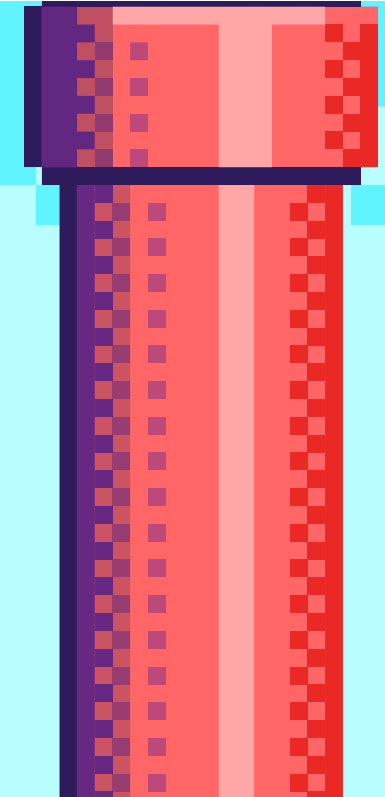
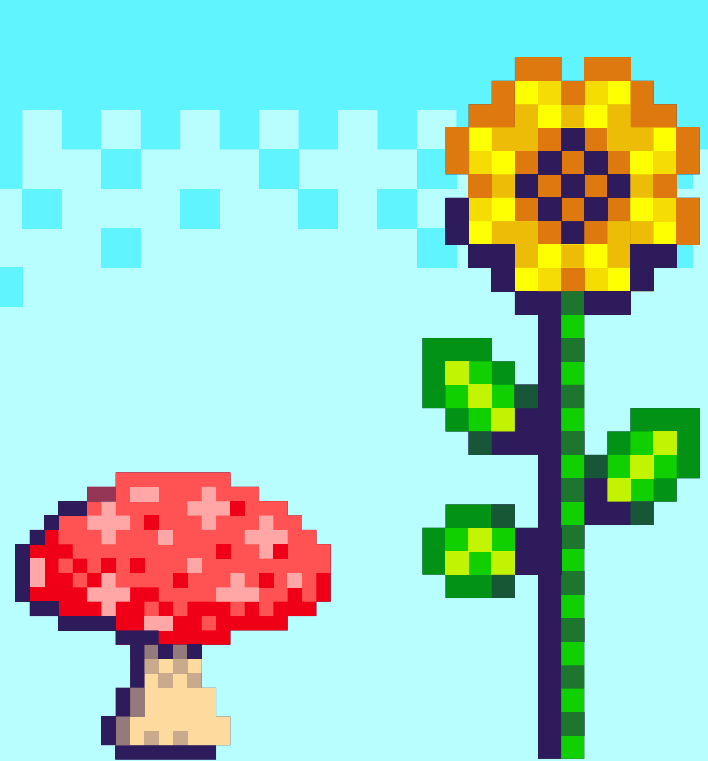
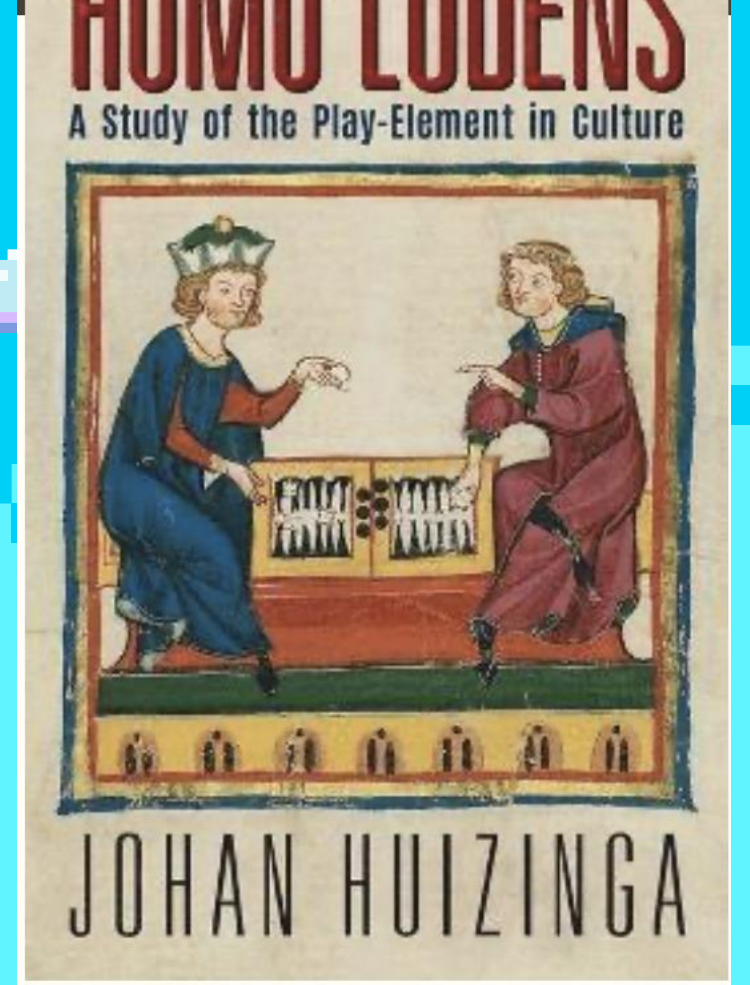




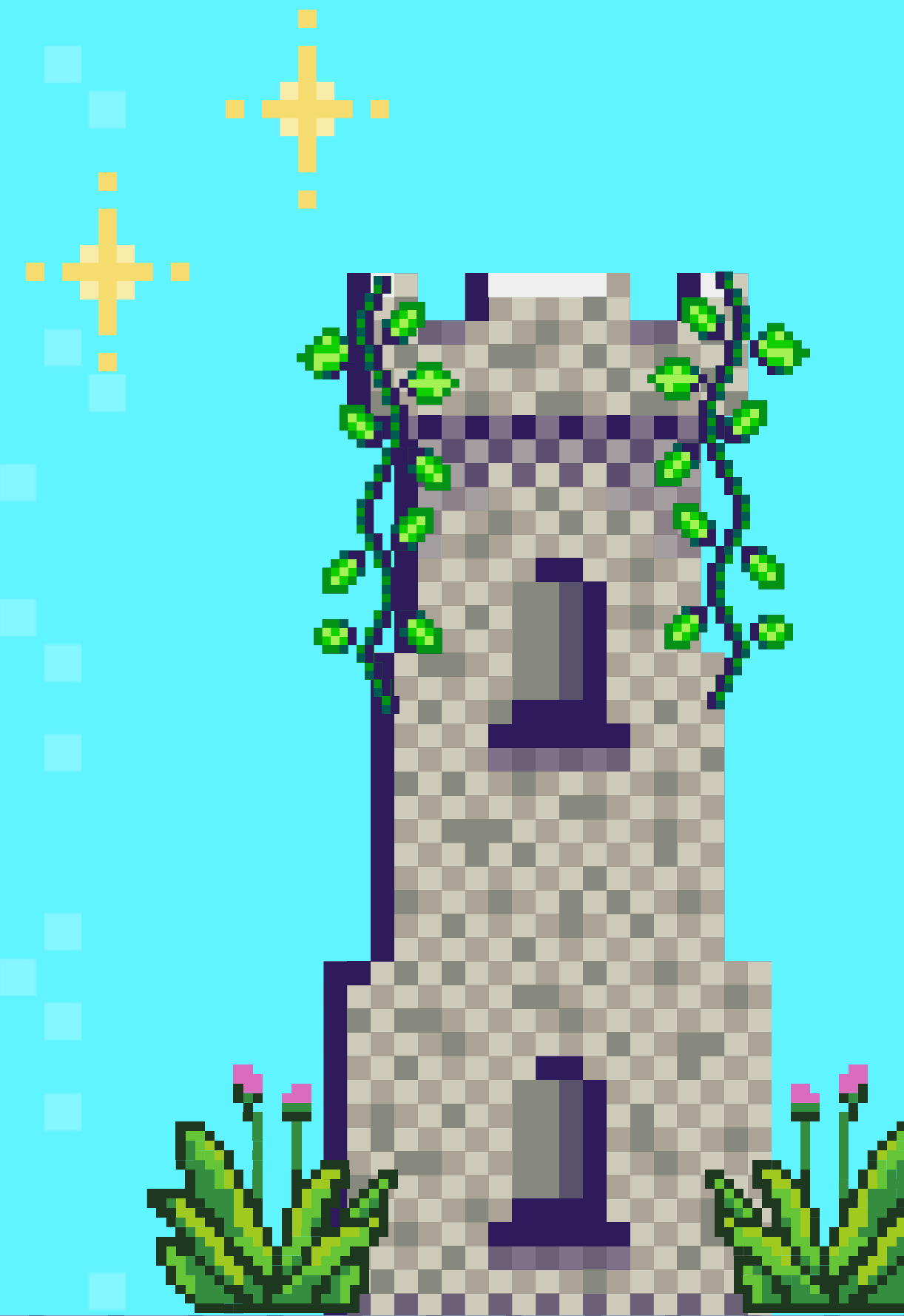
# KISSOJEN PERINTÖ

# homo ludens



# gaming world

In 2025, there are an estimated 3.32 billion active video game players worldwide, according to Exploding Topics. This represents nearly half of the world's population and includes players across various platforms like mobile, PC, and consoles.



# Fail. Fail again.

Why is failure such a strong motivator?

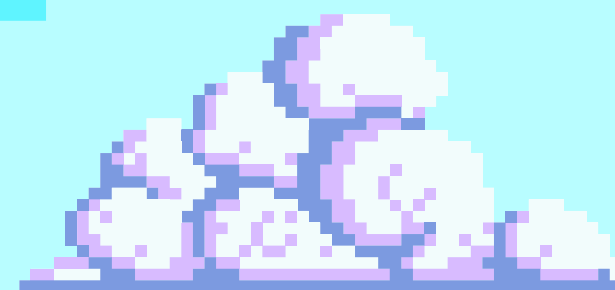
How do we learn?

The concept of lifelong

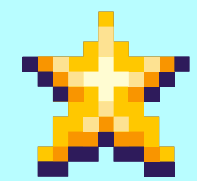
When did you last fail?

How did that make you feel?

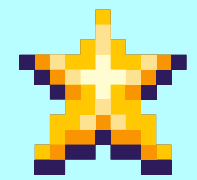
What about nudging?



# Teaching Philosophy



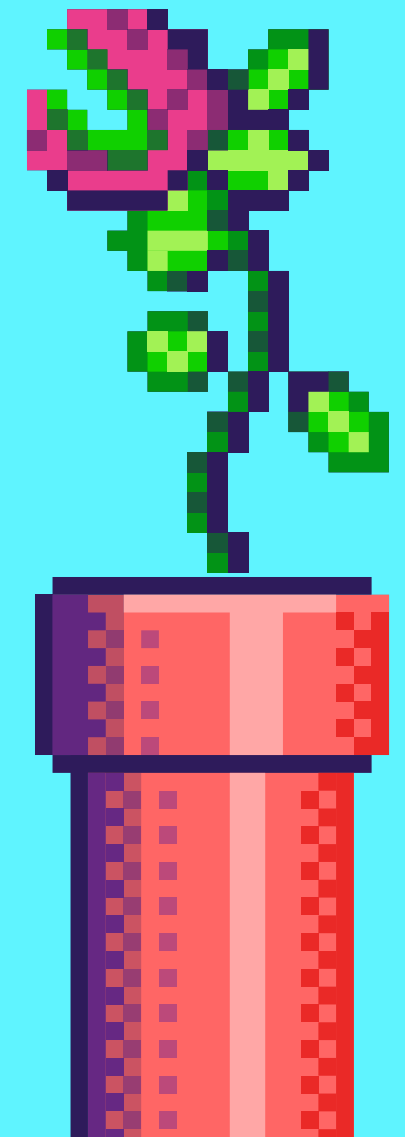
Learning by doing



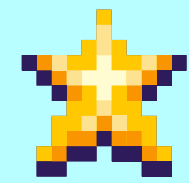
The power of group



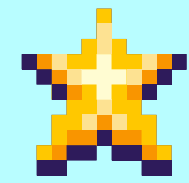
Shifting the focus



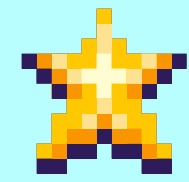
# What about



Failing benefits



Gaming benefits



Online benefits





# KISSOJEN PERINTÖ

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