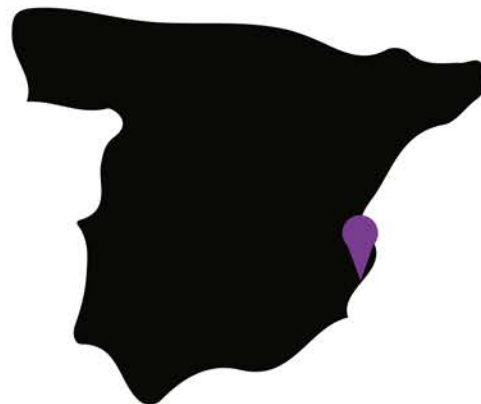


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