

ESTONIA – SMALL, BUT STRONG IN EDUCATIONAL GAMES

EXAMPLES FROM THE REPOSITORY

Tinkido (NextGen ABC book): an edutainment compilation (web-based and app). Tinkido's goal is to help parents with children aged 2 to 7. Provider: 3TeeKann, Partners: Tartu Art School, Tallinn University, Tartu University, Viljandi Culture Academy, Tartu Centre for Creative Industries (e-aabits.ee/ (est), tinkido.com (eng));

Moneyville "Rahamaa": a free, educational game (app and web-based) for children to learn what money is and what its value means. Provider: DanskeBank A/S Estonia (rahamaa.ee); **Nastix** is an interactive online game for

9-14 year olds, focusing on safety issues; available in Estonian and Russian. Provider: The Tiger Leap Foundation (targaltinternetis.ee/nastix); **Linnast linna**, also available in English (US Cities Free): an educational preschool game for iPad. The goal of the game is to learn letters by guessing the names of the Estonian cities. Provider: Grifir Software OÜ; **Kooliks valmis (Ready for school)**: Learning environment (rely pre-primary national curriculum) includes educational games (language and speech, math, me and the environment). Provider: Kooliks Valmis (kooliksvalmis.ee/games/browse)



www.tinkido.com

Estonia is a small country with a very small domestic market and too few resources (money, people, knowledge) to create positive online content for children. There is a lack of awareness of children's media use: Children (at young age 0-3) are active media consumers. Positive online content for children is created by youth, adults, public organizations, companies and non-profit organizations. There is no specific institution to manage the positive online content for young children.

Institutions and providers: The Information Technology Foundation for Education - ITFE coordinates the projects "Smartly on the Web", www.targaltinternetis.ee/nastix; www.lastekas.ee and the Tiger Leap Foundation. The aim of the Tiger Leap Foundation is to foster pupils' interest towards science and help them acquire the skills for using modern technology wisely in the course of their studies. They offer schools a variety of possibilities that combine ICT equipment, teachers' training, web-based learning materials, competitions for teachers and pupils. Estonia has realized the value of games in the last years. The Game Founders accelerator programme helps game developer teams from all over the world to evolve their projects into commercial success.