

Nunaka

Nunaka: My Village - Where Language Comes to Play



OVERVIEW

Nunaka: My Village - Where Language Comes to Play is a free educational mobile game that introduces young children to the endangered Sugt'stun language and traditional Sugpiaq village life through playful, story-driven learning.

Children explore a Sugpiaq village guided by virtual grandparents, Emaa and Apaa, who introduce Sugt'stun words, songs, and activities. Through mini-games such as berry picking, fishing, tidepool sea-creature identification, and qayaq riding, children practice language, fine motor skills, problem-solving, and school-readiness concepts while connecting with Sugpiaq culture.

FEATURES

- **Interactive learning:** Children explore a Sugpiaq village while learning Sugt'stun words through guided activities.
- **Culturally themed minigames:** Players engage in traditional Sugpiaq activities, including berry picking, fishing, tidepool exploration, qayaq riding, songs, and village life.
- **Expanded village world:** The updated app includes multiple village locations, 20 mini-games, 12 characters, and five optional pet companions.
- **Customizable avatars:** Children can create and dress their avatars in Sugpiaq traditional regalia.
- **School-readiness support:** Gameplay supports language exposure, fine motor skills, attention, memory, problem-solving, and cultural heritage learning.
- **Visual and audio appeal:** 2D/3D graphics, traditional sounds, music, and Sugt'stun voices bring the beauty and culture of Alaska's Chugach region to life.

DEVELOPERS

Nunaka was developed by Chugachmiut in collaboration with **FableVision Studios** and **Chugachmiut Birth to Five**, with guidance from Sugpiaq Elders, language bearers, youth, educators, and community members. Recent game updates were developed in collaboration with **FableVision Studios** and **iThrive Games** through a community-led, intergenerational co-design process. The app supports Chugachmiut's broader education and language revitalization work through our **Tribal Education Department**. The app was made possible with support from the **U.S. Department of Education**.



SPECIFICATIONS

- **Type:** 2D/3D educational mobile game
- **Platform:** Apple App Store and Google Play
- **Cost:** Free
- **Target Audience:** Children ages 3–5, educators, families, and community learners
- **Languages:** English with Sugt'stun words, songs, and translations
- **Visuals:** Sugpiaq village world with vibrant colors, culturally grounded environments, and character models inspired by Sugpiaq traditions.



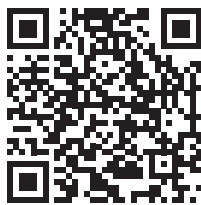
RECOGNITION

Nunaka has received international recognition for educational game design, cultural learning, and digital storytelling, including:

- **Honoree**, Webby Awards, Education, Culture & Learning – Apps & Software, 2026
- **Taro Yabe Prize**, Digital Ehon Awards, Japan, 2025
- **Silver**, Anthem Awards, Education, Art & Culture—Education or Literacy Platform, 2024
- **Winner**, EdTech Awards, New Product or Service, Pre-K, 2024
- **Gold Medal**, Serious Play Awards, 2023
- **Best Formal Learning**, James Paul Gee Learning Game Awards, 2023

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Google Play