









2025
Games & Learning
Impact Report

ENDLESS Access

The whole world, empowered.

Our Mission

As a nonprofit, we empower the next generation of digital creators through our global game-making community and innovative tools that spark creativity, foster collaboration, and build future-ready skills.

We work directly with learners, educators, and partners to equip underserved creators with the tools and mentorship to make their own games and to build community-led open source projects.

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Letter from our VP of Learning Experience

Building a learning community is, at its heart, an act of shared storytelling...

A teenager in Amman opened a game engine for the first time and created something that didn't exist before. A university student in Lima submitted her first pull request to a live repository. Not a classroom simulation, but a real project, for a real game, with real developers. A young instructor in Jordan helped 1,500 students contribute to a shared world of wonder.

These stories, and over 20,000 others like them, are what has made 2025 such an incredible year for us at Endless Access. We've watched new chapters form right in front of our eyes, with every learner the main character. Their own unique stories each a part of the collective.

Every story needs a world to live in. This year, we built a game to hold them all - *Threadbare*. An open-source video game to which anyone in the world can contribute, the game of *Threadbare* is set in an unravelling world, restored only by the act of storytelling across diverse cultures. And while perhaps an unintentional metaphor, that is precisely what I believe education is about. Not simply the transfer of information, but the retelling of stories that link all of humanity's history and wonder together, sparking a new authorship in every learner thereafter.

We chose games as our vehicle on purpose. A game is one of the only mediums where a person cannot simply consume, they must engage with it, get creative and often collaborate on it with others. They explore, discover, make mistakes, and celebrate wins throughout the experience. That loop of trying, failing, and trying again is learning, in its most honest and durable form. And because *Threadbare* is open-source, none of that authorship is hypothetical. Real-world learning, through real tasks, on real projects, in a real game, for real authorship.

That authorship forms the backbone of everything we do, and this year, your support helped create the conditions for more than 20,000 learners across 11 countries to create art, animation, music, sound, narrative, dialogue, and code...together.

We saw digital literacy grow by up to 75% across our programs, while analytical thinking grew by 13%, and creative thinking by 12%. Behind every one of those numbers is a young person who moved, often for the first time, from Consumer to Creator, then to Contributor, with a view toward Career.

Our journey followed the rhythm of our central pedagogy. It started when learners began to **Play** the game of Threadbare, pulling at its threads, testing the boundaries, and ideating change. Then they moved on to **Create** assets and StoryQuests, bringing characters to life, prototyping games, and committing code. As they began to **Share** their contributions live on GitHub, stories from all over the world were published into the game for anyone, anywhere to experience. And finally, learners would **Reflect**, leveraging the quiet, essential work of peer feedback and iteration and turning an experience into an education.

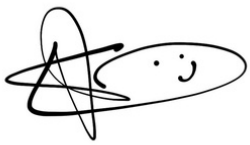
Play. Create. Share. Reflect. Four words that sound almost too simple, until you watch what happens when an isolated young person from an underserved neighbourhood cycles through them for the first time, emerging from the other side as a creator, and part of a thriving community.

We won't pretend 2025 was without difficulty. Serving communities in which this kind of opportunity seems so far from a reality is hard and humbling work. Our team has faced issues with infrastructure, resource constraints, and navigated geographical and political landscapes that threaten diversity and access.

We have also shared the weight of being the ones to say “you belong here” to those who may never have heard those words.

We could not have done this without every single one of you who joined us on our journey. Thank you for helping us to reach more than 20,000 young people this year. Every game shipped, every StoryQuest published, every learner who stays in the room because they finally feel like they belong there, that is your impact.

Stephen Reid
VP of Learning Experience
Endless Access





A Playful Pedagogy

Play
Create
Share
Reflect

Discover the *Threadbare* world and analyze how stories unfold.

Build StoryQuests with characters, dialogue, and mini-games.

Contribute to the open-source *Threadbare* repository.

Learn from peer/mentor feedback and iteration.

Learning Principles



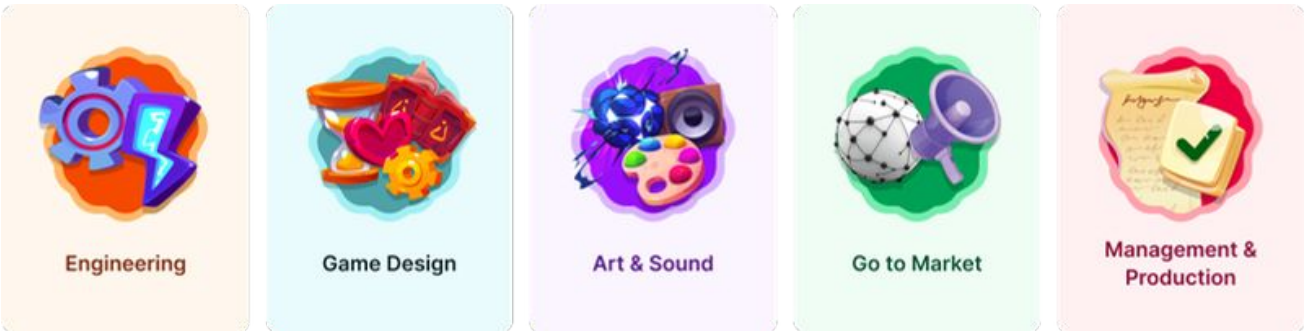
Games and Learning

We teach digital skills through three, hands-on game development modules: Explore, Core, and More. Our scalable programs work anywhere, from cities to refugee camps, helping students create and collaborate to build industry relevant portfolios across the five domains of game development. We also offer internships through our Encore program.

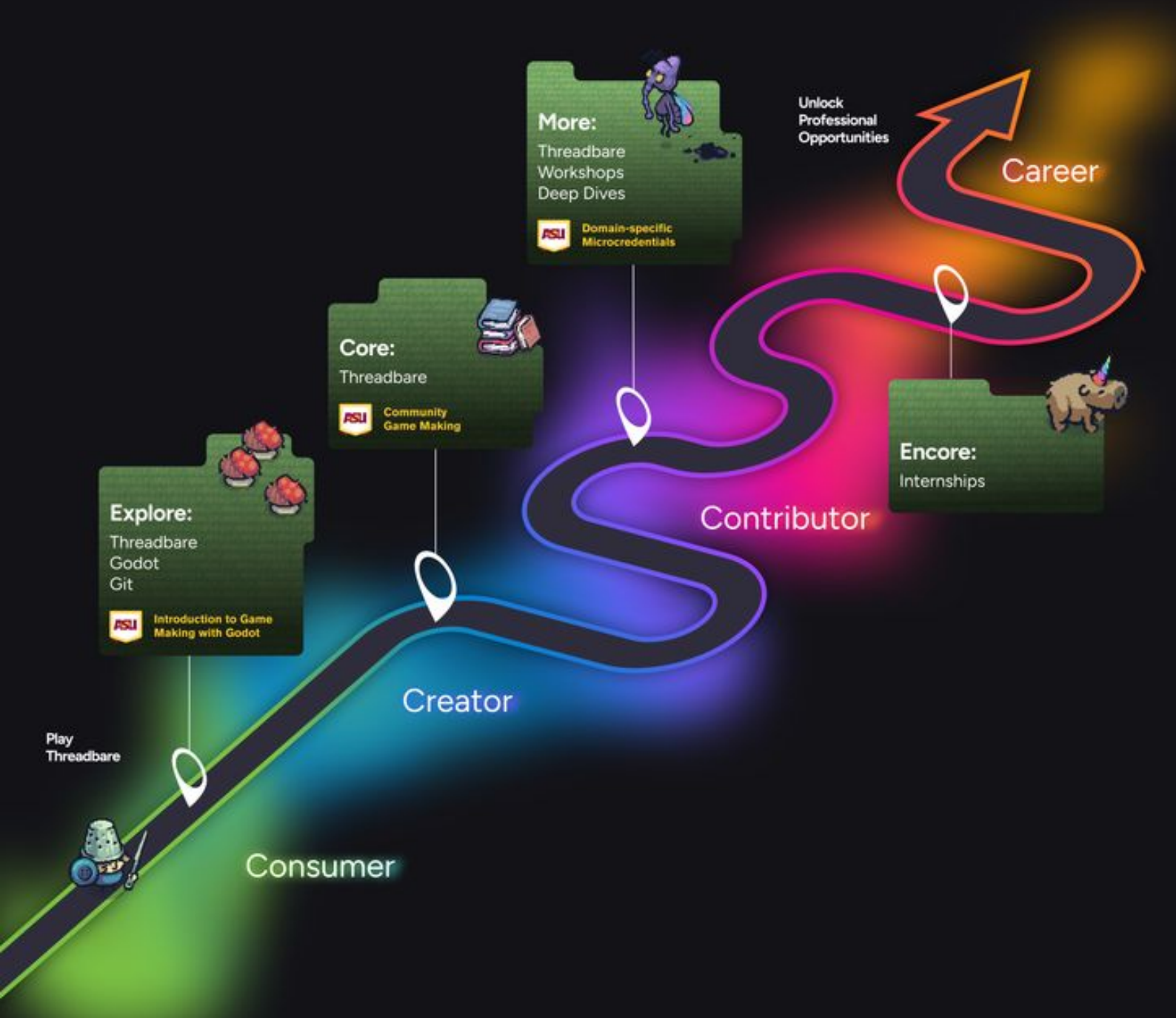
Explore Play and make a contribution (character, scene, storyline) in a facilitated or self-led workshop.

Core An intermediate studio course where students design, code, create art, and collaborate on an official game.

More An advanced program focused on open-source contributions, global collaboration, and building a GitHub portfolio.



Learner Journey



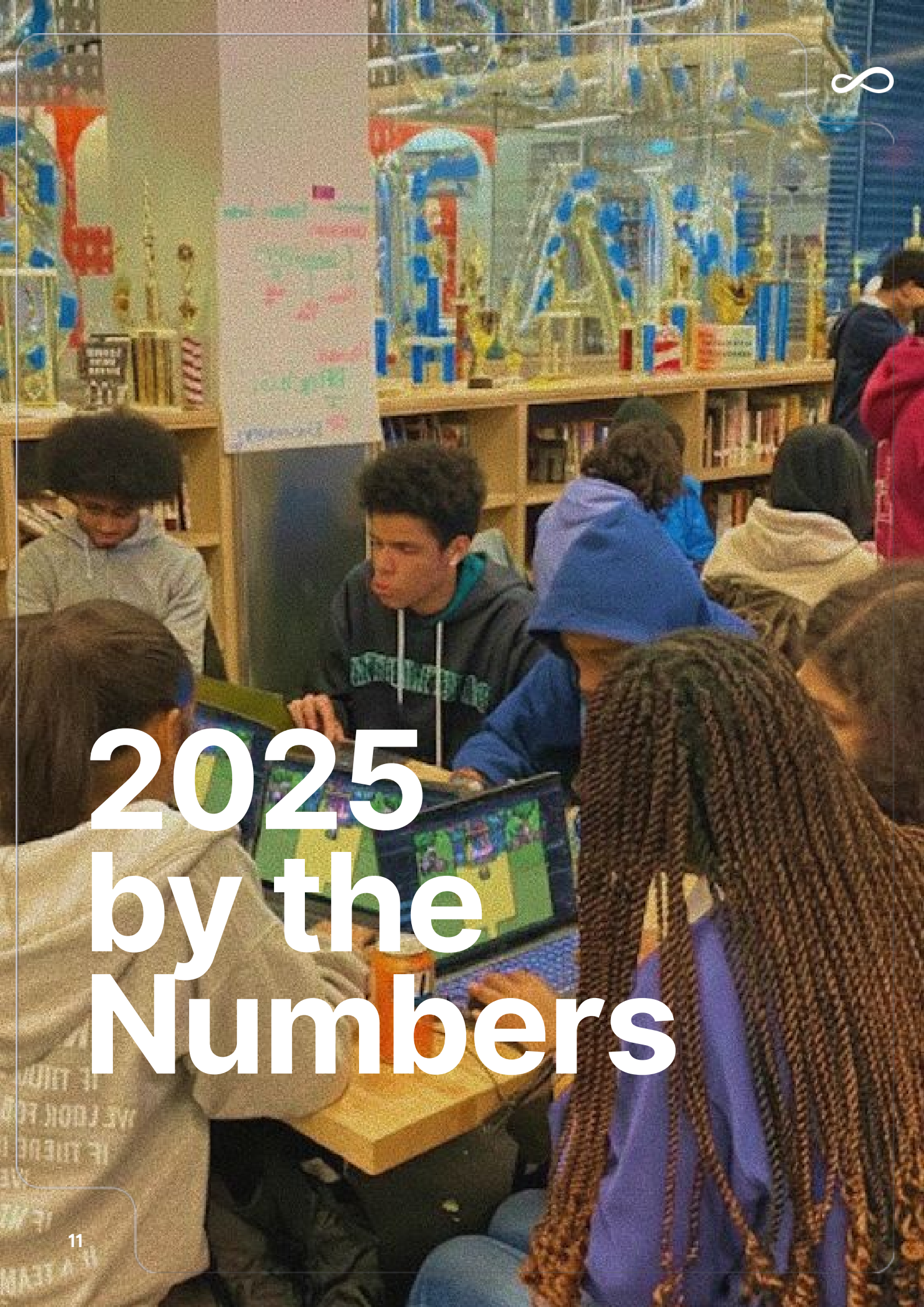
Introducing Threadbare

In 2025, we launched *Threadbare*, a free, open-source, narrative-driven RPG that is simultaneously a video game and a structured learning experience. Built with Godot and publicly available on GitHub, the game invites learners to develop real technical and creative skills: writing code, crafting narrative and dialogue, producing original art and music, and collaborating directly with professional developers to contribute culturally relevant, curriculum-aligned StoryQuests.

Players take on the role of the StoryWeaver, a protagonist tasked with restoring an unravelling world by recovering lost stories, traditions, and cultures. This rich narrative framework serves as the foundation for deep curriculum integration across our programs, creating a seamless pathway from play to learning.



Play Threadbare!

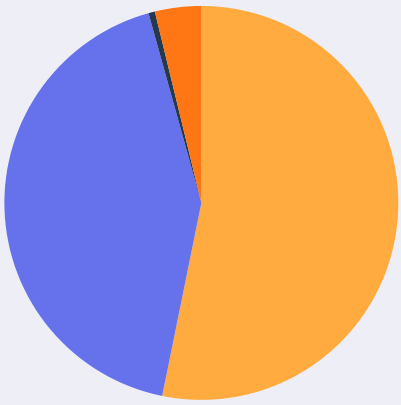


2025 by the Numbers

20,000+

Learners reached across all learning experiences in 2025

Access Across Genders



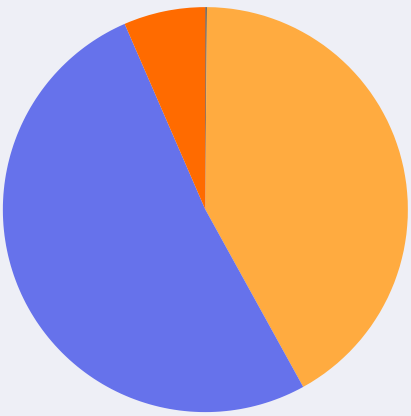
53.2%
Male

42.5%
Female

3.8%
Prefer not to say

0.5%
Nonbinary

The Ages We Reach



51.5%
Between 16-18

41.9%
Between 13-15

6.5%
Older than 18

Learners Grew in Future-ready Skills

Analytical Thinking improved by

13%

Creative Thinking improved by

12%

Technology Literacy improved by

70%

17,021
Explore: *Threadbare*

240
Core: MakeCode

1,984
Core: Godot

488
Core: *Threadbare*

338
Game Jam

71
More: *Threadbare*



1
Community Game

"Contributing to games is one of the best ways we've found to develop skills that transfer anywhere. Learners create something real, and in the process they become creative problem-solvers who know their way around digital tools."

Heather Drolet
Director of Learning Programs

233 Microcredentials Awarded in 2025

In 2025, Endless Access launched its microcredential program in collaboration with the Endless Games and Learning Lab at Arizona State University, marking a significant step toward making learner achievements visible and verifiable. Through the partnership, learners who complete qualifying game-making challenges and demonstrate future-ready skills can earn microcredentials, recognized through ASU's credentialing framework.



The pilot launched through our Universidad Tecnológica del Perú cohort, which included 233 learners who earned credentials, proving that learners can achieve recognized, skills-based credentials through creative game-making pathways. This work builds on our shared belief that play is serious preparation for the future, and that every learner deserves a way to show the world what they've built and learned.

Learners Impacted Across 11 countries

Global reach of 20,000+ learners





Voices From the Community



"Right now I'm currently working on making a game menu and just being able to do those type of things—things that I thought I would never be able to do. It's definitely cool. It's like you are working on things that a game developer would be, and it kind of puts you in that space of being creative. The curriculum as a whole is a great experience and I'm so glad to be here."

Alvin
SMASH Scholar
Georgia, USA

Hear Alvin's full experience



"I didn't think I could be a designer because I didn't know how to draw, but this course showed me I could learn. Little by little, I started practicing, experimenting, and realizing I was capable of so much more than I expected. Now I feel proud of the games I create and am excited to keep growing as a designer."

Alexandra
UTP learner and Threadbare intern
Lima, Peru

Hear Alexandra's full experience



“With Endless, we found a partner whose philosophy and approach are so similar to our perspective and our desired outcome that it just made sense.”

A. M. Bhatt
dae Founder & CEO
Connecticut, USA

Hear more from our partner, dae



Partner Highlights



Amman, Jordan

Partnership with Dimensions Studio

In Jordan, Endless partnered with Dimensions Studio to bring game-making education to learners across the country, with Dimensions serving as our trusted local partner, managing program delivery, and representing Endless operationally and strategically in the region.

Using our Core: Godot curriculum, they got hands-on with the free, open-source Godot engine, explored what makes games tick - mechanics, player experience, aesthetics, and more. They prototyped, iterated, and ultimately built their own playable games from the ground up. They collaborated as micro game studios, using GitHub and learning how to communicate their creative vision to others. Jordanian learners walked the full path from idea to finished game, with the skills and confidence of real developers.



Amman, Jordan

1500+ students

served across 10 governorates in Jordan through in-person, instructor-led game creation learning

Upon course completion we saw

Analytical Thinking improved by

12%

Creative Thinking improved by

13%

Technology Literacy improved by

66%



Lima, Perú

Partnership with Universidad Tecnológica del Perú

Learners completed our Core: *Threadbare* game development course. Using Godot, they crafted their own original StoryQuests, creating characters, tile maps, narrative, and entire mini-games for their own cultural stories. Their contributions were submitted through GitHub, experiencing how real developers collaborate on a shared project.

Many learners continued on to More: *Threadbare*, an advanced community game-making experience in which they worked with real developers through a structured process of researching, prototyping, gathering peer feedback, and submitting polished contributions to the ever-evolving *Threadbare* game.



Lima, Perú

450 students

served across 8 regions in Perú through virtual, instructor-led game creation learning

Upon course completion we saw

Analytical Thinking improved by

6%

Creative Thinking improved by

3%

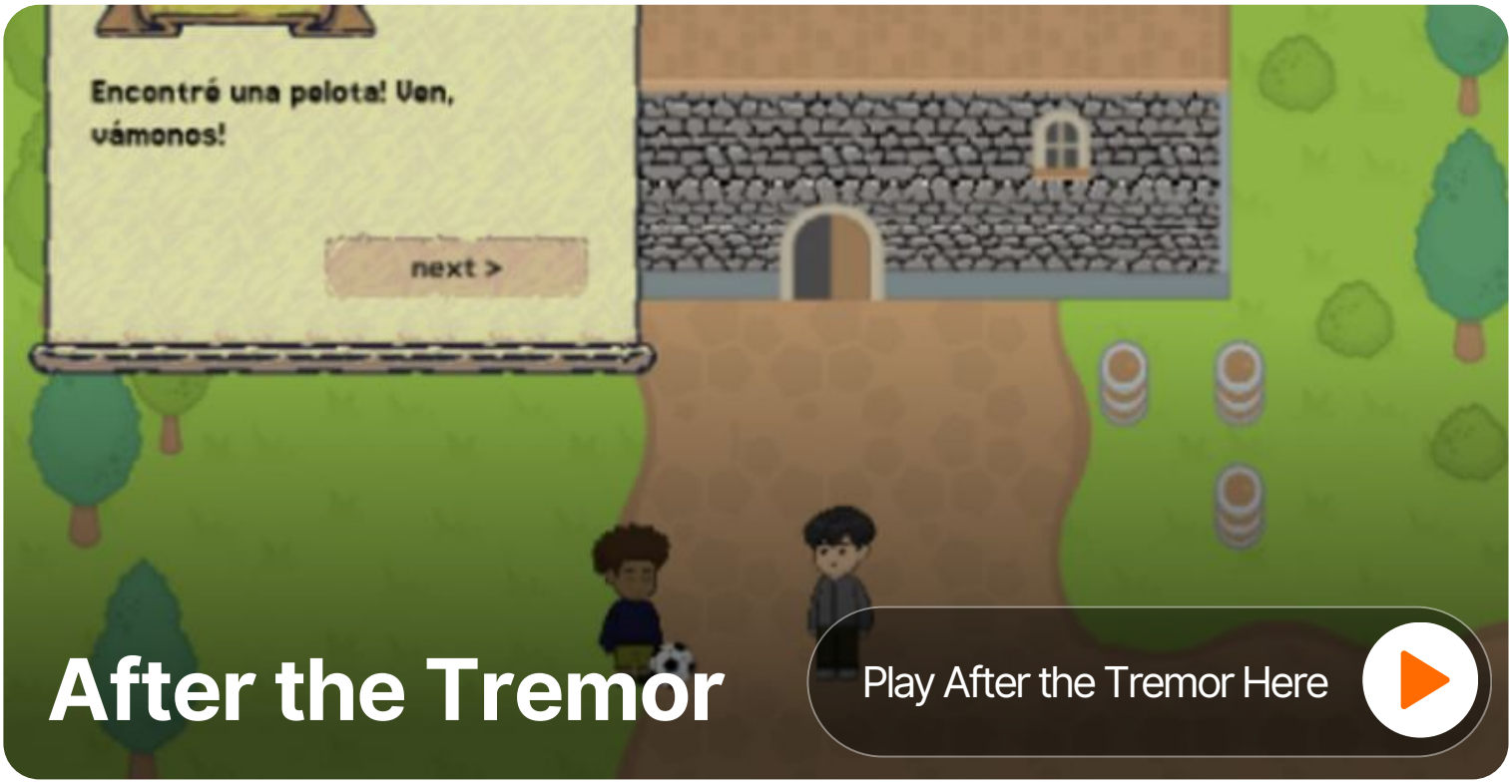
Technology Literacy improved by

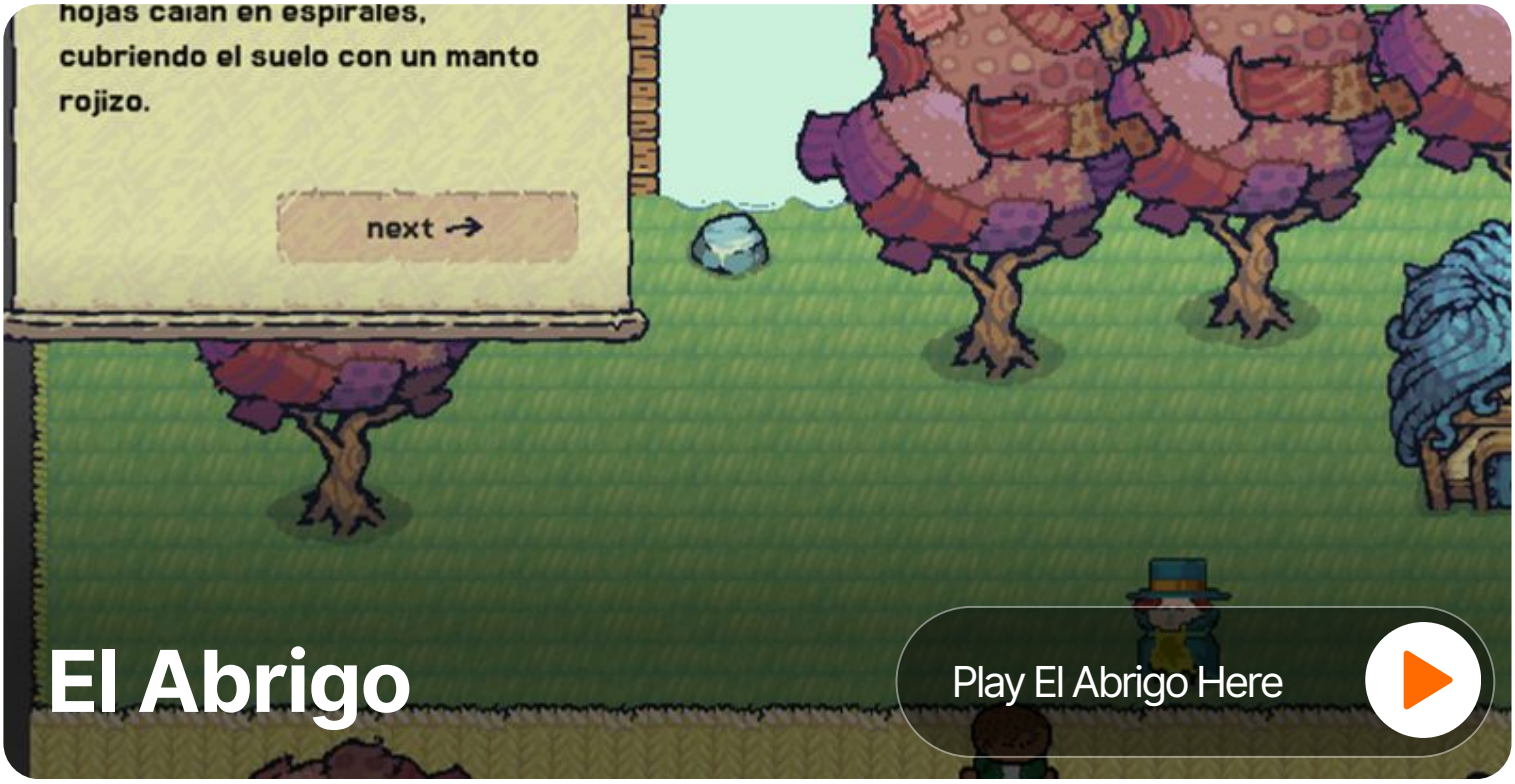
75%



Learner Showcase

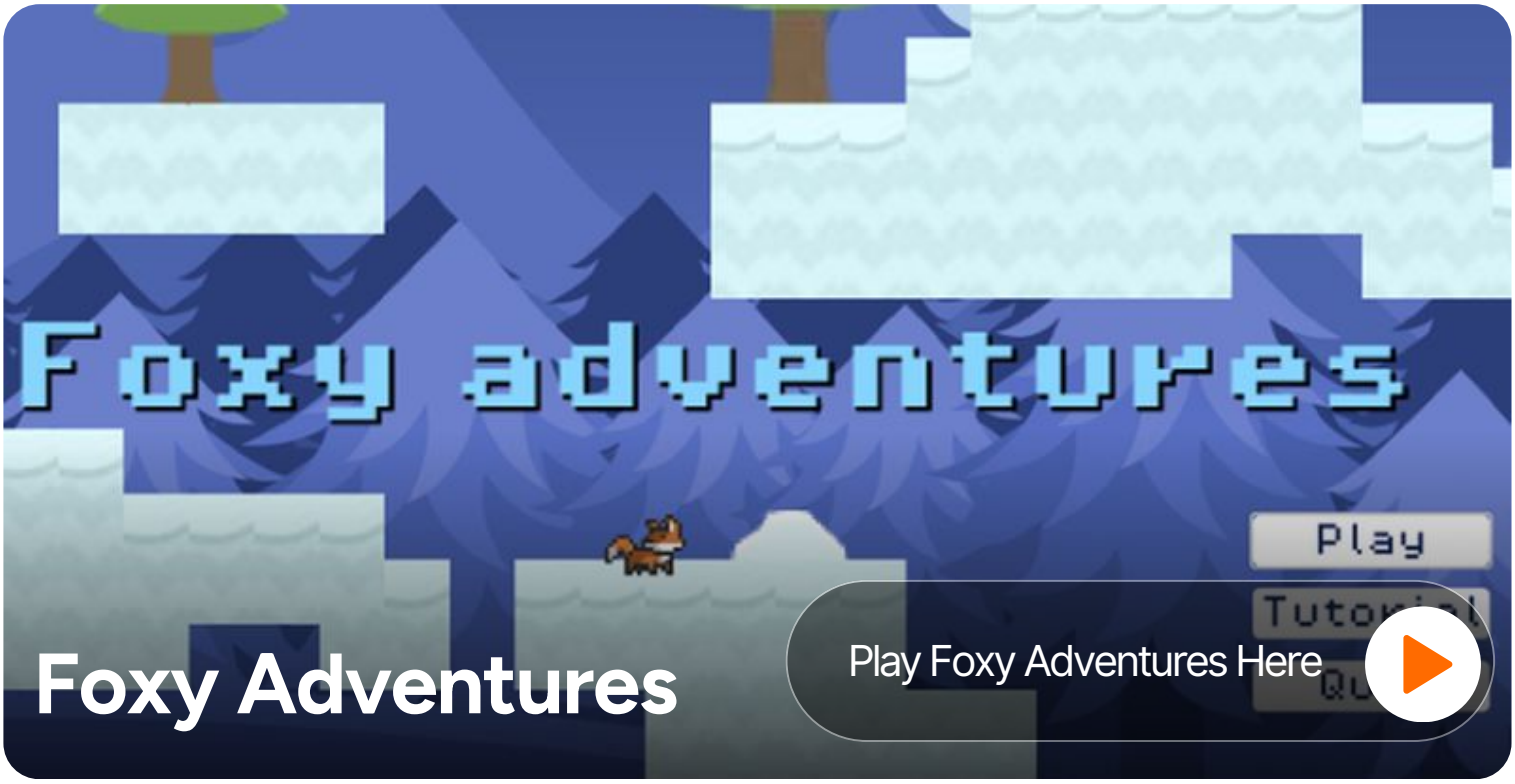
Examples of learners' *Threadbare* StoryQuests





Examples of learners' Games made with Godot





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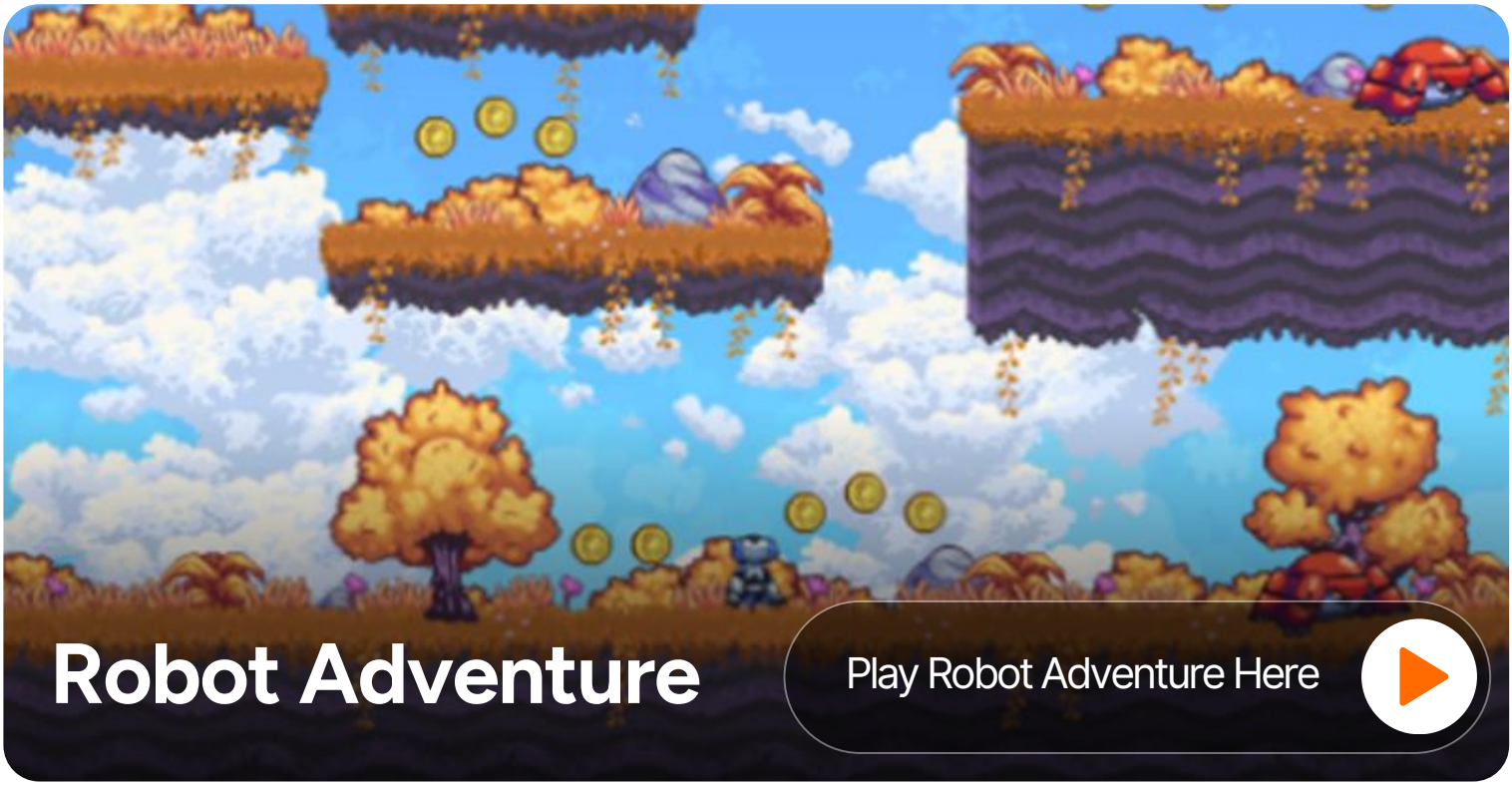


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