



Ayaz Karimov

I am Ayaz, a co-founder and game designer at Inskillz, a dynamic company specializing in the creation of educational games. With a strong foundation in digital development, my role as a co-founder and game designer involves spearheading our creative endeavors to develop innovative learning experiences. Within Inskillz, I have led the charge in crafting a diverse range of educational games, including board games, card games, and immersive escape-the-room experiences. These games serve as powerful educational tools, tackling subjects as varied as mathematics, environmental issues, and digital literacy. I am currently conducting several educational programs about AI literacy and measuring their impact. Last year, I published a [paper](#) about using these emerging technologies in under-resourced communities and I assessed their impact on students' learning outcomes and motivations.

Additionally, I have worked closely with individual teachers to gamify their classes, enhancing the learning experience and fostering student engagement in Finland, Azerbaijan, Estonia, Myanmar, Turkey, and India. Here, I also share my journey of building this educational game company and preparing games:

<https://blog.ut.ee/starting-a-company-as-a-student-in-estonia-without-dropping-out-of-the-university/>