



food for thought

Press Kit 2026

Berlin · Narrative Games · Civic Education

PLAYFUL LEARNING

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foodforthoughtmedia.com

Who we are

Food for Thought is a Berlin-based playful learning studio making narrative games and facilitated workshops that open conversations about identity, inclusion and belonging. Founded in 2019, the studio operates at the intersection of games, civic education and social impact.

We have published three narrative games — **Laika**, **Sibel's Journey** and **Leila's Play** — played by over 10,000 people across Europe, and have run workshops with more than 500 participants through publicly funded educational projects.

Our pedagogical model follows a four-stage arc: **Play** → **Reflect** → **Create** → **Act**. Every game and workshop is designed to support all four stages, not just the first one.

| | |
|------------------------------|---|
| Founded | 2019, Berlin |
| Entity | Food for Thought |
| Games published | 3 — Laika, Sibel's Journey, Leila's Play |
| Players | 10,000+ across Europe |
| Workshop participants | 500+ |
| Awards | 15+ nominations and wins |
| Languages | DE · EN · TR · GR · IT · ES |
| Funders | Medienboard Berlin-Brandenburg, BMWK, Stiftung Digitale Spielkultur, Erasmus+, TAPV |

Our games

Sibel's Journey

2021

Sibel is 13 and has an exciting weekend in Berlin ahead of her. She meets people with different ways of living and loving, and uncovers the secret of her best friend Sarah. A narrative choice-based game exploring gender, sexuality, bodies and consent — designed to open conversations that are often hard to have in a classroom.

| | |
|------------------|---|
| Themes | Gender · Sexuality · Identity · Consent · Relationships |
| Age | 13 and up |
| Platform | Browser (HTML5) |
| Languages | DE · EN · TR |
| Duration | 4 episodes · approx. 20 min each |
| Website | sibelsjourney.com |

Awards

Winner Gaming Ohne Grenzen Award · gamescom 2023

Winner Big Impact Award — Diversity · 2024

Winner Goldener Spatz — Media Sponsorship · 2023

Finalist Big Impact — Best Mobile Game · 2024

Finalist GEE Learning Game Award · 2023

Finalist Big Impact — Educational · 2024

Finalist Big Impact — Social Matters · 2024

Nominee Games for Change — Best in Civics · 2024

Nominee Goldener Spatz — German Children's Media · 2023

Nominee TOMMI Children's Software Award · 2022

Leila's Play

In development

Leila and her friends are at a theatre festival when strange things start happening — stairs disappear, lights fail, props go missing. A detective game about solving mysteries while exploring inclusion, disability and what it means to design spaces for everyone. Combines a whimsical narrative with serious topics of neuro and physical diversity.

| | |
|------------------|---|
| Themes | Disability · Neurodiversity · Inclusion · Accessibility |
| Age | 10 and up |
| Platform | PC · Mac · Tablet · Console |
| Languages | DE · EN |
| Duration | approx. 180 min |

Laika

2019

The Jolly Dogs Association's Dog Park of the Year has just been awarded the Golden Bone — but come the next morning, it's gone! Help Arthur, the best sleuth-hound around, solve the mystery. An educational detective game about empathy and social skills for younger players, available in six languages.

| | |
|------------------|---|
| Themes | Belonging · Difference · Emotions · Empathy |
| Age | 6 – 9 |
| Platform | Browser (HTML5) |
| Languages | DE · EN · GR · IT · ES · TR |
| Duration | approx. 30 min |
| Website | laika-game.net |

Awards

Winner Deutscher Computerspielpreis — Best Children's Game · 2020

Winner Comenius EduMedia Award · 2019

Winner Padagogischer Medienpreis · 2019

Nominee TOMMI — Best Children's Game · 2019

Nominee Goldener Spatz — Digital Narrative · 2020

Workshops

Food for Thought runs facilitated workshops in schools, youth centres, community organisations and cultural institutions across Germany and Europe. A trained facilitator guides participants through gameplay and structured discussion — turning the experience of playing into real, moderated conversation.

Our workshops follow the Play → Reflect → Create → Act model. Participants don't just play: they discuss what they noticed, make connections to their own lives, and leave with something they created together. Workshops are designed to work without prior knowledge of the topic, and facilitators are trained to hold space for a wide range of perspectives.

Workshops are currently offered free of charge as part of publicly funded educational projects. We adapt content to the age group, context and interests of each group.

Identity, Gender & Relationships

Based on *Sibel's Journey*

13 and up · approx. 120 min · DE / EN / TR

Participants play selected scenes from *Sibel's Journey* together and reflect on questions of identity, personal boundaries, norms and communication. The workshop creates a safe, facilitated space for dialogue — encouraging young people to articulate their own perspectives and experiences without pressure. Topics include gender identity, sexuality, consent and relationships. The format is designed to be non-prescriptive: there are no right answers, and the facilitator guides without directing. Works well in school classes, youth centres and community groups.

Accessibility & Diversity

Based on *Leila's Play*

10 and up · approx. 120 min · DE / EN

Using the narrative detective game *Leila's Play*, participants explore different perspectives, everyday barriers and what inclusion really looks like in practice. Abstract concepts like accessibility and neurodiversity become concrete and lived through gameplay — and the workshop invites participants to think critically about whose needs get considered in everyday systems. Particularly effective in school contexts and youth organisations working on inclusion and anti-discrimination.

Game & Character Design

Creative co-design workshop

12 and up · 1 or 2 days · DE / EN

Participants work together to create their own characters, worlds or simple game concepts that reflect themes such as representation, identity, power, belonging or exclusion. The focus is on co-creation and storytelling — using game design as a medium for social reflection, not technical training. Available as a one-day or two-day format; the extended version allows for deeper development and a more finished creative result. Participants also gain insight into how games are made and what creative roles exist in the process. This format is particularly popular with schools, cultural institutions and youth organisations wanting a creative output alongside the educational experience.

Book a workshop

foodforthoughtmedia.com/workshops

Awards & recognition

Sibel's Journey

- **Winner** Gaming Ohne Grenzen Award · gamescom 2023
- **Winner** Big Impact Award — Diversity · 2024
- **Winner** Goldener Spatz — Media Sponsorship · 2023
- ◆ Finalist Big Impact — Best Mobile Game · 2024
- ◆ Finalist GEE Learning Game Award · 2023
- ◆ Finalist Big Impact — Educational · 2024
- ◆ Finalist Big Impact — Social Matters · 2024
- Nominee Games for Change — Best in Civics · 2024
- Nominee Goldener Spatz — German Children's Media · 2023
- Nominee TOMMI Children's Software Award · 2022

Laika

- **Winner** Deutscher Computerspielpreis — Best Children's Game · 2020
- **Winner** Comenius EduMedia Award · 2019
- **Winner** Padagogischer Medienpreis · 2019
- Nominee TOMMI — Best Children's Game · 2019
- Nominee Goldener Spatz — Digital Narrative · 2020

The team

Serenad

Founder · Creative Director · Producer · she/her

Graphic and UI designer with over a decade in the creative industries, including five years in the games industry. Holds MAs in Gender Studies and Science & Technology Studies. Designed her first online game in Flash — it was played by 11 million people. Founded Food for Thought in 2019.

Grit

Game Designer · Art Director · she/her

Berlin-based artist working in interactive media, video design, character design, illustration and animation. Leads game design and art direction across the full FFT portfolio.

Oyku

Assistant Producer · Project Manager · she/her

Holds an MA in Sociology as a DAAD scholarship holder. Works on topics including gender, sexuality and bodily autonomy, and contributes to the design and implementation of workshops and educational game projects including Leila's Play.

Louka Maju

Writer · they/them

Holds two MAs in Sociocultural Studies and Sociology. Developed the plot and educational content of Sibel's Journey. Author of the peer-reviewed article "Interaktiv und intersektional: Sexualbildung für Jugendliche mit dem Digitalspiel Sibel's Journey" in Zeitschrift für Sexualforschung. Completing a doctorate in Sociology and Trans Studies.

Gulden

Writer

Completing a Ph.D. at the European University Viadrina on Discourses on Sexuality in Berlin-Neukölln. Has worked in psychosocial counseling for queer people of color, is a Gender Studies lecturer and freelance trainer in adult education.

Aysuda

Writer · she/her

Holds a doctorate in political science from the University of Georgia. Worked as a researcher in Turkey until 2017. Currently project manager for the Threatened Scholars Integration Initiative at the Open Society Foundations.

Maurice

Artist · he/him

Artist and animator based in Berlin since 1997. Works as a character designer and storyboard artist with credits across traditional 2D animated feature films and TV series. Game credits include the award-winning Laika, Monkey Swag and The Great Jitters: Pudding Panic.

Marit

Sound Designer · she/her

Holds a Bachelor's in Sound and Music Production. Has been working in sound design since 2021, creating sound effects for games, trailers, films and videos.

Max

Programmer · they/them

Professional game programmer since 2013, with experience shipping console, desktop and mobile titles. Particularly at home in engine programming, localisation and accessibility work.

— CONTACT

Press contact

PRESS CONTACT

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Speaking invitations, partnership enquiries and press requests are welcome.